ZWEIHÄNDER

GRIM & PERILOUS RPG

PLAYER'S HANDBOOK

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PLAYER'S HANDBOOK

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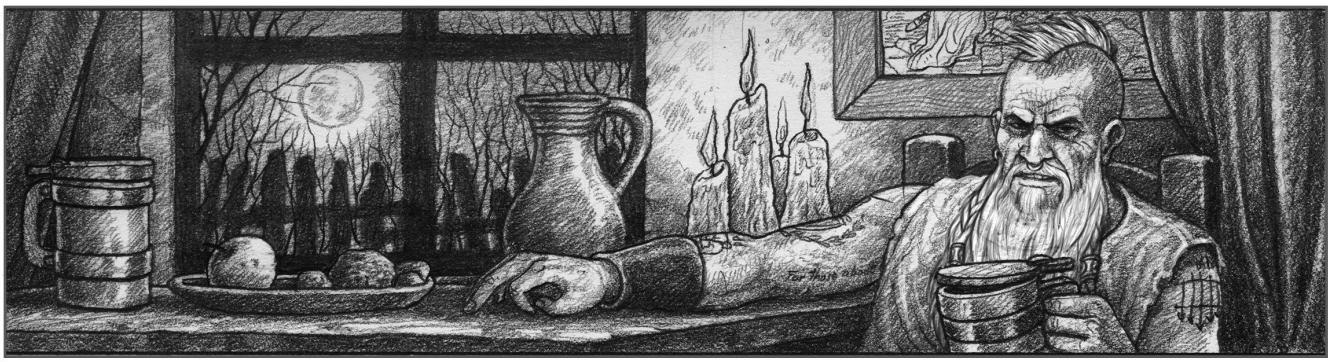


My name is Danziger Eckhardt, and I used to be a lot like you: a model citizen, a dutiful son, a stalwart soldier, a devoted husband and a loving father. But that was a long time ago. I'll tell you something right now: life has many hard truths to teach a man, and most of them have been beaten into me. And with each lesson, the feeble trappings of 'civilized' life grow dimmer before my sight, revealing their pathetic, contrived nature. Now if you'll keep your mouth shut, I'll tell you the three most important lessons in life.

The first lesson you have to know is this: **YOU CAN'T EARN ANYTHING IN THIS WORLD.** I spent my life in obedience, following all the rules, doing my duty to my country. As a soldier, sometimes that means doing terrible things. Make no mistake, war is not some noble pursuit; when some poor bastard is spitted on your blade, spewing blood and piss and shit... well, you're not thinking about your ideals, your country or your gods. You're just trying to survive. But I'm not telling you this so you'll feel sorry for me. The point is that at one time, I would have done anything for my country. I was a patriot, committed to the causes of our land. I gave everything to them, sure that they would value my service. But the time came when it was convenient for someone in power to use me, to dispose of me. And that's exactly what they did. Someone gave the word, and they cast me into hell. I don't even know his name; sometimes I wonder if he ever knew mine.

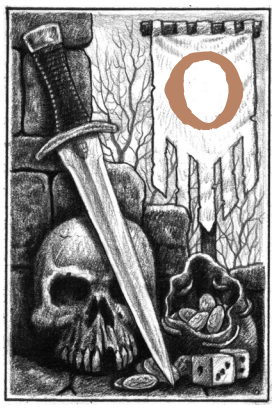
Lesson two: **A MAN WILL DO ANYTHING HE CAN TO SURVIVE.** I've spent almost half my life in a prison pit with the insane, the bloodthirsty and the depraved. And in those years crawling about in the dark, drenched in my own filth, I should have died. I gave up every night, let myself go, closed my eyes and prayed that the gods would take my broken life from me. And yet every morning I would awaken, and some spark within refused to let me die. I have seen the black truth that hides itself in the soul of every man, the root of all that is vile and horrible in this world. In the depths of those dungeons, I did things you couldn't imagine... things best left unspoken. And as I did these things, I would tell myself every time that I was only doing what was necessary to survive. I had convinced myself that someday I would be a free man, that there were still things in life worth fighting for, worth living for. The whole time, somewhere deep down, I must have known it was a lie and that each vicious act was eating at my precious humanity bit by bit. But my delusions continued, and one day, after all the blood and the savagery, I was set free.

And it was only then that I learned the third and most important lesson: **LIFE IS PAIN AND DEATH.** We spend all our days acting out some charade of an orderly life. We play out our roles, we say our prayers and we make our plans. We trust in others: our families, our neighbors, our superiors, our priests. We put our faith in the gods, we try to live good lives and we trick ourselves into believing that somehow all of this will safeguard us against the oncoming storm. We think we have some control over this life, but we don't. And we never will. Life isn't some children's story, with heroic deeds and some tidy moral lesson and a happy ending. Life is cruel. Life is callous. Life will take everything from you, and then it will kill you. The most you can hope for is that you have something to believe in, some last bit of hope you can use to deceive yourself before the end. But in the meantime, we will all root in our own filth and betray each other, and worse... oh, so much worse... because a man will do anything he can to survive.

Now, you'll save yourself a lot of wasted effort if you start living by those three rules. But I know you won't. You want to run and hide behind your values and false hope. Well, mark my words: pain is coming. Death is coming. And there's nothing you can do about it. Now get out of my sight, before I kill you myself.

— Danziger Eckhardt, Soldier and Ex-Convict

DESIGNER'S NOTE



One of the challenges we have heard from people who've considered trying **ZWEIHÄNDER Grim & Perilous RPG** is that the Revised Core Rulebook is physically intimidating and not easy to tote around. Our initial goal when we wrote the Revised Core Rulebook was to create an omnibus that contained a player's handbook, Gamemaster's guide, a fully illustrated monster manual and a fully-fleshed out adventure. While we stand by our decision to make a monstrous tome that can be used by everyone (it is called **ZWEIHÄNDER**, after all), we know that getting players to create a character from a 672 page book is a big ask, particularly whenever a Gamemaster really wants them to try the game. Thanks to your feedback, we are proud to present a slimmer volume intended for players.

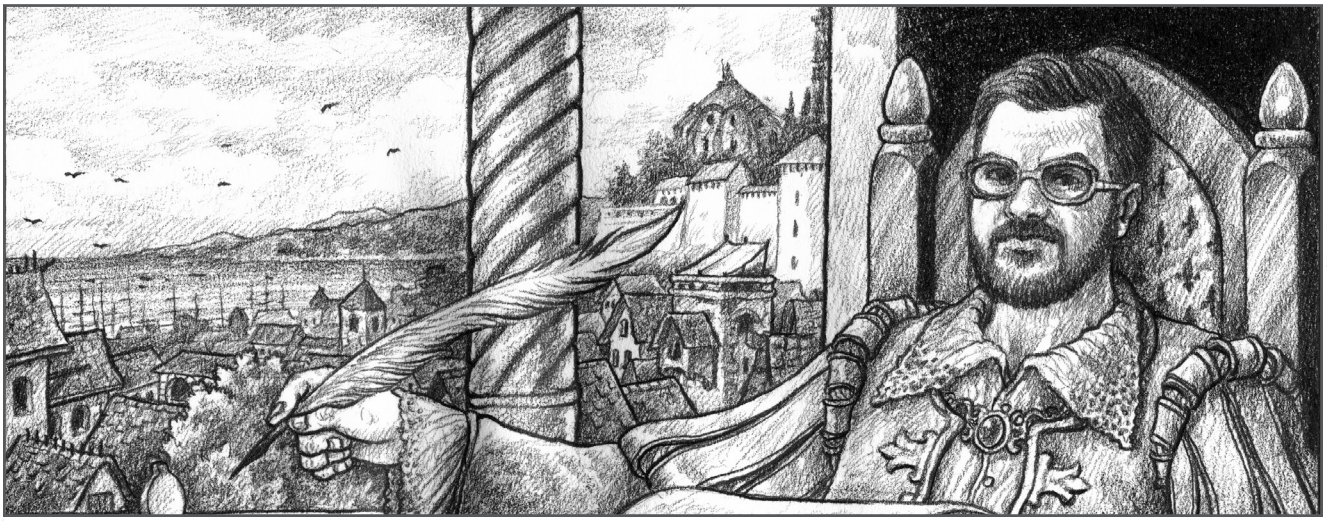
In your hands is the **ZWEIHÄNDER Grim & Perilous RPG: Player's Handbook**. Abridged from the first ten chapters of the 2018 Gen Con award-winning **ZWEIHÄNDER** Revised Core Rulebook, it contains everything you need to create a character: from professions & advancement, to backgrounds & skills, for intrigue & combat, to exploration & trappings, and magick spells & rituals. It also includes expanded rules for professions and mutant ancestries, previously found in the Game Mastery chapter of the Revised Core Rulebook. This means you can now play the lizard-like **Aztlan**, cloven-hoofed **Grendel**, porcine-like **Orx** and mysterious rat folk called **Skrzzak**. We've even filled the book with all-new artwork from our chief interior artist Dejan Mandic, with updated layout using our sepia tones to further call out traits, talents and spells. Plus, in the back of the book, you'll find fully updated character sheets. The sheets are in horizontal and vertical formats, and allow you to tell the tale of your character using a Mad Libs–styled background introduction. Best of all – the character sheets are perforated for easy removal from the book for photocopying.

Using the **ZWEIHÄNDER Grim & Perilous RPG: Player's Handbook**, you will embroil your character in dark & low fantasy adventures, inspired by the worlds of Berserk, Black Company, Dark Souls, Game of Thrones, Gentlemen Bastards, Solomon Kane, The Witcher and other Renaissance-styled "grimdark"-inspired works.

With 72 Professions, 43 expert professions, 10 ancestries, numerous backgrounds, a myriad of weapons, perforated characters sheets in both horizontal & vertical format, and over 160 magick spells & rituals, you'll have countless ways to create your version of a grim character ready to embark upon perilous adventures.

ZWEIHÄNDER AWAITS, AND THE FATE OF YOUR GRIM & PERILOUS TALE HANGS IN THE BALANCE!

Daniel D. Fox



INTRODUCTION

WEIHÄNDER is a pastiche of many familiar themes found throughout low fantasy literature: the gritty portrayal of a society replete with clandestine conflict, political intrigues, vicious reprisals and terrifying supernatural elements. The Gamemaster (called a **GM**) will impose dramatic, tense situations upon players using intrigue, dangerous fights, the perils of the wilderness, heart-pumping chase scenes and more. These are the foundation of this book, as any one of them can prove lethal in very different ways. These challenges frame the drama of the adventure. As the GM calls upon you to mold the flow of events, you roll the dice to determine success or failure.

Most readers will already be familiar with tabletop role-playing games and how they work. For the uninitiated, a role-playing game is basically a story or adventure, otherwise an organized, cooperative game of pretend called a **game session**. In essence, you and your friends share an interactive story where your choices drive the action, drama and suspense by taking on the role of someone else. You resolve actions during the game session using dice to determine whether choices were successful or not.

But a role-playing game is much more than just a series of arbitrations between numbers on a sheet of paper or a puzzle of arithmetic to be plotted out and solved. The lifeblood of your game will be expressed through role-playing, subtlety and complexity, for which dice alone are woefully inadequate. Personalities within the game will be comprised of moral strengths and flaws; in other styles of game, the rewards for success are based on successfully manipulating situations confronted towards the former and away from the latter. The strength of your game will not be in the overcoming of obstacles, but frequently in the act of simply facing them. Their spirit is as crucial as the dread they face; after all, the darkest recess is always found just outside the range of the flickering candle.

There are many dark themes you'll find within these pages. The system and its game mechanics are written to describe a motif of brutal violence, political intrigue, profane sorcery and unimaginable horrors from beyond. Disease runs rampant throughout cities. Towering asylums upon the edge of civilization ring with the howls of the demented and damned. Tales of twisted monstrosities are whispered in firelight, talk of an all-consuming chaos that rests below the earth and beyond the stars. It slumbers until stirred by intrepid fools, or waits lurking in the deepening shadows of a nearby alley, biding its time. Villainy lies within the hearts of women and men, who engage in all manner of violence and deceit in the name of progress. It is a world where the upright perish, the unjust linger and grim attitudes rule. People live in a state of decay and paranoia, scrambling to keep what little has been afforded them by the higher social classes. The gods are petty and quick to anger; their fickle gifts bestowed upon a vexing few. Those who call themselves priests are often venal charlatans, consumed by the very sins they preach against. Far from the prying eyes of others, sorcerers risk their sanity and their souls to harness the mysterious power of cosmic disorder by striking Faustian bargains with gods, diabolical servants and other less palatable entities. All of these terrible things manifest into Corruption (both a thematic element and a game mechanic); a world-eating blackness that can utterly twist its victims both physically and spiritually.

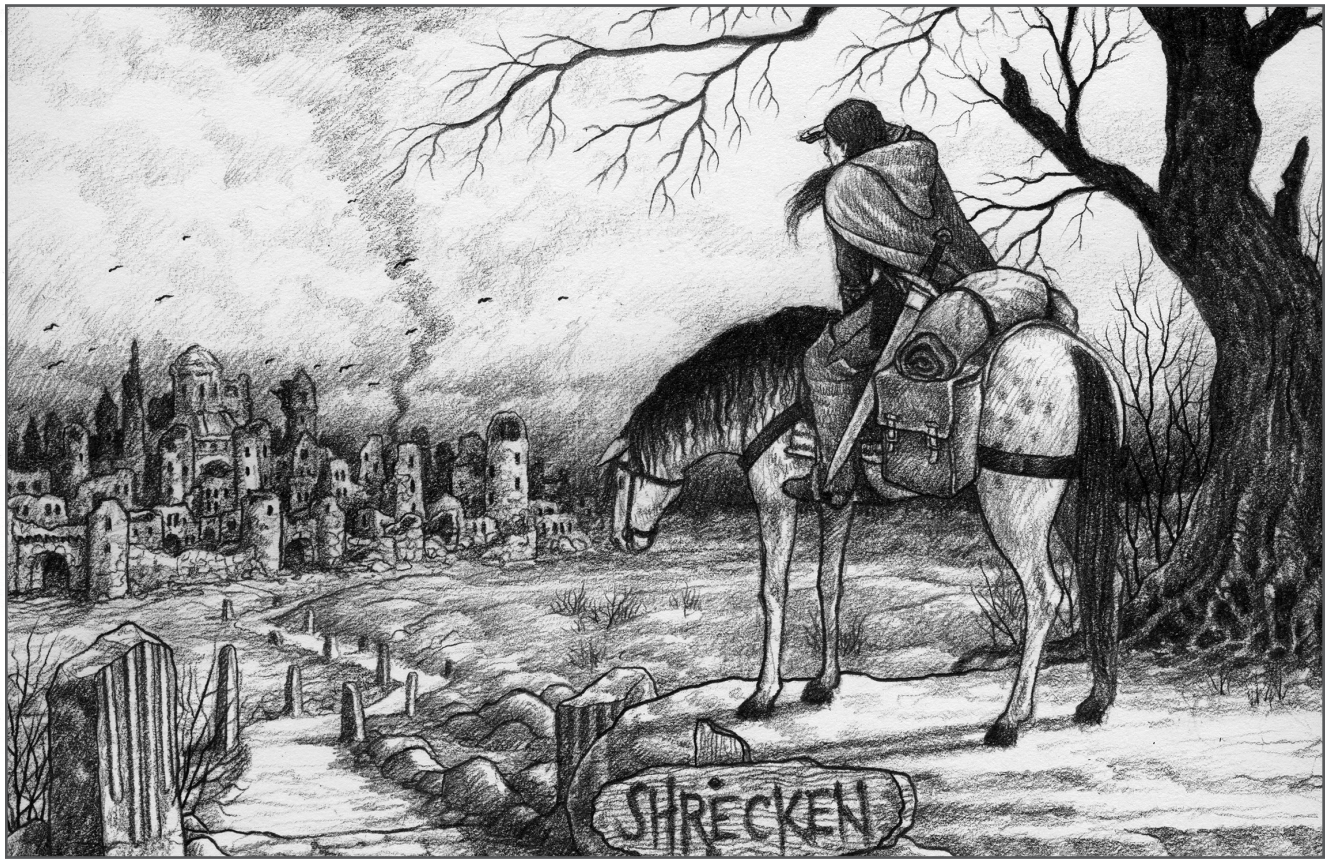
These same elements are very portable, as any GM can easily integrate **ZWEIHÄNDER**'s rules into their own homebrewed world. They can use the rules to craft adventures set in a low fantasy version of the Thirty Years' War, the politically-inspired intrigues of George R.R. Martin's *A Song of Ice and Fire*, the racial tensions of Andrzej Sapkowski's *The Witcher*, the criminal underworld of Scott Lynch's *Lies of Locke Lamora*, war torn adventures set in Glen Cook's *The Black Company* and other 'grimdark'-inspired campaign settings.

WHAT ZWEIHÄNDER IS NOT

This system isn't really designed for the traditional dungeon romp. While these rules can support that style of play, death is almost a certainty. Injuries sustained in **ZWEIHÄNDER** often have nasty consequences, requiring prolonged periods of recovery and care. Creatures are incredibly dangerous and rarely taken down without lasting wounds. In a grim & perilous world, common peasant rabble (when gathered into large enough groups) can drag a veteran knight off his steed and beat him to a bloody pulp. We don't wish to thwart this style of play, but you have been warned!

PLAYER'S ROLE

You and your friends will share an interactive story where you drive the action, drama and suspense by taking on the role of someone else. To start, a group of people use the book you're holding in your hands right now to each create a player Character (called a **PC**), an alternate fantasy personality. Players are actors within the shared story, portraying their Character using first and third person perspectives during a game session. They can change the outcome of the story by making decisions 'In-Character', using the persona they've created. Players portraying their Character's personality using active and descriptive role-playing perspectives during a game session. Active role-playing means a player declaring things as if they were their Character, such as, *"I march across the chamber to skewer the highwayman, declaring loudly FIE!"*.



Descriptive role-playing means a player describes the actions their Character is engaging in, such as, *"Wilhelm marches across the chamber to attack the highwayman, shouting a battle cry"*. Both are appropriate ways to role-play in **ZWEIHÄNDER**. These decisions drive the challenges, resolved by using dice to test success and failure.

GAMEMASTER'S ROLE

The GM presents the world Characters live within. They act as the narrator of this world, keeping things organized, authoring the challenges within the adventure, providing exposition and portraying the other personas and creatures (called a non-player Character or **NPC**). Additionally, the GM makes up details and information about the setting and those within it. They also serve as referee to the decisions players make as their Characters, promoting fairness and fun in equal measure. The GM will adjudicate the results of dice rolls and produce a narrative that encapsulates what the Characters are experiencing. And when the interpretation of rules is called for, the GM is responsible for making the final decision.

Veteran GMs will likely develop a lengthy story arc known as a **campaign**, which is a malleable blueprint that highlights the themes, people and places within game sessions while allowing the aforementioned elements to be molded by the choices players make with their Characters. Oftentimes, they will even create their own persistent **campaign worlds**, further immersing themselves and the players within its deep and robustly imaginative framework. Some GMs may even adopt elements from popular television shows, author an alternate history derived from our own world's history, adapt stories from material found in popular fantasy novels or use published campaigns created by other role-playing game publishers.

THE GOLDEN RULE

One rule above all others is held in the highest regard around the gaming table – have a good time! This means that the GM and players should never let the rules prevent the story from moving forward. If a rule gets in the way, work with your GM to change it by turning it into a house rule, personalizing it for your group's preferred style of play. While rules act as tools, rulings are far more important on the GM's part rather than strict adherence to the book. **ZWEIHÄNDER** is built with modularity baked into the rules and able to be modified without upsetting the inherent balance of the system. In other words, don't let the rules bog down gameplay and fun on the part of players and the GM.

If for some reason you or the GM have forgotten a specific rule, ignore it and look it up later. Stopping the game to find the exact language (or even argue about its interpretation) only creates frustration around the table. The GM and the players shouldn't position themselves into adversarial roles.

Above all else, a role-playing game is a cooperative game, with an agreement between the players and the GM that they will play fairly, placing fun above all else. And while the GM has the final say on how all rules play out, you should be mindful of your choices and discuss any issues you may have with a particular mechanic or interpretation outside of the game session. Don't ruin the fun for you and everyone else around you by dragging the GM into an argument over how a rule is used. Save discussion of the point for the end of the game session or the beginning of the next.

Additionally, dice rolls alone do not solely dictate how the story plays out. Dice add an element of random chance to the game. It may create moments of excitement as you succeed at a difficult challenge to overcome some deadly obstacle. Other times, it can be exceedingly harsh, as when a dice roll results in the death of a Character. While dice add a threatening element of chance to the game that may be beneficial or ruinous, the narrative, story and role-play should be the core focus. While grim & perilous games tend to be far grittier and unrelenting than other role-playing games, you should do your best to emulate this same style of gaming by relying less on the dice rolls you make and look more towards the role you play. In fact, the game is designed to offer the most rewards for doing just that!

GENDER NEUTRALITY

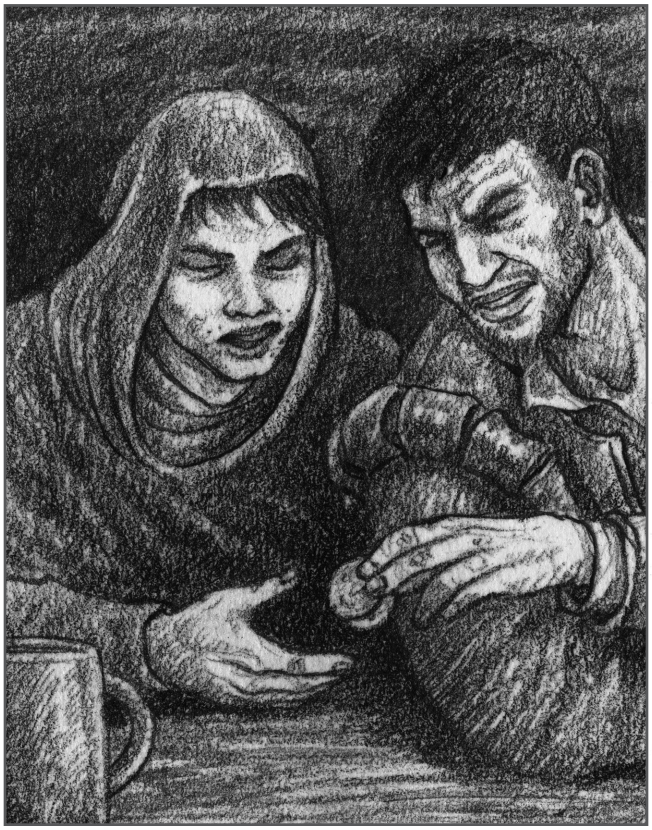
Throughout this book, you'll note that we use the singular 'they' (along with its inflected forms like them or their) for indeterminate gender. However, our play examples will typically reference the gendered pronoun appropriate to the gender of the player or their Character.

YOUR ZWEIHÄNDER GAME

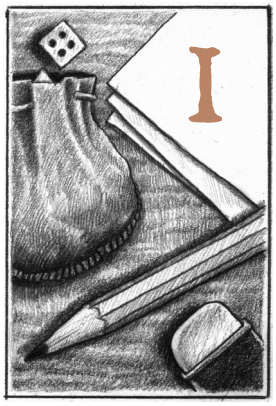
Although **ZWEIHÄNDER** has several implied thematic elements, you are encouraged to adjust them to fit your vision of grim & perilous adventures. Feel free to select them piecemeal or ignore them completely and create your own elements. Take a moment, let yourself go and envision how your story might unfold:

- Will it be an epic struggle between the roving adherents of disorder and a noble empire of scattered provinces?
- Will it be a dark meditation on real-world ethnic cleansing and land grabs in foreign countries between fantasy races?
- Will it be a street-level crime drama, taking place entirely in the streets of a Renaissance-inspired metropolis that's dominated by factions both small and large?
- Will it explore a perilous frontier of scattered city-states, entrenched in localized sorties between petty warlords?
- Will it be a sacred pilgrimage that takes its adherents through a terrible and strange land during a cataclysmic apocalypse, testing their faith as the world crumbles around them?
- Will it be a world replete with backstabbers, schemers, sycophants and money-grubbing petty nobles vying for power while the tides of Magick have begun to arise once more?
- Will it be a story of a realm riven by civil war, where corrupt noble houses attempt to unify their people beneath the banner of monotheism?
- Will it be a survival horror game, where Characters either race toward madness or simply try to survive the onslaught of unimaginably terrifying entities from beyond the stars?
- Will it be a game set in a desperate region stuck in the throes of feudalism, ruled beneath a corrupt monarchy where knights mete out their own brand of justice in service to a goddess of a mythic lake?

With enough imagination and creativity, the possibilities are endless. **ZWEIHÄNDER** awaits, and the fate of your grim & perilous tale hangs in the balance. We can't wait to hear how it turns out! Please share your experiences on our forums at **GrimAndPerilous.com.**



HOW TO PLAY



In a grim & perilous world, Characters will find themselves engrossed in intense scenes as you face the machinations of socialites and their lackeys, lethal back-alley knife fights, adrenaline-pumped chases and horrific confrontations with aberrant creatures.

Your Characters are able to overcome various challenges by calling upon raw abilities and some innate aptitudes. And naturally, all challenges have their own measure of risk. The threat of failure is a constant reminder that no one, no matter how far along in age or experience, may avoid the turn of fortune's wheel.

Whenever you try to perform a task or action which has a dramatic or direct effect in the gaming world, your GM will ask you to make a Skill Test (sometimes simply called a Test) to determine whether you succeed or fail. Additionally, Skill Tests can render Critical Successes (granting an additional positive effect) or Critical Failures (incurring an additional negative effect). Your GM will determine if some tasks are too difficult for success to be a possibility.

ROLLING DICE: The GM will impose challenging situations upon you in various ways. These challenges vary widely, including courtly intrigue, wilderness exploration, chase scenes, combat and more. These are the foundation of **ZWEIHÄNDER**, as any one of them can have serious consequences… or even prove lethal. These challenges form the drama of how your Character interacts with the campaign world. Whenever the GM calls upon you to influence an outcome, you roll the dice to determine success or failure.

Most rolls you make during a game session will be for Skill Tests, generated using dice. To make a Skill Test, you will roll percentile dice using two 10-sided dice, referred to as 'D100' throughout the book. Before you roll, be sure to indicate to players and the GM which die represents the tens die and which represents the units die. If you rolled a face '6' on the tens die and a face '1' on the units die, you generated a result of 61%. When you generate a result of '00', it is equal to 100%. Rolling equal to or under the Total Chance for success means you succeed at your Skill Test. Rolling over the Total Chance for success indicates failure.

Danziger Eckhardt needs to make a Skill Test. His Total Chance for success is 64% or lower. Grabbing D100, Danziger rolls a 34% and succeeds! If he had rolled a 64%, he would still have been successful. However, rolling 65% or higher would have resulted in a failure.

SKILL TEST SUMMARY

Whenever you make a Skill Test, you'll reference these guidelines. You should commit these steps to memory, as you're going to be called upon to make a number of Skill Tests during a game session:

- First, you must determine the Skill that's being tested. Generally, your GM will call upon you to Test a specific Skill as you role-play within the campaign world. However, you may also request to use a specific Skill to change events into your or another's favor. Each Skill is related to a Primary Attribute.
- Once you've identified the Skill to be tested, now determine the Base Chance to use it. First, add the Primary Attribute value to bonuses conferred by Skill Ranks. Then, apply any penalties your Peril Condition Track may confer. This may cause you to ignore some or all of your Skill Ranks. Add modifiers from Talents and Traits that apply. The sum of these determine your Base Chance. The maximum total modifier that can be applied to the Primary Attribute value is +30, while the minimum total modifier is -30. Should the total modifier add up to greater than +30 or less than -30, it is treated as +30 or -30 respectively.
- Other conditions of the environment and outside influences will have an impact on your ability to succeed or fail. These are ambient bonuses or penalties imposed upon you by the drama of the situation by your GM, called the Difficulty Rating. The GM will tell you the final adjustment you must apply.

Credence Redding is attempting to use a Coordination Test. Coordination is an Agility-based Skill. His Agility is 45%, while he has 3 total Skill Ranks in Coordination. This gives a Base Chance of 75% (45 + 10 + 10 + 10). However, Credence is suffering from "Ignore 2 Skill Ranks" on the Peril Condition Track. This means that his Base Chance is now only 55% (45 + 10).

- Add all of the modifiers together to determine the Total Chance for success. While some modifiers may negate one another, your GM will always clarify these situations.
- Grab D100, call out to the table what your Total Chance for success is and roll. If the rolled number is equal to or less than your Total Chance for success, you have succeeded at the Skill Test. If the results are greater than the Total Chance for success, you have failed the Skill Test.

We will speak more in upcoming chapters about using Skills.

Leopold attempts to Charm his way past a city guard. Unfortunately for him, the city is on high alert, and the GM imposes a Difficulty Rating of (Hard -20%). This is applied to Leopold's 81% Base Chance, meaning his Total Chance of success on this occasion is reduced to 61%.

PERIL CONDITION PENALTIES

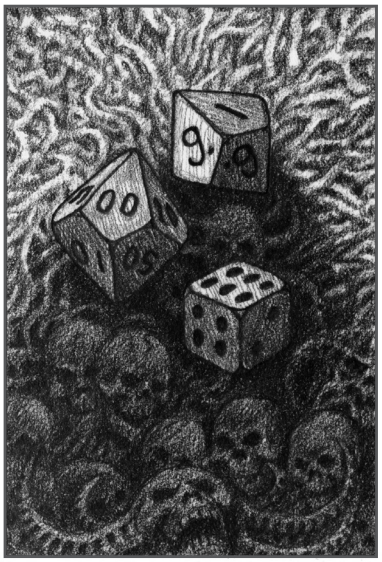
Your Peril Condition Track may impose penalties to your Total Chance for success. If you are Unhindered or Imperiled, you suffer no additional penalties. However, if your status on the Peril Condition Track is "Ignore 1 Skill Rank", "Ignore 2 Skill Ranks" or even "Ignore 3 Skill Ranks", you must subtract the bonuses your Skill Ranks normally confer to you. However, if you are Incapacitated!, you cannot even roll dice, as you cannot succeed at any Skill Test. You will learn more about the Peril Condition Track in **Chapter 9: Hazards & Healing**.

DIFFICULTY RATING

Clambering over a manse's garden wall to abscond away with riches may prove to be a relatively easy task should there be creeping vines to aid you, but scaling the sheer face of a tower to infiltrate the count's personal chambers is considerably more difficult. While both require an Athletics Test, it is clear that the second example is more challenging. But do you know what the level of challenge is of the first example? This is where the Difficulty Rating comes into play.

Circumstances directly affect your ability to succeed or fail with a Skill Test. Your GM will always assign a Difficulty Rating to a particular task you wish to attempt. These bonuses help distinguish how easy it is to climb up the manse's wall or perhaps how hard it is to scale the face of a mountain. However, you may individually gain benefits from, or be penalized by, your Character's Ancestral Traits, Professional Traits, Talents or even the Qualities of the trappings you carry. In cases where there are unique modifiers, apply them to your Total Chance for success.

You'll note that there are several different steps along the Difficulty Rating Chart. Whenever your GM determines the Difficulty Rating of the Skill you're about to Test, consult the table below to determine the final modifiers to your Skill Test. A GM will generally call out the Difficulty Rating for the Skill Test, instead of telling you the bonus or penalty. You can quantify the modifier from the Difficulty Rating using the chart on the bottom of your Character Sheet:



DIFFICULTY RATING	DESCRIPTION
(Arduous -30%)	Apply a -30% penalty to Base Chance
(Hard -20%)	Apply a -20% penalty to Base Chance
(Challenging -10%)	Apply a -10% penalty to Base Chance
(Standard +/- 0%)	No penalties or bonuses
(Routine +10%)	Add a +10% bonus to Base Chance
(Easy +20%)	Add a +20% bonus to Base Chance
(Trivial +30%)	Add a +30% bonus to Base Chance

OTHER MODIFIERS: Under special circumstances, there may be situational modifiers in play when making a Skill Test. Your GM will tally these situational modifiers on their side and give you the Difficulty Rating. You should concern yourself only with your Character's immediate Base Chance to use a Skill and let the GM worry about any other ambient modifiers. A GM will likely be willing to share with you the modifiers following your Skill Test's dice roll.

Hamish Claviger watches along the edge of the woods for signs that anyone followed him. It is dark outside and Hamish has no light. The GM considers the situation to determine the Difficulty Rating, telling him that it is a (Hard -20%) Awareness Test.

TOTAL CHANCE FOR SUCCESS

Whenever it is time to make a Skill Test, the GM will announce the Difficulty Rating. However, these results may not be all that encouraging. For instance, you may have a 75% Base Chance to use Skulduggery, but because you're trying to lift someone's purse while surrounded by watchful eyes, the GM has determined that the Difficulty Rating is (Arduous -30%). This reduces your Total Chance for success to 45%.

Once you have announced what your Character intends to do and the GM calls out the Difficulty Rating, you must commit to your intended action.

SITUATIONAL DIFFICULTY RATING

ZWEIHÄNDER does not provide a complete list of every single Difficulty Rating for the situations your Character may be thrust in. Most of these decisions rely on the GM's adjudication of the rules, relying solely on contextual interpretation. Describe what you wish to attempt accurately as you can, so that the GM can assign an appropriate Difficulty Rating. The Difficulty Rating descriptor is not an arbitrary word. If you can explain why your Character would find the task easy to overcome, then you may expect an easier Difficulty Rating. While the GM will attempt to be fair, don't be surprised if your Tests are considerably harder if you're not fully describing in detail what you wish to do.

Leopold Coventry is perched atop a roof, and needs to get away from his pursuers; he must jump! His player tells the GM that Leopold will jump from one rooftop to another, crossing the gap using his Athletics Skill. The GM tells him that it is an (Arduous -30%) Difficulty Rating. Knowing that this will drastically reduce Leopold 's Total Chance of Success, the player tells the GM he doesn't want to do it. The GM reminds him that once he asks to do something and the Difficulty Rating is set, he must commit to his action. With an audible sigh, the player picks up the dice to see what fate lies in store for poor Leopold.

CRITICAL SUCCESS & FAILURE

In certain cases, you may generate a Match with your D100. A Match occurs whenever you generate the same die result on both the tens and units dice (e.g. **11, 22, 33, 44, 55, 66, 77, 88, 99**). These can have a dramatic impact on your successes and failures.

CRITICAL SUCCESS: If you succeed at your Skill Test and the dice Match, you incur a Critical Success. This may mean you may dole out additional wounds upon a foe, gain a temporary beneficial effect, add a bonus to your ally's next Skill Test or do a number of other things. These are generally contextual and the GM will announce any additional benefits or penalties tied to a Match. Your Talents and Professional Traits may confer other effects as well.

Grover Caldwell has a 55% Total Chance for success. Rolling D100, he generates a 33% — a Match! Because it's below the Total Chance for success, it qualifies as a Critical Success. The player announces that Grover has succeeded at the Skill Test with a Critical Success.

CRITICAL FAILURE: Should you fail your Skill Test and the dice Match, you incur a Critical Failure. The effects of Critical Failures are generally to your detriment. Your GM will tell you what the effects of these sorts of Matches are as you play. Sometimes, they may not even describe the terrible effect until it really matters. These negative effects always dramatically enhance the story and your trials and tribulations.

Natasha Steeples is wanted for crimes she didn't commit. Cornered by a bounty hunter, Natasha attempts to convince them otherwise. Natasha has a 55% Total Chance for success. Rolling D100, she generates a 66% — a Match! But, because it's above her Total Chance for Success and it's a Match, it qualifies as a Critical Failure. The GM notes that it is a Critically Failed Skill Test and considers other complications.

SKILL TESTS OVER 100%: In rare cases, it is possible to have a Total Chance for success in excess of 100%. However, your Total Chance for success can never be more than 99%. A result of **100%** on D100 is always treated as a Critical Failure.

SKILL TESTS LOWER THAN 1%: There are times when your Total Chance for success calculates to less than 1%. However, your Total Chance for success can never be less than 1%. Roll a Skill Test regardless. A result of **01%** on D100 is always treated as a Critical Success, despite not being a Match.

AUTOMATIC SUCCESS & FAILURE

Any time you intend for your Character to attempt a dangerous action, you'll make a Skill Test. However, there are many mundane things your GM will not have you make a Test for. Otherwise, this would make for a very boring, drawn-out and unpleasant gaming experience for you and other players. Tasks without risk such as climbing up ladders, driving a cart along a well-traveled road, writing in your Character's journal in a foreign tongue and the like likely require no Tests, and you should assume that they are passed automatically. The GM will be the final arbiter, as always, in these cases.

Lyndon Geneveux is riding his horse down a cobblestone road. Knowing that he has a Skill Rank in Ride, the player asks the GM if he needs to make a Skill Test to see how well he is controlling his horse. Since Lyndon isn't on a rough road and there aren't any real drawbacks for failure, the GM simply rules that Lyndon is riding very well, and allows him to show off his skills to his friends while they ride alongside.

RE-ATTEMPTING FAILED TESTS

Failed Skill Tests may have other setbacks as a result. The GM may rule that a failed Athletics Test results in exhaustion. Similarly, Critically Failing an Athletics Test

could result in a nasty fall. Yet, this is not to say every failed Skill Test necessarily results in immediate, inevitable failure. Some Tests can be reattempted, but generally at a cost the GM dictates.

If you fail a roll, there may be a legitimate reason to re-attempt a failed Skill Test. However, not all Tests can necessarily be retried. For instance, if you fail a Tradecraft Test, the result has already been determined – you failed to craft something effectively and it is of shoddy quality. Another time, you may want to really, **really** get over a wall, despite the fact that you failed the first Athletics Test. Consider using an alternative Skill or think of a more creative way to grant additional bonuses to your Test.

Whenever you re-attempt a failed Skill Test, the penalties rely on narrative changes or the imposition of other mitigating factors as determined by the GM. For instance, you may have failed an Athletics Test to climb over a wall. Your GM may decide that a rope or other climbing implement would allow you to re-attempt the failed Skill Test. Other situations may not allow you to re-attempt the Skill Test until time has passed, particularly if you wouldn't know if the initial Skill Test had failed. For instance, you may have failed a check to cleanse and scrape off contagion from a comrade's wounds, noted only because the patient's disposition grew worse. Some failures may even work against your mind, demoralizing you. Only by gaining help, finding better equipment, waiting an appropriate amount of time or increasing your number of Skill Ranks allows you to re-attempt the failed Test.

> Liem DuFrasne is amongst a crowd, tailing a local magistrate through the market. He needs to pilfer a seal the magistrate has hidden on his person. Using the bustle of the crowd for cover, a Skulduggery Skill Test is rolled and failed. However, Liem is determined to pick the magistrate's pocket. As the townsfolk swell around him in the market, it provides Liem another opportune moment to try again.

There are some exceptions to these rules, particularly in combat. Every swing and shot against an active enemy promotes a new set of circumstances. We'll talk more about how this works in **Chapter 8: Combat**.

SOME SKILL TESTS TAKE TIME

Most Skill Tests require only mere moments of attention to succeed or fail at. However, some require a longer expenditure of time and energy. For Skill Tests that require longer lengths of time, your GM will indicate how long it takes to attempt it after they've announced the Difficulty Rating.

EXTENDED TESTS

If you decide to triple the amount of time required to try a task, your chances may increase. For instance, mending a person's wounds with the Heal Skill takes ten minutes. However, if you instead dedicated thirty minutes to clean and dress the wound more carefully by taking greater care, the chance of you succeeding increases.

Anytime you are beset by circumstances where you take your time with the Skill Test, your GM will impose a more favorable Difficulty Rating, based on narrative circumstances.

HASTY TESTS

Some Skill Tests may need to be made in a hurry or under some duress. Anytime you are beset by circumstances where you wish to rush through the Skill Test, your GM will impose a less favorable Difficulty Rating, based on narrative circumstances.

SKILL SYNERGY

Some Skills can be used to benefit one another in the right circumstances. These situations are always determined by the GM, but you should feel encouraged to think about how you can pair up Skills together to take advantage of this. In these cases, you may add a +10 Base Chance to your Total Chance for success.

> Credence Redding has recovered a stolen painting. He wishes to evaluate whether it is a forgery or not with the Counterfeit Skill. Fortunate for Credence, he has a Skill Rank in Tradecraft with a Focus in Artistry. The GM decides to let Credence add a +10 Base Chance when he makes the Counterfeit Test, in order to determine whether or not the painting is legitimate.

ASSISTED TESTS

Fortunately, your Character is not alone in their adventures. There are times in any grim & perilous game session where your own capabilities aren't enough; a physical challenge too demanding or a social situation too perplexing. Rely on your allies to provide additional help while tackling the challenges presented to you by your GM.

However, you must adhere to these few basic rules whenever you provide assistance to others' Skill Tests:

- An assisting ally must at least possess one Skill Rank in the relevant Skill to assist another, regardless of whether it is a Common or Special Skill.
- Whenever an ally intends to assist your Skill Test, they must hand one of their D100 (their tens die) to you. This die is called an Assist Die and can replace the tens die result of the next Skill Test you make.

- Roll your D100 and the Assist Die along with it. When determining results, you may reference either the original tens die or the Assist Die with the results you prefer (typically the lowest result). This means that if you roll D100 that comes up with a '45%', and your Assist Die comes up as face '3', your new derived result is '35%'.
- Always assume the best result when gaining assistance with an Assist Die, unless it is a Critical Failure.
- Only one ally can assist a Test. This means no matter how many allies are assisting, you cannot gain more than one Assist Die to a Skill Test.
- Assistance requires full attention and effort. A player can't simply announce that they're assisting a Skill Test. The assisting player must describe the actions their Character is taking to illustrate to the GM how they intend to help. Simply stating that you wish to assist a Charm Test likely won't garner a vote of support from the GM, but declaring that you intend to gaze admiringly and subtly seduce the lady-in-waiting that your ally is engaged in conversation with will.
- Assistance with a Test can be announced by another player after the Difficulty Rating has been called out by the GM.

Hamish Claviger has crashed the group's coach into a low ravine. He and his friends are trying to figure out how to drag it out without harming the horses. Hamish knows something of how to prepare a wagon's creatures for travel, given that he spent time loading trunks for 'bigwigs' in the 'big city'. He asks the GM if he can roll a Handle Animal Test to determine whether there's an easier way to unhitch the horses without causing any further injury. The GM announces that the Difficulty Rating of the Skill Test will be (Challenging -10%), which means Hamish's Total Chance for success is 55%. Leopold Coventry immediately pipes up, indicating that he has raised horses his entire life and may be able to provide some assistance with the work. The GM tells Leopold he can confer an Assist Die to Hamish's Skill Test. Hamish rolls a '63%' on his D100, and a face '3' on Leopold's Assist Die. Hamish swaps the face '6' for a face '3', with his derived result now a '33%' – a Critical Success!

OPPOSED TESTS

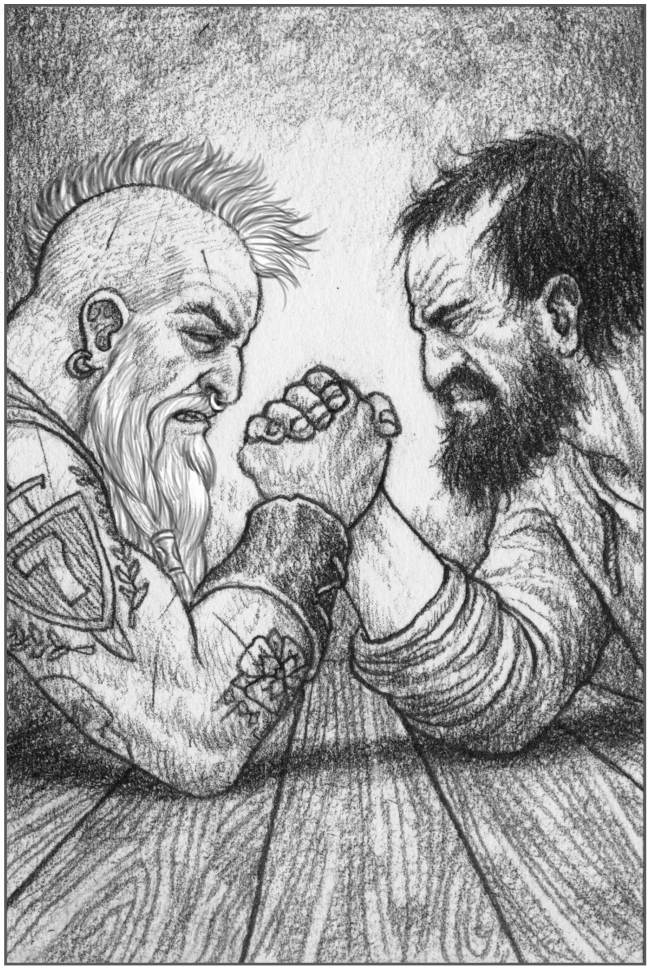
In **ZWEIHÄNDER**, most Skill Tests assess a binary outcome of success or failure; the wall is either climbed or not. For instance, whenever you strike a foe with an attack, they may elect to defend themselves. They need not 'beat' your results; the foe must only succeed on their roll. The same can be said when using the Intimidate Skill to terrify your enemies. Although you may have succeeded, your enemies may make a Resolve Test on their Turn to shake off or simply ignore its effects. However, there are certain situations where these sorts of rolls may not do the trick or both tests are successful and result in a tie.

Should there ever be a time where an Opposed Test is absolutely required (such as in a contest of strength or when gambling), not only should you succeed at the Skill Test, you must also reference your Degrees Of Success. You determine Degrees Of Success by adding together the tens die (a result between 1 to 10) and the relevant Primary Attribute Bonus the Skill is derived from. For example, if your Character has a Primary Attribute of 45%, your Primary Attribute Bonus is '4'. Whoever succeeds at their Skill Test and has the highest Degrees Of Success automatically wins the Opposed Test. If the Degrees Of Success match, make another Opposed Test until one side is declared the winner. In cases where you automatically succeed at a Skill Test, simply roll a 1D10 and add the related Primary Attribute Bonus as above.

Grover Caldwell is sneaking through a merchant's camp at night. Although most are asleep, a scullion boy has been charged to clean up and watch their wares. The GM decides to have Grover and the scullion boy make an Opposed Test. Grover's Stealth Test is (Challenging -10%), whereas the scullion's Awareness Test is (Routine +10%). Grover has an [AB] of 4. He then rolls 35%, succeeding at his Skill Test. Grover has generated 7 Degrees of Success (4 + 3). The scullion boy's [PB] is 2. He then rolls a 22%, a Critical Success! A Critical Success always wins in an Opposed Test.

Any time a Skill Test in an Opposed Test results in Critical Success, that participant automatically wins the contest. If both participants roll a Critical Success, reference the Degrees Of Success to determine the winner. But, if the Opposed Test results in a Critical Failure, the participant automatically loses the contest.

However, in some cases the GM may rule that the Opposed Test should play out in a tense manner. These sort of Opposed Tests take place over several rolls. The highest result will win the contest. Characters who wish to participate will roll a series of Tests, tallying their individual results. Whomever generates the most Degrees of Success will win.



Danziger Eckhardt bellies up to the bar, attempting to engage in an arm wrestling contest against the local champ, "Gutboy" Barrelhaus. The GM says that the first to succeed their Athletics Tests and to reach the Target Number of 20 wins. Both Danziger and Gutboy make opposed Athletics Tests. Both succeed at their Athletics Tests, so it's time to compare Degrees Of Success. Danziger rolled a 45% and adds his Brawn Bonus [BB]* of 5. Danziger's total Degrees Of Success is 9 (4 + 5). Gutboy rolled a 35% and adds his [BB] of 7. Gutboy's total Degrees Of Success is 10 (3 + 7). The GM makes a note of the current Degrees Of Success, and the match continues on. Danziger rolls another Athletics Test; unfortunately, he fails his roll (and doesn't generate any Degrees Of Success). Gutboy rolls his Athletics and generates another 10 Degrees Of Success! Gutboy takes Danziger over the top, winning the arm wrestling contest.

See **Chapter 3: Character Creation for more information about a Character's Brawn Bonus [BB].*

Alternatively, the GM will announce how many Degrees Of Success are required to win (called the Target Number), and each participant will take turns, making the relevant Skill Test, counting up their respective Degrees Of Success. The first to exceed the Target Number with their Degrees Of Success wins.

SECRET TESTS

Sometimes, the GM may not want you to know whether you were successful or not. Tests to ferret out hidden agendas (such as with Scrutinize), Tests to proficiently copy a document (using Counterfeit), Tests to hide holdout weapons on your person (using Skulduggery), Tests to change your appearance (such as with Disguise) and other kinds of Tests that the GM would rather secretly know the results of falls underneath the auspices of a Secret Test.

Generally, these are used to hide the mechanics beneath the narrative, making certain that you as a player don't know the immediate result. Under these circumstances, you'll already have described what your Character is doing. Should you possess a Talent or Trait which allows you to flip or otherwise modify the Skill, be sure to tell the GM. From there, you will announce your Base Chance and then roll the dice; the GM will record the results secretly from you. The GM will only ever reveal the result if you generate a Critical Success or Critical Failure. Otherwise, the GM will interpret the dice and explain in narrative terms what happens. It all boils down to perception – if the GM feels that you shouldn't know the exact details, they'll obfuscate the result within the narrative without directly revealing if you succeeded at the Test or not. No matter the situation, a Secret Test can never be given the benefit of an Assist Die.

Grover Caldwell is attempting to use an ancient ritual to summon an Abyssal demon to serve him. Although he has taken the proper precautions, the minds of diabolical servants rarely bow to mortals. After successfully casting his Magick, the creature appears in all its wickedness and grotesquery from a thick plume of sulphurous smoke. The GM secretly determines what the Difficulty Rating is, and asks Grover to make a Secret Test using the Bargain Skill, in order to determine if his force of will is enough to command the demon to do his bidding. Recording the result in secret, the GM will enact its outcome as Grover commands the creature to cow to his wishes…

FLIP THE RESULTS TO SUCCEED

Under some circumstances, an ability may allow you to 'flip the results to succeed' at a Skill Test and take the better result. Whenever the result of your Skill Test is a failure, you also swap the units and tens die with each other to determine if you were successful. You always accept the better of the two results. If you have two or more traits that confer the ability to flip dice, you can only take advantage of one or the other.

> Natasha Steeples is attempting to listen in on a conversation in a bedchamber next to hers. Pressing a cup against the wall, she tries to discern what the people next door are saying. Natasha knows this is an Eavesdrop Test and has a pretty good chance of succeeding. However, she fails her Skill Test by rolling an 81%. Fortunately, Natasha also possesses a special Trait, which allows her to flip the results of a failed Eavesdrop Test. Natasha flips the dice, making the 18% instead.

FLIP THE RESULTS TO FAIL

In rare cases, you may be called to 'flip the results to fail' a Skill Test and take the worst result. This mechanic is generally only used for use of Special Skills in which you possess no Skill Ranks in. Whenever the result of your Skill Test is a success, you swap the units and tens die with each other in order to see if you fail. When flipping the results to fail, you always accept the worst of the two results.

> Credence Redding, bereft of his weapon, picks up a zweihänder sword. This particular weapon requires use of the Martial Melee Skill, which Credence possesses no Skill Ranks in. His Total Chance for success is 34%. He rolls D100, generating a 34%. Unfortunately, he must flip the results to fail, so Credence instead considers the results to be 43%, failing his Martial Melee Skill Test.

Finally, should you possess an ability that allows you to flip the results to succeed and it's opposed by another's ability or situation that forces you to flip to fail, they simply cancel each other out, as you attempt a normal Skill Test.

USING COMMON SKILLS

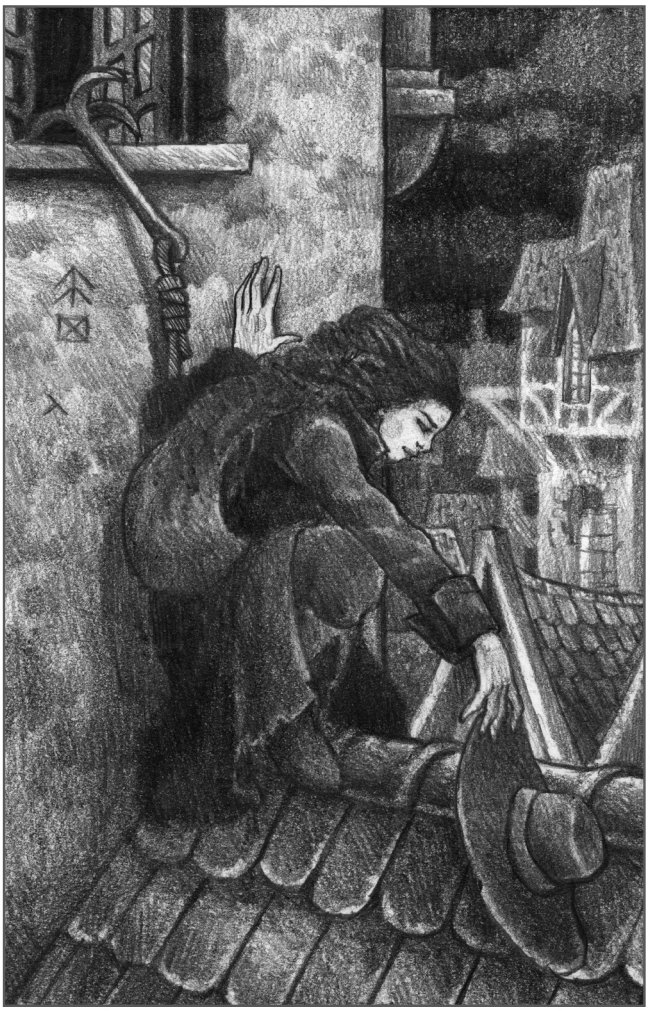
In **ZWEIHÄNDER**, it is impossible to have Skill Ranks in every Skill. This is entirely intentional; no matter how you grow your Character, you will only possess Ranks in a fraction of the total Skills available in the game. Yet, Common Skills can be roundly used by everyone.

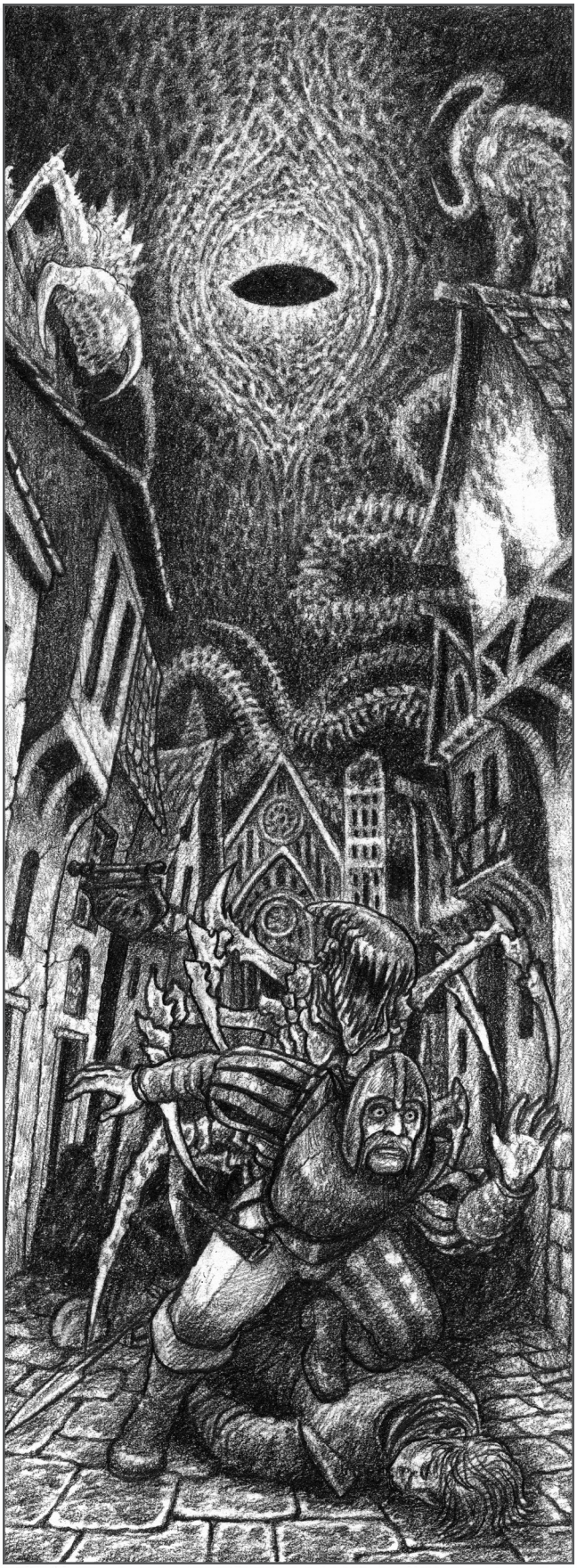
Even though you may not have any Skill Ranks in a Common Skill, reference your Primary Attribute to determine your Base Chance. However, Talents and Traits may further modify the Base Chance (which you'll learn more about later).

> Lyndon Geneveux needs to abandon the boat he was piloting earlier and swim to shore. The GM announces that it will be an (Easy +20%) Athletics Test to swim. Given that Lyndon doesn't have any Skill Ranks in the Common Skill of Athletics, he can only reference his Brawn to determine his Total Chance of Success.

USING SPECIAL SKILLS

Special Skills require a deeper understanding and a more specific set of knowledge to effectively use them. These are typically indicated on your Character Sheet with an asterisk beside them. Even though you may not have any Skill Ranks in a Special Skill, you may reference your Primary Attribute to determine your Base Chance. However, you must flip the results to fail the Test.





Leopold Coventry steals his foe's blunderbuss and takes aim. The GM announces that it will be a (Hard -20%) Martial Ranged Test to fire. Given that Leopold doesn't have any Skill Ranks in Martial Ranged, he can only reference his Combat to determine his Total Chance of Success. Furthermore, when calculating results, he must flip the results to fail this Skill Test.

FURY & CHAOS DICE

Throughout this work, you'll see mention of D6 Fury Dice to generate Damage for melee and ranged weapons. In particular, Fury Dice will be referenced in **Chapter 8: Combat**. Anytime you roll for Damage, if it generates a face '6' on the Fury Die, add an additional 1D6 Fury Die to Total Damage value. If that Fury Die then generates another face '6', it continues to 'explode', generating yet further additional 1D6 Fury Dice. Fury Dice can explode as many times as you can generate face '6s'. Calculate all results together to determine Total Damage.

Liem Dufrasne successfully strikes with his shiv. Liem's Combat Bonus [CB]* is 3. He rolls a 1D6 Fury Die, resulting in a face '6'. He now adds 1D6 Fury Die, generating another face '6'. He rolls yet another Fury Die, resulting in a face '1'. Liem inflicts 16 Total Damage (3 + 6 + 6 + 1).

See **Chapter 3: Character Creation for more information about a Character's Combat Bonus [CB].*

Similarly, you may see mention of D6 Chaos Dice. Chaos Dice are used for special situations that dictate something terrible may happen whenever it lands on face '6'. They are generally referenced when determining if an Injury occurs, but the GM may impose a Chaos Die in other circumstances where there is the possibility that unintended things may happen. You'll learn more about Chaos Dice in **Chapter 8: Combat** and **Chapter 10: Grimoire**.

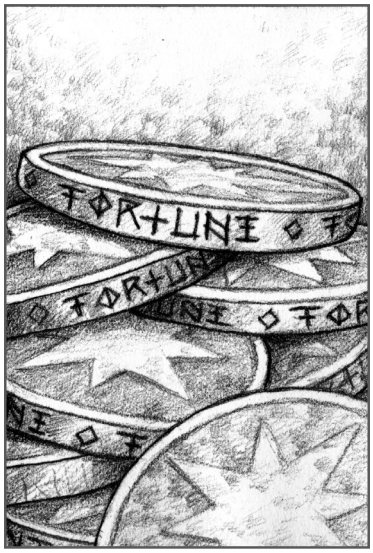
FORTUNE POOL

The tides of order and chaos are in a constant tug of war. All are bound to the wheel of fortune as it turns, turning treacherously for both the villainous and the chivalrous alike.

Protagonists in **ZWEIHÄNDER** often face unexpected twists of fate and misfortune. Whether stumbling upon a creature's den whilst heeding the call of nature, breaking the axle of a wagon while fording a river, making an offensive quip to a blue-blooded lady of the court, getting caught with a handful of shillings you 'found' in someone else's purse or even just being at the wrong place at the wrong time, Skills

alone won't necessarily remedy every situation. Fortune's wheel continues to spin as blind chance and dumb luck favors the foolhardy and brave alike.

At the beginning of every game session, place one token, plus a number of additional tokens equal to the number of players participating, into a bowl. This means that if there are five players, a total of six tokens must be placed in the bowl at the beginning of the game session. These tokens are called Fortune Points and the bowl is referred to as the Fortune Pool.



USING A FORTUNE POINT

You can use Fortune Points in several ways, moving the odds into your favor as fortune smiles upon you:

- Immediately after failing a Skill Test, spend a Fortune Point. You may then re-roll to generate a better result, but must accept the outcome. Note that you cannot use a Fortune Point to re-roll a Critical Failure.
- During combat, spend a Fortune Point to gain one additional Action Point on your Turn.
- Immediately after rolling a D6 Chaos or Fury Die, spend a Fortune Point to treat it as a face value of '6'.

Note that Fortune Points do not accrue between game sessions. The Fortune Pool always refreshes at the beginning of a game session, regardless of any leftover Fortune Points from a previous session.

Players should feel encouraged to spend Fortune Points as needed, but judiciously weigh each situation all the same. After all, you'll never know when you need Lady Luck to intervene on your behalf once more, particularly in situations where you're staring down the business end of a blunderbuss or trapped within the grasp of a ravenous monster.

MISFORTUNE POOL

As the wheel of fortune turns, it works both into the favor of players and the GM alike. Whenever a player uses a Fortune Point, it immediately converts into a Misfortune Point and is then contributed to the GM's own Misfortune Pool. The GM may employ the Misfortune Pool to take advantage of the same benefits as mentioned above for NPCs and creatures they control. However, once Misfortune Points have been spent by the GM, they are simply cast aside permanently from their Misfortune Pool.

Villian Afoot
Wanted
Book Workers
UNITE!

CHARACTER CREATION

You will create an alternate persona: a protagonist (or perhaps antagonist!) of the story - your Player Character or PC.

Character creation is relatively simple, but the choices you make during this process have long-term implications. Several themes dominate a grim & perilous game:

- Dire circumstances recast your fate. You were a normal, everyday person (or as normal as you could be in a Renaissance-inspired, low-fantasy world). However, something in your immediate past dramatically changed your life's path. You now find yourself among others of similar disposition.
- Retribution and violence are the hallmarks of your unfortunate birthright. The world you live in is largely uncaring, cruel and selfish. The fetid stink of the corrupt wafts from every cobbled street and echoing hillside. The people are bound to strict social strata and rarely break free from the yoke of servitude. You likely know little of the world beyond where you were raised, but have grown accustomed to the grim nature of your environs.
- Ethnic identity binds communities together. It can also build barriers between them or tear them apart from the inside. Sometimes, prejudice manifests despite the safeguards of tradition and religion. In other cases, prejudice results from class conflict or economic issues. Rarely is it driven solely by Ancestral differences. Perhaps in your case, it's related to the caste you were born to and your envy of your betters.
- Superstition is the foundation of faith. People genuinely believe that wearing charms made from dried cat eyes or talismans wrought from oddly green-glowing Wytchstone shards will actually ward away riotous spirits, and if one prays hard enough for rain, it will. Like everyone else, your Character likely believes these things. Behind the myths lies a kernel of truth.
- Religious ceremony and pagan rites dominate every facet of society. You pray hard and sacrifice to your own gods so that they may save your soul from damnation. Most look upwards towards the stars in the Vault of Night for meditative guidance, but some look below into the endless hellhole of the Abyss for quick solutions.
- Medicine is esoteric; its practitioners few and far between. Quackery dominates the profession, where snake oil salesmen make up the bulk of the field. True physicians are generally at odds with the church, believed to be necromancers with their odd pursuit of vivisection in the name of scientific understanding. It may not be uncommon for your Character to imbibe unusual concoctions or other questionable remedies to maintain balance of the four humors. Some even pay the same level of 'tithe' to a local barber-surgeon as they would a preacher.
- Sorcery is reviled by all and those who would dare call themselves true wizards are often burned at the stake for heresy. If you pursue these higher mysteries yourself, these gifts must be hidden from the ignorant and stolen from others who are of your ilk. One does not simply stumble across a grimoire or develop an understanding of sorcery. Magick is a well-hidden secret and those who can employ it jealously guard this knowledge from each other and outsiders. Fortunately, an invisible 'membrane' called the Æthereal Veil mostly protects the world from the terror of raw Magick pouring forth.
- Ancient monsters and festering mutants doubtlessly exist upon the periphery of civilization and in the darkest of recesses. Those who seek to abandon their former lives to become adventurers will likely have to contend with them at some point. These same creatures also have their own social hierarchy, clawing their way through the pecking order to ascend to dominance. However, not all monsters are truly monstrous, and not all civilized folk are truly civilized. The worst sort of 'monsters' oftentimes exist within the walls – and not without. Beware the enemy without, within and beyond!
- Capricious and sinister forces vie for agency over the world's people from the Abyss – the pit of destruction where all chaos is born. Their influence – called Corruption – can physically, mentally and spiritually twist those who come under its influence. Behind the curtain, these dark powers play puppet master, pulling the strings of both cast-asides and the well-bred alike. They whisper into the ear of those chosen for a darker purpose. Perhaps you have heard their whispers, too.

Grim & perilous role-playing is not a story about people who change the world. It is instead a story of a world that changes the people within it. Given these considerations, it's easy to believe that a nihilistic principle guides your Character's life. However, there is a glimmer of hope. Not all is lost and fortune has smiled upon your Character for one reason or another. There is a greater role for you to play in the grand scheme of things. It may not result in changing the world as a whole, but a path has been set before you. Fate has something in store for you and your motley crew of comrades.

Ultimately, you must ask yourself how these circumstances will change your Character's primary motivation. Will they rage against the dying of the light as a flickering glimmer of hope, knowing the considerable risks they bear will likely breed pain and helplessness? Will they struggle in the morass of compromise, torn between justified violence, questionable intentions and unyielding dogma? Or, will they simply embrace these dark times for their own opportunistic ends, building legacy and lucre for themselves off the suffering of those less fortunate and clever? The answer is not simple, but it is the definition of what the **ZWEIHÄNDER** role-playing game is all about.

The GM may incorporate additional themes that define the campaign world your Character will experience and influence. Keep in mind that not all of the campaign's secrets need be revealed by the GM, as your story has yet to completely unfold. In short, an idea of where you would like to go with your Character is helpful; an idea of where they've been is a necessity.

DICE, PENCIL & CHARACTER SHEET

You're going to be recording several kinds of information during the Character creation process. You will need three 10-sided dice, a pencil, and scratch paper. Everything you take down should be written in pencil, so any necessary changes can easily be made along the way during and after this process. You can use the Character sheet presented at the end of the Appendix in **ZWEIHÄNDER** Revised Core Rulebook, or download it directly from our website over at *GrimandPerilous.com.*

CREATION OVERVIEW

Below is a guideline to follow whenever you create a Character:

- Step I: Begin Basic Tier
- Step II: Primary Attributes
- Step III: Sex & Ancestry
- Step IV: Archetype & Profession
- Step V: Secondary Attributes
- Step VI: Background
- Step VII: Hand Of Fate
- Step VIII: Alignment
- Step IX: Build Your Profession

STEP I: BEGIN BASIC TIER

Before you begin, it is important to understand the distinction between Tiers of play. A Tier is a measurement of competence, representing a Character's experiences over the course of their adventures. Each Tier represents choices you've made over the course of the story. In **ZWEIHÄNDER**, there are three Tiers – Basic, Intermediate and Advanced Tier. Whenever you first create a Character, you begin in Basic Tier.

Each Tier has a certain number of requirements a Character must fulfill before moving onto a new Tier. The Basic Tier requires you to spend Reward Points on benefits (otherwise called Advances), outlined in your Profession's description. Characters gain promotion into the next Tier by fulfilling all required Advances from the previous Tier. For now, go to the first page of the Character sheet and record Basic Tier.

STEP II: PRIMARY ATTRIBUTES

Primary Attributes are the building blocks of creation, governing a Character's raw potential and capabilities. They represent physical, mental, and social characteristics. The higher the value, the better the raw ability.

PRIMARY ATTRIBUTE BONUSES: Primary Attributes also have a related bonus. These Primary Attribute Bonuses are applied to game mechanics in various ways. These bonuses are equal to the tens digit of the related Primary Attribute, plus any related Bonus Advances or positive/negative modifiers by Ancestry. Each Attribute Bonus is generally referenced by its abbreviated name throughout the book:

- Combat Bonus [CB]
- Brawn Bonus [BB]
- Agility Bonus [AB]
- Perception Bonus [PB]
- Intelligence Bonus [IB]
- Willpower Bonus [WB]
- Fellowship Bonus [FB]

For example, if a Character has a Brawn of 37%, they would have a [BB] of 3. As you play your Character, these Attribute Bonuses will grow independently from your Primary Attributes. They may be modified with Bonus Advances you earn during Basic, Intermediate and Advanced Tiers. Additionally, all player Ancestries have an intrinsic bonus or penalty to the Primary Attribute Bonus.

COMBAT
Combat represents your Character's overall proficiency while fighting with weapons in close quarters and from afar, as well as defending yourself. It also determines your Base Chance for success with the Martial Melee, Martial Ranged, Simple Melee and Simple Ranged Skills. Your [CB] directly affects Total Damage inflicted with melee and ranged weapons.

BRAWN
Brawn represents your Character's physical prowess, muscle, durability and overall endurance. It controls your ability to overpower others using might and force, withstand pain and carry equipment without being encumbered. It also determines your Base Chance to succeed at Skill Tests with the Athletics, Drive, Intimidate and Toughness Skills. Your [BB] directly affects Damage Threshold and Encumbrance Limit.

AGILITY
Agility represents your Character's speed and nimbleness. It controls your ability to outmaneuver others and allows you to duck out of the way from falling hazards. It also determines your Base Chance to succeed at Skill Tests with the Coordination, Pilot, Ride, Skulduggery and Stealth Skills. Your [AB] directly affects Movement.

PERCEPTION
Perception represents your Character's mental acuity and insight. It controls your ability to observe the world around you. It also determines your Base Chance to succeed at Skill Tests with the Awareness, Eavesdrop, Scrutinize and Survival Skills. Your [PB] directly affects Initiative and Distances for ranged weapons.

INTELLIGENCE
Intelligence represents your Character's ability to learn and memorize. It controls your ability to understand the written word and recall important facts. It also determines your Base Chance to succeed at Skill Tests with the Alchemy, Counterfeit, Education, Folklore, Gamble, Heal, Navigation and Warfare Skills. Your [IB] directly affects the number of Magick spells that can be learned and number of Focuses acquired.

WILLPOWER
Willpower represents your Character's resolve and fortitude. It controls your ability to act decisively in the face of hardship and exercise self-control in dangerous or frightening situations. It also determines your Base Chance to succeed at Skill Tests with the Incantation, Interrogation, Resolve and Tradecraft Skills. Your [WB] directly affects Peril Threshold and several miscellaneous modifiers for Magick.

FELLOWSHIP
Fellowship represents your Character's charisma and social savvy. It controls your ability to persuade others, adapt to social situations, and project personal confidence. It also determines your Base Chance to succeed at Skill Tests with the Bargain, Charm, Disguise, Guile, Handle Animal, Leadership and Rumor Skills. Your [FB] is the first number of the Primary Attribute, which directly affects how many people you influence with Fellowship-based Skill Tests and how many languages you may speak.

GRIM & PERILOUS METHOD
Now that you understand what each Primary Attribute does and the Skills they influence, it's time to generate them using the Grim & Perilous Method. This is the standard method for allocating the basic attributes your Character possesses: an inborn, natural set of seven characteristics. Determining your Primary Attributes, will create a compelling mix of strengths and flaws that reflect the bleak nature of the world your Character inhabits and illustrate the fortune and misfortune of your birth.

Roll 3D10 and add each face value to 25 which generates a percentage result. This means if you roll 3D10 and the dice land on face '4', '3' and a '9', you end up with a 41% (25 + 4 + 3 + 9). As you generate each result, record it in the following order by Primary Attribute: Combat, Brawn, Agility, Perception, Intelligence, Willpower and Fellowship. By the time you're finished, you will have seven separate total values.

Sierra is ready to generate Primary Attributes for her Character. Rolling the dice, she generates a 37, 32, 50, 41, 35, 28 and 37. With these results, she has a 37% Combat, 32% Brawn, 50% Agility, 41% Perception, 35% Intelligence, 28% Willpower and 37% Fellowship.

ASSIGNING PRIMARY ATTRIBUTES?
The die has been cast by fate, favoring no woman, man, or person above another. PCs are bound to the same wheel of fortune and misfortune as the rest of the world. Naturally, you may want to roll all the values and assign them as you please. Merciful GMs may allow you to assign your dice rolls at your discretion, so that you may 'min-max' Primary Attributes. However, this does not capture the spirit of **ZWEIHÄNDER** and we urge careful thought before considering this option.

MERCY!

Every Character is granted a reprieve as a circumstance of their birthright, whether through a fluke of nature or by the forbearance of an unknown god. At your option, you may change any one Primary Attribute of your choosing to 42% *-or-* swap the values between any two Primary Attributes, either now or at the end of Character creation.

PCs are distinguished above NPCs with Fate Points; this is the sole advantage you'll gain against the merciless world. Fate points will be described in more detail later in this chapter.

STEP III: SEX & ANCESTRY

You are now ready to determine what sex and species you wish to play. For sake of familiarity, we will use the term 'Ancestry' throughout the rest of this work in reference to different species of humanoids.

DETERMINE YOUR SEX

ZWEIHÄNDER makes no basic intellectual, physical or spiritual distinctions between females and males of any Ancestry. The same goes for intersex and transgender Characters, regardless of their identification. Any social inequalities in the campaign world should be addressed directly with your GM.

Once you've determined your Character's identifying sex or gender, go to the first page of the Character sheet and record it. Be sure to indicate the pronoun you feel is appropriate.

HUMANOCENTRISM: Most grim & perilous campaign worlds are humanocentric, thus Humans are the default Ancestry for players.

However, your GM may allow you to create Characters from one of the demihuman Ancestries: Dwarf, Elf, Gnome, Halfling or Ogre. As with other steps of the Character creation process, it is recommended that you discuss other Ancestral implications with your GM. They may have something very different in mind for the kind of story they wish to present.

DEMIHUMANITY: Fantasy role-playing games and novels tend to portray fantasy Ancestries with a homogeneous culture, casting a familiar light over them: Dwarves are squat and dour alcoholics with axes; Elves are tall and androgynous dendrophiles with bows; Gnomes are relentless madmen tinkerers; Halflings are shoeless, voracious pacifists; Ogres are besotted dummies hell-bent on destruction.

While we've retained some of the popular portrayals of each Ancestry, we've added our own spin in hopes that it sparks some ideas to deviate from bog standard portrayal of fantasy Ancestries. However, there are literally hundreds of different personality types, physical and psychological traits amongst our own species; the same should be said of any fantasy Ancestry in **ZWEIHÄNDER**. Regional or cultural distinctions will be covered under Ancestral Traits within the reading below.

DETERMINE YOUR ANCESTRY

As mentioned before, Humans are the default Ancestry for starting players. Providing your GM is open to allowing demihuman Ancestries into their campaign world, you may randomly generate a different Ancestry by rolling D100, consulting the table below. Once determined, go to the first page of the Character sheet and record your Ancestry.

ANCESTRAL MODIFIERS: Every Ancestry has unique strengths and weaknesses within their mental and physical make-up, which may have been carried down from a common ancestral strength, bred within their family over generations. Simply put, each Ancestry receives positive and negative modifiers to certain Primary Attribute Bonuses.

During Character creation, adjust the referenced Primary Attribute Bonus. Specific modifiers follow the description of each Ancestry. You can track these on the first page of your Character Sheet, in the box above where 'Advance' and a number of smaller circles reside.

D100	DEMIHUMAN ANCESTRIES
1 to 20	Dwarf
21 to 40	Elf
41 to 60	Gnome
61 to 80	Halfling
81 to 100	Ogre

ANCESTRAL TRAITS

Each Ancestry has its own set of unique features called Ancestral Traits. These cultural distinctions help create differences between the core Ancestries and ethnic diversity within their own species.

In **ZWEIHÄNDER**, not all Elves can see at night and not every Dwarf necessarily is a good craftsman. Ancestral Traits may also inform the philosophies, values and general outlook your Character possesses. They speak of the prejudices and traditions kept within their culture. You may elect to play a Dwarf from a primitive clan of man-eaters or one who lived beneath the folds of the earth, compelled to chip stone and rock for a millennium. Perhaps you want to play an Elf that jealously guards their sanctuary with violence or calls the vast northern winter wasteland their home. What if you wanted to play a Halfling that has lived their life plying the

river ways thieving or as a recluse within a xenophobic burg deep in the swamps? Maybe you want to play a Human who's lived in flea-ridden skins as a nomad or one who dwells within a labyrinthine, dirty urban sprawl. Perhaps you want to play an Ogre whose singular dedication to cuisine leads them towards adventure. Myriad cultural and individual variations can be well-represented with Ancestral Traits in **ZWEIHÄNDER**.

You automatically gain one Ancestral Trait during Character creation that grants a situational bonus. Many Ancestral Traits include a measure of abstraction, and in these cases the GM will act as the final arbiter regarding their use. Randomly generate one Ancestral Trait by rolling D100, consulting the table for your Ancestry. Once determined, go to the first page of the Character sheet and record the Trait and its related benefits.

Finally, it is strongly recommended that you work with your fellow players during this process. You should strive to have different Ancestral Traits from other players, even if you are playing the same Ancestry.

ALTERNATIVE ANCESTRIES: MUTANTS

Most would like to think that humankind and the demihuman Ancestries are the only people who struggle, who are the only bulwark against the darkest of nights when beasts bay for blood and cavort before dead idols. To them, they are pinnacles of order and truth, the marvel that all should look up to in order to better themselves. But what their hubris clouds is one simple fact – good and evil are an illusion. Their civilizations are not the only ones, for other civilizations lurk beyond the periphery and the known world. It is said that there is another that is wilder and purer – ones who see freedom and creativity in chaos, a morality of justification that is fundamentally in harmony with the original rules of reality. They find no need for laws or ordinance, as to believe there were any in the first place is a blind falsity. These four Ancestries are colloquially called Mutants, but to them, their kind have their own collective namesakes in their native tongue.

The table below combines all Ancestries, with Mutant Ancestries indicated with a plus sign (+) beside its name. Note that Mutant Ancestries are considered Humanoid and Mutants for purposes of Talents, Traits and Magick.

D100	ALL ANCESTRIES
1 to 10	Human
11 to 20	Aztlan +
21 to 30	Dwarf
31 to 40	Elf
41 to 50	Gnome
51 to 60	Grendel +
61 to 70	Halfling
71 to 80	Ogre
81 to 90	Orx +
91 - 100	Skrzzak +

HUMAN

A vast race whose tribes have long splintered, Humans have evolved over an age from primal roots to become the most pervasive and adaptable civilization in the modern world. Humans are a varied lot, marked by differences in language, culture and art. They value reason and intellect, but also reward avarice and opportunism. If there is one shared trait amongst Humans, it is a burning desire to impose their will upon others, often using religion to justify their vicious ideologies. In times of old, it is said that this vainglorious nature brought about a terrible age of suffering and exile when Humankind attempted to exert its power over the gods themselves and failed.

Human society is highly adaptive and intensely political, quickly assimilating the ways of others and providing advancement to the ambitious and the talented. Their societies are dominated by thinkers and tricksters, clerics and charlatans, politicians and provocateurs. They huddle together in walled cities, proclaiming themselves conquerors over the vast wilderness beyond the gates. Their tenacity and expansionism has made humans the most populous Ancestry. It also makes them repugnant in the eyes of most Elves, who often kill Human perpetrators that dare enter their sanctuaries on sight.

ANCESTRAL MODIFIERS

- +1 [CB], [IB] & [PB]
- -1 [AB], [FB] & [WB]

D100	ANCESTRAL TRAIT
1 to 8	Blessing in Disguise
9 to 16	Danger Sense
17 to 25	Dauntless
26 to 33	Esoteric Memory
34 to 41	Fortune's Wheel
42 to 49	Grim Resolve
50 to 58	Manifest Destiny
59 to 67	Mixed Bloodline
68 to 76	Mountain Amongst Men
77 to 85	Natural Selection
86 to 92	Noble Savage
93 to 100	Seventh Sense

BLESSING IN DISGUISE

It is said that Humans have been watched over by a god who favors them above all other Ancestries. But perhaps this blessing represents the attentions of Abyssal fiends acting of their own accord, waiting to turn you into a thrall once your fate runs dry.

Effect: Whenever the time calls for you to suffer a debilitating Injury or face death, you may alternatively gain 1 permanent Chaos Rank (instead of spending a Fate Point) to ignore it entirely.

DANGER SENSE

A rare few Humans tend to get a "funny feeling" whenever a situation may turn dangerous. This danger sense also leads to odd dreams, and sometimes plagues them with unusual visions during their waking hours.

Effect: Whenever you are Surprised, spend one Fortune Point to avoid it and take your Turn as normal.

DAUNTLESS

Humans' sheer force of will helps them withstand many challenges. Rarely do they cross the threshold to fear and darkness, as their stalwart nature shields them from the horrors that surround them.

Effect: You are immune to the effects of the Intimidate Skill and cannot be Stunned or Knocked Out!

ESOTERIC MEMORY

Some Humans have a preternatural ability for remembering details and subconsciously committing things to memory. They may even develop odd rituals to help jog their memories.

Effect: When attempting to recall a particular detail or remember a fact, you always succeed at Scrutinize Tests.

FORTUNE'S WHEEL

Some Humans are favored by Lady Luck. In a sense, they are her emissaries in an unkind and capricious world, either victims of its accidents or beneficiaries of its boons.

Effect: Anytime you generate a Critical Failure after rolling D100, automatically add one Fortune Point into the Fortune Pool.

GRIM RESOLVE

When the chips are down, Humans manage to pull themselves up by the bootstraps.

Effect: Immediately after you suffer Damage from a melee or ranged weapon, spend a Fortune Point to ignore it entirely, therefore negating both Damage and any Injuries you may have suffered. You may even use this after failing to Dodge or Parry.

MANIFEST DESTINY

Humans are a quick study and carry with them a wealth of experiences. Unlike other Ancestries, their people are extremely adaptable and can use a number of techniques with a minimal level of understanding.

Effect: When using a Skill you do not possess Skill Ranks in, add a +5 Base Chance.

MIXED BLOODLINE

One of your Human ancestors or parents coupled with another Ancestry and passed elements of this bloodline down to their children.

Effect: Randomly generate another Ancestry other than your own. Whichever you end up with, consider possible alterations to your appearance and cultural values.

Randomly generate your Mixed Bloodline by rolling D100, consulting the Ancestries tables on Step III: Sex & Ancestry. As a result, you may randomly determine another Ancestral Trait outside of the Human's Mixed Bloodline.

MOUNTAIN AMONGST MEN

Some Humans are incredibly tall, towering over their own kind. Being a hulking brute may have negative social consequences, as they are oftentimes perceived as being clumsy, dunderheaded or somewhat terrifying. Are these assertions correct? You decide.

Effect: You are able to wield any two-handed melee weapon with one hand. This also means you may freely take advantage of the Adaptable Quality for weapons using only one hand. Finally, you will reference "91 to 100" on the Height table and will have a Husky build on the Build table.

NATURAL SELECTION

Favored above all others, Humans are the living instruments of the gods. A thankless few are granted an inkling of their might. To those born beneath the right stars, a great blessing is bestowed.

Effect: You may permanently change any one Primary Attribute to a 55%.

NOBLE SAVAGE

Whether through purposeful training or accident, Humans have developed a natural resistance to the elements.

Effect: You never suffer physical Peril as a result of failed Toughness Tests.

SEVENTH SENSE

Some Humans possess an unusual mutation, allowing them to visualize scents in the air. They can envision odors in the air as if they were comprised of blurry, colored light. As a result, they may be prone to allergies as the seasons change or sensitive to changes in light.

Effect: Using your sense of smell to track others, you always succeed at Survival Tests.

AZTLAN

The Aztlan (pronounced *ahz-lahn*) are lizard-like humanoids, and will attest with their dying breathe their anathema towards chaos, their hatred of the Skrzzak and their desire for structure. All of these are true to the Aztlan, but they are not what occurs in reality. They are just as influenced by the darkness as their hated kin – but their embrace of it is rather a rage against it. Aztlan life is dictated by ritual and rote, and they will follow the same motions daily in order to appease the gods that lie beyond. They also have superiority complexes and are rather narcissistic, dressing in ostentatious feathers and intricate war masks to both impress and frighten.

Aztlan are an intelligent Ancestry in constant consultation with their gods (called the Ancient Ones), and masters in the ways of astrology, architecture and war. Theirs is a highly structured society organized into castes that are heavily reliant on each other. This means that they have to rely greatly on others when they take journeys beyond their lands, often to discover lost artifacts of their gods or clean up dangerous outbursts of corruption. They will work with other beings, but they usually have to be physically forced to even speak to a Skrzzak without ripping their limbs off. Aztlan never really see themselves as being part of a party – secretly viewing their companions as tools, nothing more than a means to an end.

ANCESTRAL MODIFIERS

- +1 [AB], [BB] & [WB]
- -1 [CB], [FB] & [PB]

D100	ANCESTRAL TRAIT
1 to 8	Amphibious Ancestry
9 to 16	Calculating
17 to 25	Chameleon Skin
26 to 33	Cut & Run
34 to 41	Hide of the Ancients
42 to 49	Kuuk Yak
50 to 58	Liquid Poise
59 to 67	Monstrous Leap
68 to 76	Razor Claws
77 to 85	Serpentine Fangs
86 to 92	Thick Blood
93 to 100	Third Eye

AMPHIBIOUS ANCESTRY

The Aztlan share a common ancestor with ancient water-breathing reptiles, retaining inherent abilities common among water panthers and komodo drakes.

Effect: You can breathe underwater, never suffering from Suffocation in these instances.

CALCULATING

Aztlan are reptilian creatures whose mental processes are a near mystery. Obscuring or manipulating their minds is a task reserved to only the best of warlocks, and even then they possess imposing intellectual fortresses.

Effect: You are immune to Magick which can control your mind and can see through illusions without fail.

CHAMELEON SKIN

Your hide almost perfectly mimics the colors and patterns of the world around you enabling you to become nigh imperceptible.

Effect: When you elect to not use Actions In Combat on your Turn, you cannot be struck by attacks made with ranged weapons.

CUT & RUN

When pressed into a corner, the Aztlan have developed a unique ability to interpose their own tails into harm's way. Their self-defense mechanisms allow them to escape with their lives.

Effect: When you would be Slain!, you immediately break off your tail, remaining Grievously Wounded and can immediately use any Movement Action for 0 APs. Should you suffer Damage again, you are permanently Slain! instead. It takes a month for the tail to grow back.

HIDE OF THE ANCIENTS

Covered in a thick reptilian hide, you are naturally protected from weapons and other hazards.

Effect: When unarmored, add +2 to your Damage Threshold as if you were wearing a suit of leather armor. You also gain the benefits of the Natural Armor Quality.

KUUK YAK

A genetic inheritance enables some Aztlan to communicate with lower creatures in tongues that are long-lost to modern society and unteachable.

Effect: You can use any Fellowship-based Skill to directly communicate with creatures which possess the Animal Creature Trait (specifically amphibians, reptiles and snakes). This interaction is not always beneficial: many creatures are skittish, ignorant, confused, cunningly deceptive or even openly aggressive. This empathy acts as a supernatural type of communication; the exact nature and complexity determined by the GM. In addition, you always succeed at Toughness Tests to withstand Heatstroke (as indicated in **Chapter 9: Hazards & Healing**).

LIQUID POISE

Your body slithers and slinks about, moving with a strange and almost hypnotic grace.

Effect: Add +3 to your Movement. In addition, you may substitute your [AB] in place of [PB] as an option when it comes to determining your Initiative.

MONSTROUS LEAP

Over centuries of evolution, Aztlan have developed musculature that allows them to jump upwards to a great height, even after taking a few short steps.

Effect: After moving at least 6 yards in one Turn, with a successful Athletics Test, you may jump horizontally three yards for every 3 points of [BB] or leap vertically three yards for every 6 points of [BB].

RAZOR CLAWS

Your fingers terminate into sharpened claws, retractable at a moment's notice.

Effect: When you use a bare-handed attack, they gain both the Vicious & Punishing Qualities.

SERPENTINE FANGS

You have a pair of retractable fangs in your jaw. With a snapping sound, you can quickly inject an enemy with deadly poison.

Effect: When you make a successful Attack Action using a melee weapon, spend a Fortune Point to also inject snake venom into the same foe. Roll a 1D6 Chaos Die. If it lands on face '1-5', you inject one dose of snake venom into your foe. If it lands on face '6', you inflict one dose of snake venom into yourself!

THICK BLOOD

Your blood is syrupy and slow flowing, allowing you to naturally expunge poisons much faster than the normal creature.

Effect: When subjected to the effects of one or more Toxins, the amount of doses you are affected by is reduced by one. This means that one dose does not affect you, while two doses are treated as one dose, three doses are treated as two and so on.

THIRD EYE

Aztlan have an extrasensory level of perception that allows them to 'hear' light and darkness with a gland atop their head. Fortunately, scales overlap it, protecting them from would-be harm.

Effect: You can see completely in the dark above ground as if it were daylight, providing you are able to hear.

DWARF

Proud but insular, Dwarves possess a dour mien and are an incredibly obstinate Ancestry. They have a singular, compulsive need to understand the inner workings of all things. This desire extends into an intense yearning for unbridled perfection. Because of this, Dwarves take great pains in their craftsmanship, laboring for weeks over the smallest of trinkets. It is because of this singular dedication that Dwarves often display a mercurial disposition. It also explains the tendency to binge drink when their work is complete, as the frazzled Dwarf is momentarily freed from the hold of their inner muse. Forever consumed by complex tasks, Dwarves are also notoriously unhygienic, allowing their matted beards to grow to such great lengths that they must tuck them into their belts. Amongst their families, called Clans, there is a deep fascination with the length of one's beard (beer-soaked as it may be), for it is a respected symbol of tireless dedication.

Dwarves are not warlike by nature, but their endless pursuit of perfection makes them ideal soldiers. Those Dwarves who feel compelled to pursue a life of warfare bear particularly contemptuous grudges against foes who exhibit a shameful lack of drive and focus. Their tireless concern over seemingly petty matters makes Dwarves the butt of many japes, thus giving birth to many popular stereotypes concerning their lack of personality, dulled insight and austere resolve. Orange mohawks, tattoos that look akin to the scribbling of a madman and two massive axes to grind are amongst the most common of these images.

ANCESTRAL MODIFIERS

- +1 [BB], [CB] & [WB]
- -1 [AB], [FB] & [PB]

D100	ANCESTRAL TRAIT
1 to 8	Cavesight
9 to 16	Children of the Earth
17 to 25	Consume Alcohol
26 to 33	Dwarven Warfare
34 to 41	Grudgebearer
42 to 49	Ironclad
50 to 58	Oathkeeper
59 to 67	Physical Prowess
68 to 76	Rune-marked Glory
77 to 85	Stentorian Voice
86 to 92	Stoneheaded
93 to 100	Strength of the Mountain

CAVESIGHT

Using a combination of sounds and acoustic wayfinding, Dwarves can see in complete darkness as if it were perfectly illuminated.

Effect: You can see completely in the dark below ground as if it were daylight, providing you are able to hear.

CHILDREN OF THE EARTH

Dwarves have an almost magnetic pull toward the earth. This, combined with a lower center of gravity, makes a Dwarf nigh impossible to topple.

Effect: You can never be forced off your feet or knocked Prone onto the ground by the elements, your enemies or even Magick. Finally, you will have a Corpulent build on the Build table.

CONSUME ALCOHOL

Dwarves possess an unusually high resistance to the poisonous effects of alcohol and tobacco. But the stink of these vices cling to their clothes and breath, marking them less desired among the well-landed.

Effect: While Intoxicated, you never suffer from the negative effects associated with this condition.

DWARVEN WARFARE

Dwarves use their lower center of gravity to drive cold steel into their opponent, crushing armor and shattering bones beneath its impact. Coupled with familiarity of stone-cutting and wood-splitting tools, it makes Dwarves incredibly efficient when defending themselves.

Effect: When wielding any two-handed melee weapon using both hands, any attempt to Parry automatically succeeds (providing you have the Action Points to spend).

GRUDGEBEARER

Dwarves harbor ancestral hatred, bringing violence upon hated enemies. Perceived grievances – both real and imagined – and general bigotry fuel this rage.

Effect: Whenever you use Fury Dice to determine weapon Damage, they explode on face '5-6'.

IRONCLAD

Dwarves have an incredibly stalwart physique, sleeping and eating daily in their armor.

Effect: When wearing a suit of armor, ignore its Encumbrance Value.

OATHKEEPER

Renowned as master builders, jealously guard the secrets of their work, passing these ancient rituals to their children. But as their fingers are the size of blood sausages and calloused, most Dwarves find it difficult to work with things smaller than their hands.

Effect: All armor, shields and weapons you forge with the Tradecraft Skill automatically gains the Castle-forged Quality.

PHYSICAL PROWESS

Barrel-chested and powerfully muscled, they have an excellent physique and constantly train to maintain peak fitness. But when in private company, they enjoy binge eating on pies, sausages and blood pudding.

Effect: Reference either your [BB] or [AB] when determining Movement. Additionally, you may substitute Athletics in place of Coordination when Dodging ranged weapons. Finally, you will have a Husky build on the Build table.

RUNE-MARKED GLORY

Dwarves mark keepsakes, armor and weapons with chalk and ink, telling of an ancient, forgotten glory that came before them. Some tattoo themselves from head to toe in these arcane symbols of might. Yet, these runes speak to an eldritch power, girding their body and mind against the effects of sorcery.

Effect: Whenever you suffer Damage or Peril from Magick, spend a Fortune Point to ignore it entirely. Note that this does not alleviate any additional effects the Magick spell may also cause.

STENTORIAN VOICE

Dwarves have a loud and booming voice, and when they speak, others listen. They break out in song often, recounting tales of vendettas, unending turmoil and unresolved grievances towards other Ancestries. It can become incredibly annoying to their non-Dwarven comrades, as they must put up with their inability to hold a tune.

Effect: Whenever you use Fellowship-based Skills, refer to either your Brawn or Fellowship Primary Attribute (whichever is highest).

STONEHEADED

Dwarves are stern and taciturn, unyielding to manipulation. Born with an innate ability to see through Magickal deception and trickery, their mind is unyielding.

Effect: You are immune to Magick which may control your mind and see through illusions without fail.

STRENGTH OF THE MOUNTAIN

Dwarves can perform incredible feats of stamina. They claim that even the smallest runt of their clans can haul a hogshead of mead without breaking a sweat.

Effect: Any Skill Rank you acquire that relies on the Brawn Primary Attribute modifies your Base Chance by +15, instead of +10.

ELF

Fey and haughty, Elves believe they were created in the image of the gods and seek to isolate themselves in families (called a Kindred) from the company of other pitiably inferior races. The feeling is often mutual among these other races, who classify Elves into two distinct camps: louche and supercilious or edgy and dismissive. Avid connoisseurs, there is no doubt that Elves are particularly disdainful of those who do not apply the same exacting standards in their own choices. Standing in imperious opposition to the long-bearded folk who dwell below the earth, Elves reside in the magnificent beauty of sanctuaries far removed from other civilizations.

Perhaps there is some truth to the divine origin of Elves, for they uniformly appear ageless. There are many examples of Elves whose years span several Human lifetimes, and it is even believed that some have attained true immortality. Not surprisingly, Elven longevity is often stunted by the gripping reality of a merciless world. Elves who have left their Kindred by choice or forced exile often fall victim to an eternal grief, doomed to dwell among the crude masses of the 'lesser folk'. Life is particularly cruel to these exiles, who often find themselves enslaved by pompous merchant-princes and paraded about as curiosities in some personal menagerie. But in others, it manifests into cold neutrality as these Elven outcasts strike out as mercenary freebooters. They are often provoked by even the simplest of informalities or inconveniences, flying into a furious rage against all save their own.

ANCESTRAL MODIFIERS

- +1 [AB], [PB] & [IB]
- -1 [BB], [FB] & [WB]

D100	ANCESTRAL TRAIT
1 to 8	Bewitching
9 to 16	Beyond the Veil
17 to 25	Deadly Aim
26 to 33	Enduring Mortality
34 to 41	Fey Treachery
42 to 49	Firstborn
50 to 58	Kindred Warband
59 to 67	Lament of the Ages
68 to 76	Meditative Healing
77 to 85	Nature's Own
86 to 92	Nighteyes
93 to 100	Warrior's Tattoo

BEWITCHING

Elves are striking to behold and others have a difficult time concentrating on anything else but their beauty. But beneath this veneer lies an insidious and alien power to bend people to their whim.

Effect: Whenever you cast Magick to control minds or use the Charm Skill on others, foes must flip their results to fail to Resist its effects. However, this only works if your foe can both see and hear you.

BEYOND THE VEIL

Elves share a significant link with powers beyond mortal kith and kin and can manipulate them to their will. But, they have slowly fallen prey to the mind-bending warp and weft of the world beyond.

Effect: Whenever you fail or Critically Fail an Incantation Test, spend one Fortune Point to turn it into a Critical Success.

DEADLY AIM

The world around Elves seems to fade to a blur as they fire their bows, striking between the chinks in their foe's armor with perfection. They may pridefully blind one eye with a bandana to illustrate their skills… or should they grow insane, gouge it out entirely with a spoon.

Effect: Whenever you make an Attack Action or Perilous Stunt using a ranged weapon, foes must flip the results to fail to Dodge, Parry or Resist it.

ENDURING MORTALITY

Although not all Elves are immortal, some still hold that flicker of divinity within their blood, passed down from their Fey ancestry. Their features may change over these long decades, but some Elves never appear neither old nor ugly. Even horrid scars seem to accentuate their youthful and vigorous features.

Effect: You never suffer the debilitating effects of any Disease, aging or sickness – even by the hand of Magick.

FEY TREACHERY

Some Elven kindred are suspicious and deeply secretive. Like them, you can be capricious and sullen. You are always ready to spring upon interlopers without a second thought.

Effect: Your first successful Attack Action against a foe adds a 1D6 Fury Die to your Damage results. This can be used against multiple foes during combat, taking advantage of your traitorous ways!

FIRSTBORN

The Elves came to this world first, the favored children of nameless gods. This age-long lineage has made your people distant and fickle, but it has also given them insight beyond the Ætheric Veil and nature of the world around them.

Effect: Whenever learning new Magicks, you always succeed at your Incantation Test. Additionally, you never have to sacrifice Reward Points to finalize the process. You can learn more in **Chapter 10: Grimoire**.

KINDRED WARBAND

Elves can be perceived as being particularly aloof and taciturn, sticking to their own. Contemptible as their disdain towards others may be, it is this preternatural intuition that makes Elves incredibly dangerous when fighting side-by-side.

Effect: When fighting alongside other Elves, you gain a +10 Base Chance to strike with Attack Actions and Perilous Stunts.

LAMENT OF THE AGES

Elves live many decades beyond other Ancestries, but this longevity comes at a cost. The petty concerns of the mortal coil weigh too heavily upon many Elves, giving birth to a melancholy that gives way to bouts of unmitigated rage, even nihilism. Others react instinctively to this behavior with great trepidation.

Effect: Whenever combat begins, select one foe. If the foe can clearly see and hear you, they must reduce all Damage they do to you by your [FB].

MEDITATIVE HEALING

Gifted with the kindred's ability to live between the weave of the world, you have learned how to harness an inner power to mend your own wounds.

Effect: Whenever you awaken from a good night's sleep, you move one step up the Damage Condition Track positively. This means that if you were Grievously Wounded, you are now Seriously Wounded instead. Note that this does not 'cure' Injuries.

NATURE'S OWN

Wild Elves have lived amongst the forest, beneath the jungle canopy, atop the highest mountain and even below the earth. With burrs, leaves, mud and the like clinging to their clothing, they emerge unwashed from the wilderness, acknowledging little reason to clean themselves up for civilized company.

Effect: You leave no trace of your passing in rural areas or above ground, unless discovered by Magick or a Critically Succeeded Awareness Test.

NIGHTEYES

Although Elves are not able to see completely in the dark, they can see clearly in the dim light of stars. It's evident that you're an Elf when in these conditions, as your eyes tend to flash with their own light like an animal's. It is enough to drive dim-witted peasants to demand that "the demon be hung by their neck until the lights go out".

Effect: You can see completely in the dark above ground as if it were full daylight, provided there is starlight or moonlight in the sky.

WARRIOR'S TATTOO

Intricate knots of indigo ink are painted or tattooed upon the bodies of Elven warriors, symbols of their might and prowess. But these same symbols make it incredibly difficult to get a job in a respectable winesink, as everyone knows the tattooed cannot be trusted with the cash till.

Effect: Add the Punishing Quality to any Martial Melee or Martial Ranged weapon you wield, and +1 to Total Damage with these same weapons.

GNOME

Gruesome in appearance and short-tempered in their behavior, Gnomes are a notoriously unsympathetic people. They seem to have a chip on both shoulders; one against their Dwarven neighbors for being absolute bores and the other against Elves for being pompous 'louchebags'. In fact, it is suggested – mostly in a derogatory way - that Gnomes are the byproduct of the two aforementioned Ancestries' carnal desires. Gnomes scoff at the notion, and have been known to take to fisticuffs when such insinuations are made. By and large, Gnomes are not well-liked by any Ancestry outside of their own. Marriage is rare and their families are small. Offspring are often treated as chattel to be put to work, and love is rarely a factor when it comes to coupling. Children of such unions, should they prove to be useless, are abandoned to the forest. The only reason some Gnomes wed is to erase some great shame upon themselves, forced to make amends by marrying themselves into families they've greatly offended. It's not to say that some couples have not grown a certain fondness for one another (for misery loves company), but mutual disgust rarely creates a productive relationship. Siblings are treated worse still, seen as bitter rivals or treacherous enemies.

Gnomes are gifted, however, with a singular expertise in tinkering. This insight is likely inspired by the spark their Elven ancestors squirted into the bellies of Dwarven mothers who gave birth to the first Gnomes. But don't say it to their face. You're likely to plunge them into a tirade of misery, self-loathing and abhorrence for all that is fair or acceptable, short-sighted as they are.

ANCESTRAL MODIFIERS

- +1 [AB], [IB] & [WB]
- -1 [BB], [CB] & [FB]

D100	ANCESTRAL TRAIT
1 to 8	Clockworks of War
9 to 16	Crag Fighting
17 to 25	Denizen of Stone
26 to 33	Dungeons Deep
34 to 41	Escape Artist
42 to 49	Goldbergian
50 to 58	Hocus Pocus
59 to 67	Metrognome
68 to 76	Thieving Stunties
77 to 85	Tunnel Vision
86 to 92	Underfoot
93 to 100	Wretched Prankster

CLOCKWORKS OF WAR

Telescoping muzzles, switchblade-style two-handed swords, cog-driven crossbows and folding axes are only the tip of the iceberg of what can be accomplished by modifying implements of war.

Effect: Provided you have the appropriate tools, any two-handed weapon can be modified into a compact one-handed version (which only you can wield). Despite being one-handed, it retains its original function, but now has an Encumbrance of 1.

CRAG FIGHTING

Living amongst the hills and mountains, Gnomes have adopted a particular edge in combat. Using subterfuge and guile, you cleverly outpace foes using guerilla strike tactics.

Effect: You may Maneuver after any Melee Attack for 0 Action Points.

DENIZEN OF STONE

Whenever Gnomes go to sleep, it is whispered that they turn to stone. While this seems like a wild tale, there seems to be some truth to it. Their skin oft turns a shade of grey as they rest as if all the blood had been drained from their veins!

Effect: You are never left Helpless for any reason.

DUNGEONS DEEP

Gnomes are not a prodigious people. In fact, finding a living, breathing Gnome below ground is rare indeed. They pass soundlessly throughout the caverns below the earth, roaming the 'under dark' in solitude. Besides, who would go looking after this much-maligned race of people in the first place?

Effect: You leave no trace of your passing in underground areas or caves whatsoever, unless discovered by Magick or at a Critically Successful Awareness Test.

ESCAPE ARTIST

Gnomes are wheedling and conniving. They cannot easily be caught or detained by the law.

Effect: You can never be caught in a Chokehold and may flip the results to succeed at Coordination Tests to slip through bonds and other situations which may detain you from moving.

GOLDBERGIAN

From devising mouse trap-styled children's games to the chain-reactive devices that oscillate endlessly in your workshop, you have created a number of deliberately over-engineered machines in your time. You apply this same creative genius towards many of the professional arts, albeit at the cost of being seen as a madman.

Effect: Any Skill Rank you gain in Alchemy, Counterfeit, Skulduggery and Tradecraft modifies your Base Chance by +15, instead of +10.

HOCUS POCUS

Gnomes have a penchant for manifesting sorcerous falsehoods which cannot be ignored.

Effect: Whenever a foe fails to Resist your Magicks, they Critically Fail instead.

METROGNOME

You are downright obsessive and clockwork-like in your mannerisms. Little imperfections are simply unacceptable, so meticulous and measured are your hands whenever you craft.

Effect: All trappings you craft (with exception to armor, shields and weapons) are always best-in-class, raising its resale value three times the listed price as in **Chapter 7: Trappings**.

THIEVING STUNTIES

These Gnomes are a hair shorter than their kin. They find it easy to hide in gardens, particularly because they have a propensity to wear red caps and fake white beards!

Effect: Foes must flip their results to fail all Attack Actions or Perilous Stunts made with ranged weapons against you. However, you cannot wield two-handed weapons, carry a shield and must reduce your Movement by 3. Finally, you will reference "1 to 10" on the Height table and will have a Frail build on the Build table.

TUNNEL VISION

Like their Dwarven cousins, Gnomes have especially-attuned senses below the earth. Using a preternatural sense of touch, they can 'feel' their way around the underworld.

Effect: You can see completely in the dark below ground as if it were daylight, providing you are able to use your hands freely.

UNDERFOOT

Living below the world in a burrow has made Gnome backs crooked. Because of this, they hobble around like old men, not necessarily dawdling, but quickly scurrying about, beneath the line of sight for most folk.

Effect: Add +3 to your Initiative.

WRETCHED PRANKSTER

Poking fun at their personal flaws and faults in their armor, you annoy your foes to the point of weakness.

Effect: At your discretion, you may use your Guile Skill to both Dodge and Parry.

GRENDEL

These satyr-like beast folk are beings of a dubious nature that straddle a line between being a cult of personality and a force of deadly raiders. Grendel are hedonists *par excellence* – they revel in the consumption of drink and drugs, in conquest and profane rituals to gods they do not even remember the names of. Gathering in groups called a Wild Hunt, they are slavers in a sense, but all their captives are willing – doting worshippers besotted by the primal attraction of beasts unhinged. It is thought that Grendel are in fact too simplistic and constantly in a belladonna's haze, but try to trick one and you'll find yourself a head shorter. That said, the Grendel can be bargained with as they believe in fair trade, as well as ability and stamina.

The Wild Hunt is basically a Grendel's family – one composed of not only fellow kin, but also their large cadre of non-Grendel followers. Few Grendel will ever venture far from their ancestral grounds, but those that do were often separated from the Wild Hunt and are trying to return to the comforts they know best. If they should come across other on their journey, they will eventually start to see them as an extended part of the Wild Hunt – perhaps not one of family, but one of dependable allies that can serve as a temporary substitute. Grendel also serve as great liaisons when dealing with the civilizations of humankind and the demihumans, as their primal 'assets' often prove a boon to them among the enlightened folk.

ANCESTRAL MODIFIERS

- +1 [BB], [FB] & [PB]
- -1 [AB], [IB] & [WB]

D100	ANCESTRAL TRAIT
1 to 8	Alpha
9 to 16	Animal Magnetism
17 to 25	Dionysian Delights
26 to 33	Goring Charge
34 to 41	Half-Beast
42 to 49	Hard-Headed
50 to 58	Keen Senses
59 to 67	Musky Odor
68 to 76	Nature's Wisdom
77 to 85	Lamb To The Slaughter
86 to 92	Silent Stalker
93 to 100	War Bray

ALPHA
Every Wild Hunt has a single alpha; you are or will become one of these alphas. In that, you fight in harmony with your peers and lessers.

Effect: When fighting alongside other Grendel, you gain a +10 Base Chance to strike with Attack Actions and Perilous Stunts.

ANIMAL MAGNETISM
The Grendel possess a sexual potency that's nigh impossible to withstand, even among other beasts.

Effect: You automatically succeed at all Skill Tests to charm and seduce all Animal and Humanoid creatures.

DIONYSIAN DELIGHTS
The Grendel are insatiable lushes, drinking and cavorting beneath the full moon's light. These parties often rage for days, ending only when they fall asleep amid their brethren, only to awaken the next day to continue their debauched partying.

Effect: While Intoxicated, you never suffer from the negative effects associated with this condition. You can learn more about Intoxication in **Chapter 9: Hazards & Healing.**

KEEN SENSES
The olfactory senses of the Grendel are highly attuned to sniff out anything: the scent of others – and sometimes danger.

Effect: You automatically succeed at all Perception-based Skill Tests which rely on smell.

GORING CHARGE
Grendel blaze ahead with horns protruding from their head. When they crash into their enemy, they can gore them with their rack of horns.

Effect: When you Charge, you may add an additional 3 Damage to your next melee-based Attack Action on this same Turn.

HALF-BEAST
A Grendel's appendages are affixed with crooked legs, but terminate in hoofs. This gives them the ability to bound and sprint far faster than any other Mutant.

Effect: You use 6+[AB] to determine your Movement on foot.

HARD-HEADED
The Grendel's noggin is protected by a hard, bony plate. It makes them immune to being knocked out from the force of a blow and also incenses them to rage when others attempt to hit them over the head.

Effect: Not only are you immune to the effects of Knockout! and Stunning Blow, you may make an Opportunity Attack against a foe when they attempt to use these Perilous Stunts against you.

LAMB TO THE SLAUGHTER
Viciously savage, the Grendel ravage and butcher their foes with an earnestness akin to a predator to its prey.

Effect: When you inflict Injuries with a melee weapon, you inflict two Injuries instead of one.

MUSKY ODOR
When cornered, a Grendel can emit a nasty odor – not unlike that of a skunk. This self-defense mechanism causes others to vomit from the stench.

Effect: When you fail or succeed at an Attack Action, you can spend 1 Fortune Point to automatically Stun a foe (as if they had failed to Resist a Stunning Blow). You must attack with melee weapons to utilize this Trait.

NATURE'S WISDOM
Being of the animal hierarchy, Grendel have a preternatural instinct inside them. It allows them to become masters of the wilderness, taming animals and hunting prey with ease.

Effect: When you fail a Handle Animal or Survival Test, you may re-roll to generate a better result but must accept the outcome.

SILENT STALKER
Attuned to the rustle of every leaf, the sound of every foot fall and the depth of the underbrush beneath their feet, Grendel know how to muffle their footfalls by treading lightly in the brush. Even in clearings, a Grendel can sneak almost unerringly up on their prey.

Effect: You may flip the results to succeed at Stealth Tests. When you succeed, it is always considered a Critical Success. In addition, you always succeed at Stealth Tests to move silently in rural areas.

WAR BRAY
As they enter a fray, the Grendel bray aloud "BROOO!". This can empower them and their allies to fight harder, stronger and faster.

Effect: Anytime you succeed at a Litany of Hatred, foes temporarily suffer a -2 to their Damage and Peril Thresholds. Anytime you succeed at Inspiring Words, allies temporarily add +2 to their Damage and Peril Thresholds.

HALFLING

Affable and friendly, these 'little people' live in great pastoral communities called moots, amongst the vast beauty of the countryside. Spry and vigorous in appearance, the Halflings remind people of children – albeit grown and intelligent children – that choose to live in harmony with other races. They act as stewards to the land, working to provide for the community first and the individual last. They have no qualms about welcoming outsiders, establishing coaching stations and eateries that cater exclusively to Humans and Elves. They even have some friendly attitudes toward Ogres, as their shared love for eating makes them unlikely bedfellows. Halflings take pride in their shrewd, but fair bargaining skills, a reputation that follows them in civilized lands.

For all of their apparent friendliness, Halflings are truly opportunistic, plying trust into a life of petty thievery against those they deem easy marks. It is said that there is no better burglar than a Halfling. Beware the polite Halfling urchin who claims to be a mere chimneysweep!

ANCESTRAL MODIFIERS

- +1 [AB], [FB] & [PB]
- -1 [BB], [CB] & [IB]

D100	ANCESTRAL TRAIT
1 to 8	Beguiler
9 to 16	Cat-like Reflexes
17 to 25	Craven
26 to 33	Farsight
34 to 41	Fettered Chaos
42 to 49	Fieldwarden
50 to 58	Fleet-footed
59 to 67	Hijinks
68 to 76	Kleptomania
77 to 85	Low Blow
86 to 92	Memento
93 to 100	Pintsized

BEGUILER
Halfling lies are hard to tell from truth, and you can use this to your advantage. With a string of insults and chiding, you infuriate and distract your opponent.

Effect: Reference either your [FB] or [BB] for the purposes of determining Damage Threshold. Additionally, you may substitute Guile in place of any Combat-based Skill when Parrying attacks.

CAT-LIKE REFLEXES
Some say that Halflings are watched over by Abyssal demons. Those with this affectation are oftentimes shadowed by a black cat or have it as a beloved pet, 'found' at their doorstep as a kitten.

Effect: Whenever you fall, you may spend one Fortune Point to avoid Damage. In this case, you land on your feet, apparently unharmed.

CRAVEN
Some Halflings are almost laughably faint-hearted, ready to bolt at a moment's notice. Cowardice has its place, particularly when a Halfling ne'er-do-well wishes to keep their hide intact.

Effect: You may flip the results to succeed at Combat-based Skill Tests to Parry attacks made with melee weapons.

FARSIGHT
Whether Halflings are searching for something the size of a dormouse or making out the details of a coach laden with riches, they can clearly discern the smallest of details from half a mile away. But, should you try to exercise this ability without proper lighting, this sight become as useless as perfumery to a hog.

Effect: When attempting to discern minute details with your vision, you always succeed at Awareness Tests.

FETTERED CHAOS
The Halfling Ancestry is incredibly resilient despite its less than imposing physique. They illustrate an inexorable spiritual resistance towards the lure of Corruption and madness.

Effect: Whenever you suffer Corruption, decrease the number you gain by three (to a minimum of one). This means that if you suffer 6 Corruption, you gain 3 instead.

FIELDWARDEN
Halfling women and men are taught at a young age to wield an array of weapons to defend themselves and their homeland.

Effect: Ignore the Weak Quality of all ranged weapons you wield.

FLEET-FOOTED
In tense situations, Halflings hop madly like rabbits, being remarkably fast on their feet. This is particularly fortunate when they need to tuck and roll when attacked, but does absolutely no good when a Halfling needs to hike from one end of the shire to the mouth of a far-flung volcano.

Effect: Whenever you Charge or Run, add +6 yards to Movement.

HIJINKS
Sly in their ways, Halflings use their vexing mannerisms and general under-footedness to confound the tall folk. These pranks are meant to annoy, as Halflings love to make others an ass to their japes.

Effect: Whenever you suffer Damage from a melee weapon, spend a Fortune Point to ignore it entirely.

KLEPTOMANIA
Halflings are gifted with the ability to use illusion and sleight of hand tricks to make things disappear. Their hands may wander off on their own to nick things, only to realize later they find something stuffed in their pocket that wasn't there before!

Effect: Whenever you are in a pinch and need one object that could realistically fit into your pocket, spend one Fortune Point to automatically find it within. For instance, you could use this to produce a single silver shilling (ss) from your pockets, but not several silver shillings (ss) without spending an equal number of Fortune Points.

LOW BLOW
When cornered, a Halfling will resort to nasty tricks to fell a foe. Menfolk are known to gasp in horror whenever they bear witness to this heinous (and deliberately) painful tactic.

Effect: Whenever you make a successful Melee Attack, you force a foe to Resist a Stunning Blow. You must be Engaged with a foe in order to use a Low Blow.

MEMENTO
Most Halfling toddlers are given a precious keepsake to cherish. Typically, this is a bauble, cameo, necklace or ring – something Halflings can hold close to their hearts. This memento brings comfort and solace in the face of danger. However, other Halfling pickpockets may covet this treasure for themselves.

Effect: When carrying your memento, your Disorder's effects may be temporarily ignored for 24 hours by spending a Fortune Point. In special cases, at the GM's discretion, it may be given to another to confer its benefits.

PINTSIZED
Some Halflings, often mistaken for small children, are born a head shorter than their kinfolk. They are sometimes dubbed as pygmies or other derogatory terms born from ignorance.

Effect: Foes must flip their results to fail all Attack Actions or Perilous Stunts made with ranged weapons against you. However, you cannot wield two-handed weapons, carry a shield and must reduce your Movement by 3. Finally, you will reference "1 to 10" on the Height table and will have a Frail build on the Build table.

OGRE

The vast majority of Ogres are wandering mercenaries, people without a home whose only desires are coin and food. These strangely obtuse Humanoids give off the appearance of idiocy due to their large stature, low foreheads and jutting jawlines, but they are surprisingly smart and spiritual. Ogres are totally incorrigible, however – they are violent, boastful, clumsy, given to drunkenness and filled with greed. They harbor little sympathy for others, as they always look for an edge or a profit in their interactions with others. Their ragged clothes are composed of the scraps from defeated enemies, their rusted weapons worn with heavy use and their belts lined with dismembered Mutant heads. Ogres are individualistic and often do not like associating with other Ogres, but they do respect strength and will deal with anyone who shows even a hint of it. Some Ogres have curiously joined with Halfling society, sharing in their insatiable taste for food. However, an endless *smörgåsbord* of Halfling cookery rarely slakes their hunger for humanoid sweetmeats.

Ogres will adventure with strong companions who show their worth – they have no tolerance for weaklings and will often devour those they see as holding them back. It is also quite dangerous to try and deceive an Ogre, especially a hungry one – if they do not receive their fair share of the loot, a few fingers or even a whole hand will find a new home in their massive gullets.

ANCESTRAL MODIFIERS

- +2 [BB] & +1 [CB]
- -2 [AB] & -1 [PB]

D100	ANCESTRAL TRAIT
1 to 8	Broad-bellied
9 to 16	Cast Iron Stomach
17 to 25	Cruisin' For A Bruisin'
26 to 33	Frightening Bellow
34 to 41	Gut-Plate
42 to 49	Hunger Pangs
50 to 58	Mighty Thews
59 to 67	Odd Couple
68 to 76	Rotgut Spray
77 to 85	Slamdance
86 to 92	Thick Lining
93 to 100	Wendigo

BROAD-BELLIED

Your staggering girth has gifted you with the ability to haul anything without breaking a sweat.

Effect: You entirely ignore the effects of Overage, unless the value is in excess of two times your Initiative or Movement.

CAST IRON STOMACH

The most important part of an Ogre's biology is their gut. Their heavily muscled bellies contain most of their vital organs. Their stomachs are also monstrously powerful and able to digest nearly anything, a natural mutation resulting from generations of extreme gluttony.

Effect: You can gain sustenance from eating literally anything, including inanimate objects. This protects you from starvation entirely, as described in **Chapter 9: Hazards & Healing**.

CRUISIN' FOR A BRUISIN'

Some Ogres have reaped the full benefits of their omnivorous diets from birth – mother's milk, raw meat, dirt, Elven trinkets, swamp gas, human livers and tears – and are infused with great size and physical potency.

Effect: You may reference either [BB] or [CB] with any melee weapons you wield, including those which possess the Throwing Quality.

FRIGHTENING BELLOW

Ogre lungs are nearly as powerful as Ogre stomachs. This gives them amazing vocal capabilities, letting them rip out massive and terrifying roars as intimidation.

Effect: Whenever you succeed at an Intimidate Test, the foes you intimidated also suffer from Stress. If it is a Critical Success, they suffer from Fear instead.

GUT-PLATE

Your great belly is covered in an outer carapace of bones and muscles. Unfortunately, it makes for an easy target. Fortunately, it protects you from most blows.

Effect: Whenever unarmored, add +2 to your Damage Threshold as if you were wearing a suit of leather armor. You also gain the benefits of the Natural Quality in these cases.

HUNGER PANGS

Ogres often forget their gustatory exploits until faced with extreme situations. Bracing flashbacks of these orgiastic meals are then triggered – mandrake root; rivers of mead; endless heaps of meat!

Effect: Whenever you successfully Resist the effects of Stress, Fear, Terror or other effects that force you to make a Resolve Test, you immediately gain the benefits of one dose of mandrake root. If this is a Critical Success, you gain the benefits of three doses instead. When under Hunger Pang's effects, you do not suffer the drawbacks normally associated with taking mandrake root.

MIGHTY THEWS

Ogres are all massive, but many possess tiny hands. However, a rarer breed has hands in proportion to the rest of their body. These mighty specimens can easily handle turning the spit over a fire on their own.

Effect: You are able to wield any two-handed melee weapon with one hand. This also means you may freely take advantage of the Adaptable Quality for weapons using one hand. Whenever you gain the benefits of the Adaptable Quality, you may add +2 to Total Damage, instead of the normal +1.

ODD COUPLE

Not many trust Ogres, but they have found an unlikely ally in Halflings. Perhaps it is their mutual love of food and alcohol, or even commiseration about being underdogs.

Effect: When fighting alongside Halfling allies, you gain a +10 Base Chance to strike with Attack Actions and Perilous Stunts.

ROTGUT SPRAY

Ogres have a natural predilection towards drink. Due to their almost furnace-like guts, they can ignite any alcohol they ingest to shoot it back out as a gout of flame.

Effect: After consuming an entire bottle of rotgut, you can belch it up as flaming breath. Treat this breath as a bottle bomb. However, you must immediately make a Toughness Test or become Intoxicated.

SLAMDANCE

By bringing a powerful, hammy fist downwards to crush a foe, they also let fly their flintstone-like feet. This generally puts their enemies right where they want them: on the ground, ready for skewering.

Effect: Whenever you make a successful Stunning Blow, you force a foe to Resist a Takedown as well. You must attack with weapons possessing the Pummeling or Weak Quality to utilize this Talent.

THICK LINING

Those whose job it is to slaughter often expose themselves to the deadly natural poisons of tainted meats. Their constant work with natural poisons have made them immune to them, and some even prefer the tangy taste.

Effect: You are immune to Poisons of all types.

WENDIGO

Some Ogres in northern regions have grown protective layers of blubber fat and thick white hair grows in large tufts all over their bodies. These Ogres are often called Wendigo and they are isolationist and even a little xenophobic.

Effect: You are immune from the effects of Frostbite, and automatically succeed at Toughness Tests to withstand cold weather.

ORX

The Orx (pronounced like an inhaled 'snorting' sound) are perhaps the most encompassing of its corrupted and unfettered values. Wrought from Orx-molt, these amalgams of pig and fungus are no longer pure flesh and blood, but half-fungoid creatures. They harbor an almost pure and animalistic neutrality towards civilization: survival is the only thing that matters. To an Orx, living another day means moving up the social ladder, absorbing more power and potentially lording over those who once tried to bring them harm. Orx begrudgingly respect power – they will work with others who they see as their superior (da' Bigboss) or as equals, though it is often just long enough for them to find an inroad to tear down a peer.

Orx adventurers make their way in this world with like-minded souls, if only to hone their martial spirit. Aside from the Orx nature as a hermaphroditic fungal being, they also seem to possess a little-understood latent Magickal power. In short, the collective force of will of the Orx causes things to happen, whether it be misfortune, coincidence or actual arcane doings. For example, most of their equipment looks like it would fall apart at any second – however, the Orx believe the equipment won't fall apart, so it doesn't. This is an odd wish fulfillment that the Orx just brush off as common sense, when in actuality it's an ability that has baffled scholars for generations.

ANCESTRAL MODIFIERS

- +1 [CB], [FB] & [WB]
- -1 [AB], [IB] & [PB]

D100	ANCESTRAL TRAIT
1 to 8	Backstabber
9 to 16	Bigboss's Law
17 to 25	Brute Force
26 to 33	Da' Bigboss
34 to 41	Dumb As A Rock
42 to 49	For the Horde
50 to 58	Fungus Amongst Us
59 to 67	Lucky Git
68 to 76	Luk Wat I Can Du
77 to 85	Orxish Snout
86 to 92	Unflinching
93 to 100	WAAAR! Horde United

BACKSTABBER
Expert combatants Orx can get the jump on any opponent when they put their minds to it.

Effect: Before making an attack with a melee weapon, make a Skulduggery Test. If successful, you may add 3 Damage to this same attack.

BIGBOSS'S LAW
Orx are notoriously unsympathetic. The mere threat of displeasing the Bigboss – including letting down their peers – weighs heavily upon their minds.

Effect: You do not suffer Corruption from killing others; however, you do suffer 6 Corruption by sparing them.

BRUTE FORCE
In the hands of Orx, simple implements of war become tremendous tools of destruction.

Effect: When wielding melee weapons, replace the Weak Quality with the Vicious Quality.

DA' BIGBOSS
You've got the biggest ballz of them 'allz.

Effect: You automatically succeed at Leadership Tests to command other Mutants who recognize your leadership to fight to the death and automatically succeed at Warfare Tests to becalm or organize these same Mutants under your rule.

DUMB AS A ROCK
Orx are notoriously unintelligent. Mutation has altered their brains, fueled by rotgut, and has burnt it to a crisp. That said, they are so dense that they are often too dumb to fall for any kind of deception or forceful personality.

Effect: You cannot be subject to the Guile or Interrogation Skills. However, being made victim to these same Skills causes you to suffer 1 Corruption.

FOR THE HORDE
Belting out a battle cry in the face of danger draws out the latent fungal deliriums that have intermingled within the fungal organs of Orx biology.

Effect: When you succeed at a Resolve Test, you immediately gain the benefits of one dose of red cap mushrooms, despite not having any on-hand. If this is a Critical Success, you gain the benefits of three doses instead. When under For The Horde's effects, you do not suffer the drawbacks normally.

FUNGUS AMONGST US
Orx-molt continuously grows inside Orx's gizzards. Once they die, it generally consumes them from the inside out. However, through this process, an Orx can reemerge as an entirely 'new' and different person.

Effect: When you are Slain!, you can optionally roll a 1D6 Chaos Die. If the die results in face '6', you are automatically revived to Unharmed a week later. However, you must change your current Profession to something else entirely, losing all Reward Points earned in that Tier.

LUCKY GIT
Whatever god overlooks the Orx, they've elected them to go on for other things – not for better, but worse.

Effect: When you spend a Fortune Point and fail the Skill Test, put the Fortune Point back into the Fortune Pool.

LUK WUT I CAN DU
Earnest and focused Orx power through their own ineptitudes by drawing upon dire blessings.

Effect: When you attempt any Agility-based Skill Test, roll a 1D6 Chaos Die. If the die results in face '6', you automatically succeed. However, you suffer 6 Corruption.

ORXISH SNOUT
Orx snouts give them a predilection to ferret out things in the dark.

Effect: You can see completely in the dark above ground as if it were daylight, providing you are able to smell.

UNFLINCHING
Under the extreme conditions in which the WAAAR! Hordes live, Orx are rarely overawed by external forces. However, when subdued by more powerful opponents, they dig deep to find an inner strength.

Effect: You are immune to the effects of the Intimidate Skill and automatically add a Fortune Point to the Fortune Pool when you fail a Resolve Test to withstand Stress, Fear or Terror.

WAAAR! HORDE UNITED
In an unforgiving world, Orx have learned to band together. Through their sheer numbers, there is strength.

Effect: When fighting alongside other Orx, you gain a +10 Base Chance to strike with Attack Actions and Perilous Stunts.

SKRZZAK

The main philosophy of the rat-like people called Skrzzak (pronounced *skerz'sak*) is two-fold: never be seen and know your place. The Skrzzak's goals have been hidden from the populace: they dwell within the sewers of cities, plotting and manipulating officials so they can serve as puppet rulers and influencers. While Aztlan are generally brazen and proud, Skrzzak are subtle and manipulative. Skrzzak crawl among sewers and over rooftops, being natural thieves who watch and whisper from the shadows. They are also surprisingly efficient – they rarely leave a trace and their debauched courts have an odd regal order about them that could rival any Godsworn's temple.

The Skrzzak have no care for themselves individually, but instead focus all their attention on their Kabal of other Skrzzak. Skrzzak rarely have intentions or motivations outside of what they must do to please their Broodmother queens, and they do not mind this one bit. Most Skrzzak who venture out of their sewers are on some sort of extended mission for their queen, perhaps to link up with a long-lost warren or establish a base of operations in a far-off land. All they do is for the glory of the Kabal, and they have an odd sense of pride, honor and familiarity with those of the same brood as them. But Skrzzak without a Broodmother or Kabal are those to be truly feared, for their conniving and viciousness knows no bounds.

ANCESTRAL MODIFIERS

- +1 [AB], [IB] & [PB]
- -1 [BB], [FB] & [WB]

D100	ANCESTRAL TRAIT
1 to 8	Blighted Invocation
9 to 16	Bred To Kill
17 to 25	Darksight
26 to 33	Do'urden Syndrome
34 to 41	Enter the Skrzzak
42 to 49	Nose For Danger
50 to 58	Ogre-Born
59 to 67	Plague Bearer
68 to 76	Skittish
77 to 85	Skrzzak Don't Exist
86 to 92	Slave's Desperation
93 to 100	Warren Runner

BLIGHTED INVOCATION

A strange and blighted god has chosen to impart some of its unearthly might to you. You may even bear a strange mark, denoting the number '13' upon your arm.

Effect: When you succeed at an Incantation Test, spend one Fortune Point to invoke Fear in enemies who bear witness to this infernal act.

BRED TO KILL

Might makes right and Skrzzak with this Trait are the top rats amongst the Kabal. They practice martial awareness and are given to rigorous martial discipline and cruel displays of destruction.

Effect: All foes suffer a -10 Base Chance to Dodge, Parry and Resist your Attack Actions and Perilous Stunts.

DARKSIGHT

Attuned to life below the earth, the Skrzzak have developed an extrasensory perception to 'see' in complete darkness using smell and the brush of their whiskers. However, when standing in any light they may nervously chitter, vastly preferring the cover of shadow.

Effect: You can see completely in the dark below ground as if it were daylight, providing you are able to smell.

DO'URDEN SYNDROME

Unlike your shadowy brethren, you have elected to live amongst the surface dwellers. Considered a dishonorable traitor by the Kabal, you're not accepted by people above, either. As an edgy, gritty 'antihero', your name may have inspired a number of false tales in testament to your greatness as a warrior (much to the chagrin of better qualified swordsmen).

Effect: When wielding any 2 one-handed melee weapons, you may add 3 Damage to any melee attack. However, you are unable to Parry attacks while wielding 2 one-handed melee weapons.

ENTER THE SKRZZAK

Bred to be a deadly assassin, you use an array of throwing stars, poisons and gas bombs to debilitate and confuse your enemies. Donning all black, you are a faceless killer with a cruel cause. But with a snap of the fingers, you can disappear in plain sight with nary a trace of your presence.

Effect: With a successful Guile or Stealth Test, you can disappear entirely from sight, even while standing in front of onlookers.

NOSE FOR DANGER

The Skrzzak are horribly mutated, with protruding teeth, snouts and pale skin. However, this has granted them a keen sense of smell; not only for tasty treats, but also for opportunity.

Effect: When combat begins, you always gain a Surprise Turn (unless you are Surprised yourself).

OGRE-BORNE

Grossly crossed with some terrible monstrosity in their past, the notorious 'rat ogre' towers over their Skrzzak kin (and most other Ancestries). Made up of sinewy muscles, viciously-large talons and filled with unrequited bloodlust, the Ogre-borne are formidable enough to give other Skrzzak warlords pause.

Effect: Whenever you deal Damage with bare-handed weapons, they automatically inflict an Injury. In addition, you ignore the Pummeling Quality when determining the type of Injury you inflict. However, you must double the cost of clothing and armor to accommodate your hulking frame, and pay twice the normal amount to eat.

PLAGUE BEARER

With massively-bulging eyes and foaming mouths, plague-bearing Skrzzak are afflicted with terrible diseases and sickness.

Effect: You are entirely immune to Grey Plague. However, you inflict Grey Plague when you Injure a foe or Critically Fail a Heal Test when treating others. You can learn more about Grey Plague in **Chapter 9: Hazards & Healing**.

SKITTISH

Nervous as a hen near a rooster, you're undeniably fidgety. While annoying to others, it is in fact a side effect of your quick mind, as you can almost see things before they happen.

Effect: When you suffer Damage from a ranged weapon, spend a Fortune Point to ignore it entirely.

SKRZZAK DON'T EXIST

'The Skrzzak don't exist', they say? That's alright – you've got the drop on them. They just don't know it yet.

Effect: When you make a successful Melee Attack, you force a foe to Resist Dirty Tricks.

SLAVE'S DESPERATION

Slaves in Skrzzak society are downtrodden, considered highly expendable. This carries forward throughout their entire lives, remembering the boot or claw that sat upon their throat. In that, hard times call for desperate measures, as they draw from a wellspring of anguish and torment to inflict desperate attacks upon their enemies to survive.

Effect: When you are Seriously or Grievously Wounded, you may use two Attack Actions during your Turn, spending twice the requisite amount of APs needed.

WARREN RUNNER

Equipped with nothing but a black cloak, Skrzzak run the gutters with unparalleled speed and agility.

Effect: When you use any Movement Action during combat, your foes suffer a -10 Base Chance to strike you with any Attack Action or Perilous Stunt until the beginning of your next Turn.

STEP IV: ARCHETYPE & PROFESSION

It's assumed that most Characters have lived a good part of their life toiling, working, spending and praying. An Archetype lays the foundation of how you begin the story and governs how you can grow your Character during the first handful of game sessions. Each of these Archetypes defines in loose terms what role you will play in the group, particularly when considering each other's strengths and weaknesses in Skills and Talents. It also influences what Trappings you begin play with. Finally, it determines what Profession you start out in during the Basic Tier and other suggested Professions you may choose to adopt during Intermediate and Advanced Tiers.

Professions are the hallmark of the **ZWEIHÄNDER** system. They represent people from all walks of life: amorous Troubadours, shrewd Cheapjacks, sweat-drenched Artisans, surly Watchmen, loquacious Courtiers, timid Servants, unctuous Valets, stoic Reeves, austere Adherents, indolent Beggars, swarthy Laborers, fey Hedgewise, bumbling Scholars, wretched Footpads, indifferent Bounty Hunters, unscrupulous Sellswords, felonious Smugglers, corrupt Preachers, enigmatic Diabolists, vociferous Rakes and many, many others.

Each Archetype has a list of Professions preceding it, offering many different options for players. Once chosen, it sets the path your Character walks through the Basic Tier. As you continue to grow, you'll spend Reward Points (bonuses earned after each game session) to gain new Primary Attribute Bonuses, Professional Traits, Skills and Talents. When your Character reaches the end of Basic Tier, you'll move into a new Profession (either in your current Archetype or a different Archetype altogether). You may even qualify for an Elite Profession.

DETERMINE YOUR ARCHETYPE

Randomly generate your Archetype by rolling D100, consulting the table below. Once determined, you will then reference the Archetype table to record your starting trappings. Once this is done, determine your first Profession by rolling D100 and consulting the table below each Archetype. Write in your Profession on the first page of your Character sheet.

D100	ARCHETYPE
1 to 15	Academic
16 to 32	Commoner
33 to 49	Knave
50 to 66	Ranger
67 to 83	Socialite
84 to 100	Warrior

ACADEMIC

Given the privilege of an education, Academics possess formal training in some vocation or another. The tireless pursuit of scholarly or philosophical knowledge drives them. Their natural lust for knowledge leads to interesting adventures, placing these neophytes in dangerous situations which may demand they pick up a sword (or lean upon those more inclined to barbarism) to uncover the hidden mysteries of the world. In some cases, they may serve higher powers as a focus of their divine might or even bend reality to their own devices using sorcery. An Academic may be a sniveling bureaucrat, a wan student of the black arts, a corrupted agent of the court or even a religious maniac.

STARTING TRAPPINGS: Black lotus, bottle of leeches, coin purse, dirk, fine clothing, holy symbol, loose robes, quicksilver, royal water, shoulder bag, smelling salts (3), soft shoes or leather sandals, writing kit and choose one: cudgel *or* staff *or* throwing knives (3) with bandolier.

D100	ACADEMIC PROFESSIONS
1 to 8	Adherent
9 to 16	Anchorite
17 to 25	Antiquarian
26 to 33	Apothecary
34 to 41	Astrologer
42 to 49	Diabolist
50 to 58	Engineer
59 to 67	Informer
68 to 76	Investigator
77 to 85	Monk
86 to 92	Preacher
93 to 100	Scribe

COMMONER

Commoners are 'salt of the earth', menial folk – the most populous of Archetypes. Though not given to complaining, drudgery and tedium make up the bulk of their work. Hard work and small pay is the hallmark of the Commoner's lot in life. Not entirely underprivileged, their trades earn them an honest living in some fashion or another. Tenacity and extreme superstition are hallmarks of the Commoner. Without them, the wheels of commerce would come to standstill. They are the backbone of society: wenches that populate winesinks, stevedores who work the docks, peddlers who sell their wares in the streets, gong farmers who toil in the sewers and crofters that work the farm and field.

STARTING TRAPPINGS: Bandages (3), bottle bomb, grave root, holy symbol, leather sandals *or* heavy boots, ruck sack, shiv, simple attire, warm vest and choose one: shepherd's sling with sling stones (9) *or* splitting maul *or* threshing flail.

D100	COMMONER PROFESSIONS
1 to 8	Artisan
9 to 16	Barber Surgeon
17 to 25	Boatman
26 to 33	Camp Follower
34 to 41	Cheapjack
42 to 49	Coachman
50 to 58	Doomsayer
59 to 67	Jailer
68 to 76	Laborer
77 to 85	Peasant
86 to 92	Rat Catcher
93 to 100	Servant

KNAVE

Rogues, scoundrels, the larcenous and other ne'er-do-wells fit this Archetype. The world is rife with their ilk, congregating like flies to dung in criminal associations that ply illicit trades. Mountebanks and fraudsters; one and all. Knaves may pass themselves off as viciously-armed thugs, but don't truly possess the same martial understanding as their Warrior counterparts. Most Knaves understand how to speak "thieves' cant", the peculiar language of the criminal underworld. Others may be simple pickpockets, with the risk of running afoul of the law. Vagabonds and roadside buskers fall into this same category as their line of work, although not inherently illegal, requires some measure of guile to make an honest coin. A Knave may be a care-free loner, rebellious scum, a house robber, a snake oil salesman, a pimp or grifter.

STARTING TRAPPINGS: Antivenom, dark clothes *or* tattered rags, folkbane (3), gaff bag, garish attire *or* second-hand attire, holy symbol, lock picks, mantle, soft shoes, stiletto and choose one: blackjack *or* garrote *or* flintlock pistol with gunpowder & shot (6).

D100	KNAVE PROFESSIONS
1 to 8	Beggar
9 to 16	Burglar
17 to 25	Charlatan
26 to 33	Footpad
34 to 41	Gambler
42 to 49	Graverobber
50 to 58	Guttersnipe
59 to 67	Highwayman
68 to 76	Prostitute
77 to 85	Smuggler
86 to 92	Vagabond
93 to 100	Vigilante

RANGER

Rangers tend to live in the wilderness, far away from the squalor of cramped cities and the buzzing of markets. City living is instead replaced by eking out a harsh existence outside of society, complete with exposure to the weather, contention with wild beasts and warding their lands from interlopers and thieves. However, there is freedom to be had once the trappings of civilized life are cast aside. Many of those who have lived in hermitage have found true enlightenment in the wilderness. Some have taken to the road to make their coin as traders. Others devolve to a more primal state, often appearing no different than the animals they live amongst. Rangers could be barbarians, trappers, muleskinners or even sheriffs that patrol the roads between settlements.

STARTING TRAPPINGS: Animalbane (3), antivenom, backpack, bullwhip, heavy boots, holy symbol, suit of fur/hide armor, survival kit, torches (3), traveling clothes, waterskin, wilderness cloak, wolfsbane and choose one: fire-hardened spear *or* hunting bow with arrows (9) & quiver *or* woodsman's axe.

D100	RANGER PROFESSIONS
1 to 8	Animal Tamer
9 to 16	Bailiff
17 to 25	Bonepicker
26 to 33	Bounty Hunter
34 to 41	Gamekeeper
42 to 49	Hedgewise
50 to 58	Old Believer
59 to 67	Outrider
68 to 76	Pilgrim
77 to 85	Reeve
86 to 92	Slayer
93 to 100	Trapper

SOCIALITE

The Socialite uses their self-import and notoriety to get ahead in this world. Should they lack credibility, they substitute by putting on airs, manipulating others with smooth words and trickery to get ahead. Their shield of reputation, whether perceived or real, is most important to them. Garish costumes, foppish mannerisms and lilting accents dominate their social circles. Graft, lies and subtlety are their watchwords, conniving with only those who possess (and may impart) real power. And when the chips are down? Most Socialites keep hired knives in their employ to take care of their dirty work… or simply do it themselves through seduction or poison. Socialites may be debutantes, political firebrands, minstrels, spies or even streetwise entertainers.

STARTING TRAPPINGS: Coin purse, fancy shoes, fashionable clothing, foppish hat, holy symbol, knuckleduster, mandrake root (3), mantle, neck ruff, shoulder bag, writing kit and choose one: throwing knives (3) with bandolier *or* rapier *or* walking cane (as improvised hand weapon).

D100	SOCIALITE PROFESSIONS
1 to 8	Anarchist
9 to 16	Courtier
17 to 25	Cultist
26 to 33	Entertainer
34 to 41	Envoy
42 to 49	Fop
50 to 58	Jester
59 to 67	Provocateur
68 to 76	Racketeer
77 to 85	Raconteur
86 to 92	Rake
93 to 100	Valet

WARRIOR

Occupying the military caste of society, the Warrior stands alone, world-weary while employing violence as a means to an end. Whether formally trained within a military academy, amongst a militia or even self-taught, Warriors are unparalleled in their practice in the art of war. Standing above their peers, they are the makings of myth and legend, one swing of the axe at a time. Despite this, not all Warriors fight for what's just and true. Some make their living as hired swords or even turn to brigandry. A life of violence tends to lead to great fortune, and Warriors best fill this niche. Warriors may manifest as an intrepid peasant hero, a loyal retainer, a professional mercenary-for-hire, a frightened soldier or a doughty protector of the weak..

STARTING TRAPPINGS: Fire-hardened spear, heavy boots, lantern, laudanum (3), military attire, oil pot, red cap mushrooms, rucksack, suit of leather armor, tincture (3), wooden shield and choose one: arbalest crossbow with bolts (9) & quiver *or* mortuary sword *or* pike.

D100	WARRIOR PROFESSIONS
1 to 8	Berserker
9 to 16	Bravo
17 to 25	Buccaneer
26 to 33	Dragoon
34 to 41	Hedge Knight
42 to 49	Man-At-Arms
50 to 58	Militiaman
59 to 67	Pit Fighter
68 to 76	Pugilist
77 to 85	Sellsword
86 to 92	Squire
93 to 100	Watchman

MOLDING YOUR PROFESSION

When you imagine your Character, how do you see them? Are you a despicable cur who relies on imposing stature to mask insecurities? Perhaps you're a grifter in fool's clothing, using tomfoolery to conceal selfish intentions? Maybe you're a jaded protagonist who has been through the crucible and is haunted by a terrible past? Perhaps you're an ambassador who is terribly bigoted against those with whom he parlays? Maybe you want to create an all-knowing sage with crippling social anxiety? What if you want to be a streetwise rake who is wildly charismatic, but will abandon their friends at the drop of a hat? There are limitless paths you can explore in the gritty and dark world of any **ZWEIHÄNDER** game.

With the vast number of Professions, sometimes your selection may seem at odds with the other players' choices. After all, why exactly would a lawfully-minded Reeve elect to rub shoulders with the criminal predilections of a Burglar? Shared hardship can sometimes make for strange bedfellows, cultivating camaraderie in the face of adversity (and diversity). These meta-plots are handled by the GM, cleverly devised to bring together a motley crew of miscreants and the upstanding towards a shared goal. While the motivation to join forces during the Character creation process may not be entirely clear, the reasons will become more apparent as the adventure unfolds for you and other players. Keep an open mind, but don't cast aside the precepts of your Character's starting Profession to simply get along with the group. These subtle but sometimes obvious differences can lead to interesting developments in Character relationships. An odd mix of Professions creates powerful, lasting stories that will reverberate throughout the campaign world and beyond the game table.

Often in role-playing games, players will select a personality type or allocate ability scores in a way that is already familiar or representative of a Character they have played in another role-playing game. Challenge yourself as a role-player, step outside of your comfort zone and think about other options. It is important to approach any role-playing game with a fresh perspective, particularly for players who also GM. It can help you create new and interesting personalities, drawing from these new experiences as a player. Making these sort of decisions as a GM helps you become more well-rounded, whereas making these choices as a player allows you to become a stronger role-player yourself – particularly if you want to GM your own **ZWEIHÄNDER** game!

STEP V: SECONDARY ATTRIBUTES

Each Character possesses Secondary Attributes. Secondary Attributes focus on in-combat statistics, relying on your Primary Attribute Bonuses as a baseline. A combination of these Characteristics determine how much you can haul comfortably in a fight, how quickly you react to danger, how fast you move, how many hits you can take before dying and how much strain you can sustain before passing out.

PERIL THRESHOLD

Psychological stress, road fatigue, exposure to environmental elements, terror invoked by terrible creatures, intimidation, emotional fear, social shame and the effects of narcotics psychologically harm Characters with short-term effects. This temporary physical or mental trauma is called Peril. A Character's Peril Threshold represents how much anxiety and weariness they can withstand before suffering penalties to their Skill Tests. Fortunately, the more willful and resolute a Character is, the better their resistance to Peril.

Each step of the Peril Condition Track illustrates how distracted a Character is. Whenever a Character suffers Peril that exceeds Peril Threshold, they move a number of steps down the Peril Condition Track negatively. The further down the track a Character goes, the more likely they are to temporarily 'forget' some of their training in Skills as the pressure rises. Peril Threshold changes as your Willpower grows over your Basic, Intermediate and Advanced Tiers.

Determine your base Peril Threshold by adding 3 + your [WB] and any modifier a Talent, Trait or Magick may add. Each additional 'step' of Peril Threshold is also noted on the Character sheet as (Peril Threshold+6); (Peril Threshold+12); and (Peril Threshold+18). For example, if Peril Threshold is 10, it is recorded on a Character sheet as such: 10 (16/22/28). Go to the first page of the Character sheet and record your Peril Threshold values. You can learn more about each step along the Peril Condition Track in **Chapter 9: Hazards & Healing**.

DAMAGE THRESHOLD

The ability to withstand pain is paramount in a fight. A combination of tenacity, grit, mental fortitude and a bit of luck makes up the Damage Threshold attribute. It represents a form of physical durability, governing the amount of bodily harm you can withstand before suffering from mortal Injuries or even death. The vast majority of the time, Damage is caused by wounds inflicted from weapons or nasty environmental effects. All Characters possess a tolerance for punishment, augmented by the strength of their armor.

Each step of the Damage Condition Track illustrates how wounded a Character is. Whenever a Character suffers

Damage that exceeds their Damage Threshold, they move a number of steps down the Damage Condition Track negatively. The further down the track a Character goes, the more likely they are to incur crippling injuries or face death. Damage Threshold changes as your Brawn grows over your Basic, Intermediate and Advanced Tiers.

Determine your base Damage Threshold by adding [BB] and your armor's Damage Threshold Modifier. It also changes if you wear armor. Additionally, there are Talents and Traits which allow you to grow your total Damage Threshold. Each additional 'step' of Damage Threshold is also noted on the Character sheet as (Damage Threshold+6); (Damage Threshold+12); and (Damage Threshold+18). For example, if Damage Threshold is 6, it is recorded on a Character sheet as such: 6 (12/18/24). Go to the second page of the Character sheet and record your Damage Threshold values. You can learn more about each step along the Damage Condition Track in **Chapter 8: Combat** and **Chapter 9: Hazards & Healing**.

ENCUMBRANCE LIMIT

Encumbrance Limit is a measure of how much equipment your Character can carry without incurring penalties to Initiative and Movement.

Your Character has a starting value equal to 3 + [BB], which changes as your Brawn grows over your Basic, Intermediate and Advanced Tiers. Additionally, there are Talents, Traits and carrying equipment which allow you to grow your total Encumbrance Limit. Trappings and various other equipment will weigh down your Character, measured by this threshold. For every point beyond this initial value (otherwise called Overage), you suffer an ongoing, cumulative -1 to both your Initiative and Movement. Should your Overage ever reduce either your Initiative or Movement to 0, you must drop enough equipment in order to bring the value back to at least 1. You will learn more about Encumbrance Values of equipment in **Chapter 7: Trappings**. Go to the second page of the Character sheet and record your Encumbrance Limit.

> Leopold Coventry can carry a maximum of 7 Encumbrance. However, he insists on hauling enough equipment that puts him at 10 Encumbrance. As such, he suffers a -3 from Overage to both his Initiative and Movement.

INITIATIVE

Initiative determines when you take your Turn on the Initiative Ladder. Your Character has a starting value equal to 3 + [PB], which changes as your Perception grows over your Basic, Intermediate and Advanced Tiers. Additionally, there are Talents and Traits which allow you to grow your total Initiative. We will speak more about the Initiative Ladder in **Chapter 8: Combat**. Go to the second page of the Character sheet and record your Initiative.

MOVEMENT

During a fight, your ability to move about the field is wholly governed by Movement. It reflects your ability to quickly traverse the battlefield on foot, reflecting the number of yards you can move during combat.

Your Character has a starting value equal to 3 + [AB], which changes as your Agility grows over your Basic, Intermediate and Advanced Tiers. Additionally, there are Talents and Traits which allow you to improve your Movement. We will speak more about Movement in **Chapter 8: Combat**. Go to the second page of the Character sheet and record your Movement.

STEP VI: BACKGROUND

Despite what Elves may prattle on about in private company, not all Dwarves look alike. When you picture your Character, what do you see? How do they wear their hair? Are they grossly obese or rail thin? Do they look like just another face in the crowd, or does something else set them apart?

SEASON OF BIRTH

Wars may come and go, people may die and beasts may go extinct, but time marches forever onward. This is no better illustrated than in the cycle of seasons – from spring to summer, to autumn to winter and back again, the endless cycle is both comforting and imposing. The seasons color people as well – those born in the winter often have icy demeanors, while those born in the summer are fiery and passionate. Some countries may place weight on a star sign a person is born under, but it all returns to the movement of the seasons.

Determine what season you were born under by rolling D100, consulting the table below. Record your birth season on the first page of your Character sheet under Background.

D100	SEASON OF BIRTH
1 to 25	Spring
26 to 50	Summer
51 to 75	Autumn
76 to 100	Winter

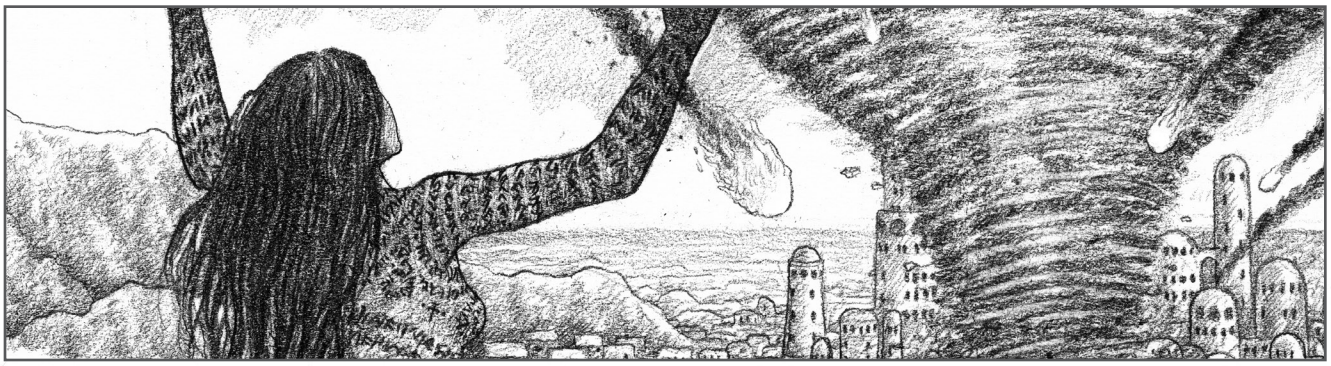
YOUR DOOMING

Superstition is an accepted part of reality. Oftentimes, life is viewed as an absurdity: it is short, brutal and seemingly random. Each facet of life is guided, wittingly or not, by the subtle movements of the stars. At ten years of age, it is customary for the child to meet with a prognosticator to foretell of their Dooming: the way in which they will die. Not only is it believed to be inescapable, it is related to when they were born – those birthed in the summer receive different prophesies than those born in the autumn.

Dooming is purely a role-playing tool. Roll D100 to determine your Dooming, referenced by what season you were born in.

D100	DOOMING OF SPRING
1 to 4	Pride comes before a fall
5 to 8	Ivy will claw at your skin and prick like a rose
9 to 12	Health is not always healthy
13 to 16	Still waters run deep
17 to 20	The forest will strike back when the campfire is low
21 to 24	Do not pluck low-hanging fruit
25 to 28	The serpent is in the garden
29 to 32	Climb not the mighty oak
33 to 36	Beware fairy rings and standing stones
37 to 40	The land will reclaim what is hers
41 to 44	Do not stare directly into the light
45 to 48	Good intentions create bad situations
49 to 52	Do not accept trust lightly
53 to 56	There is always another problem
57 to 60	Light burns just as much as it heals
61 to 64	Radiance can't illuminate all
65 to 68	Charity will cause your end
69 to 72	Underestimate no one
73 to 76	Birth is but the start of death
77 to 80	Provide no succor to the blind man
81 to 84	Do not pick up discarded coins
85 to 88	Twice for poison, thrice for a kiss
89 to 92	Fate is cruel, but ironic
93 to 96	A trick is not an illusion
97 to 100	You will be stabbed by your own knife

D100	DOOMING OF SUMMER
1 to 4	Your end will be at the head of a hammer
5 to 8	You will see your own hubris and end your life
9 to 12	Those you love will kill you
13 to 16	Beware the comet's warning
17 to 20	They will come as twins and leave as triplets
21 to 24	You will die trying to save someone you love
25 to 28	Beware a lover scorned
29 to 32	You will witness the end, then go into it
33 to 36	The heathen will cut you down
37 to 40	Your final moments will be full of divine pain
41 to 44	Your flame shall consume you
45 to 48	Mercy will be your downfall
49 to 52	You will burn brightly, then be snuffed out
53 to 56	The unlit path is the most dangerous
57 to 60	Iron will bend under heat
61 to 64	Respect power, for it does not respect you
65 to 68	Never leave a fire burning
69 to 72	Never turn your back on a foe
73 to 76	Your embers shall smolder
77 to 80	The sun can be a cruel friend
81 to 84	Death comes from above and below
85 to 88	Lightning sometimes does strike twice
89 to 92	A squall occurs before a storm
93 to 96	The eye of a storm is just a reprieve
97 to 100	The heavens will open, angry and bright



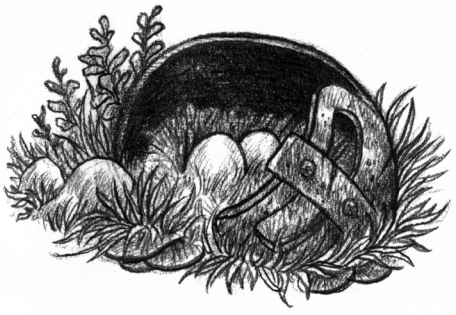
D100	DOOMING OF AUTUMN
1 to 4	A murder of another will herald thine death
5 to 8	Thy skin shall darken as if soaked in ink
9 to 12	Do not cross a freshly dug tomb
13 to 16	You shall see thine death twice
17 to 20	Up from the canyon, soars the raven
21 to 24	Sorrow will fill your heart at death
25 to 28	You shall not see the end
29 to 32	One step forward, two steps back
33 to 36	The jackdaw is a false omen
37 to 40	A visage will haunt you to your grave
41 to 44	The Eye will look upon you with scorn
45 to 48	You will die in a pool of blood, but it will not be yours
49 to 52	Your end will not be clean
53 to 56	Sickness will be your downfall
57 to 60	The stench of the grave follows you
61 to 64	New beginnings herald sudden ends
65 to 68	The Abyss also gazes back
69 to 72	The shadows stalk hungrily
73 to 76	Three flies bring your doom
77 to 80	Beware the black stallion
81 to 84	Do not fold, always stay
85 to 88	Confusion will kill more than you
89 to 92	Do not be fooled by appearances
93 to 96	Avoid the exotic when possible
97 to 100	Do not push for more, as you will get it

D100	DOOMING OF WINTER
1 to 4	Beware the toothless hound
5 to 8	Warm winters bring hard frost
9 to 12	Do not trust what you can't see
13 to 16	Blood will be upon your hands
17 to 20	The oldest are the strongest
21 to 24	Be wary of false friends
25 to 28	Numbers overwhelm might
29 to 32	Your killer will not know your name
33 to 36	At times, being found is worse than being lost
37 to 40	Do not tread upon thick ice nor thin
41 to 44	Iron is weak, gold is strong
45 to 48	Your left eye will not see the truth
49 to 52	Revenge is upon you
53 to 56	Absolute power corrupts absolutely
57 to 60	Being immovable is not always a boon
61 to 64	Some things, man should not know
65 to 68	Justice is blind, deaf and dumb
69 to 72	Six of one, half a dozen of the other
73 to 76	Fear change, as it changes you
77 to 80	The gavel will ring twice
81 to 84	The stars can lead you astray
85 to 88	The depths are crushing, the shallows inviting
89 to 92	From the cold, something eyes you hungrily
93 to 96	You, too can be touched by the unknown
97 to 100	Do not fly too close to the stars

AGE GROUP

Consider some of the ideas you have about your Character's history, along with your profession, and let them inform your Character's age. A Preacher may be elderly, whereas an Antiquarian an adult. A Sellsword likely has some victories underneath their belt, so they may be middle aged. Or, perhaps a youthful Barber Surgeon is getting their start in life.

Age has no immediate impact to your Primary Attributes. Simply assume that any negative impact that age may have had on your Character's abilities will have already been taken into consideration during the Character creation process. Also, note that we've purposefully omitted specific years of age and instead use general terms for Age Groups, as a GM may have their own idea about how life expectancy and number of years categorized by age vary by Ancestry. Roll D100 to randomly determine which Age Group your Character is in. Go to the first page of the Character sheet and record your age under Background.



D100	AGE GROUP
1 to 25	Young
26 to 70	Adult
71 to 90	Middle Aged
91 to 100	Elderly

YOUNG

Thrust into a role that others of your age have not yet faced, the world's stark realities rest heavily upon your trembling shoulders. Inexplicably, your youth has drawn the attentions of misfortune. A sordid – and perhaps violent – future awaits you.

Effect: You have no Distinguishing Marks at this age.

ADULT

You are a full grown adult, with all the responsibilities that entails. You are acutely aware of the realities of the world around you and pulled in different directions by your dreams. Prepare for them to be stomped upon by the unyielding weight of reality.

Effect: You must roll once on the Distinguishing Marks table.

MIDDLE AGED

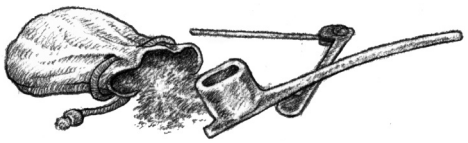
You're just now beginning to suffer the effects of aging, growing wiser, but weaker physically. Your experiences have taken a toll on your body, as you now suffer from morning pains and perhaps a rattling cough when the weather is poor. Unlike the younger generations, destiny has decreed a new beginning – or perilous end – for you. As such, you've been given a spark of luck; a second chance to attain new goals through whatever hardships you must suffer.

Effect: You must roll twice on the Distinguishing Marks table.

ELDERLY

You are in the twilight years of your life and most of your physical prowess has waned as decades have passed. You are wheezy, shaky and given to fits of memory loss… or even moments where you stop and do nothing, but recount memories of your youth. Despite this, fate has something in store for you, and will give you another chance at seeing its potentially grim outcomes realized.

Effect: You must roll three times on the Distinguishing Marks table.



DISTINGUISHING MARKS

Beyond simple appearance, all Characters have some sort of disfiguring or unusual mark on their body or affectation in outward personality. People who are too comely are often viewed with suspicion. It is not to say that others don't wish to attain physical beauty! There's a whole market for powders, elixirs of youth and other 'beauty products' that snake oil salesmen pawn off to the unwitting. But a degree of ugliness has become the norm and those who possess strikingly pure looks aren't well-trusted.

If you end up generating Distinguishing Marks which may not make sense, feel free to re-roll to generate a different result. Go to the first page of the Character sheet and record your Distinguishing Marks under Background.

D100	DISTINGUISHING MARKS
1	Abnormally white teeth
2	Abundance of freckles on face
3	Acne-scarred face
4	Additional toes or fingers
5	Almond-shaped eyes
6	Asexual appearance
7	Ashy Elbows
8	Balding pate
9	Beaded mustachio
10	Beady eyes
11	Beauty mark on face
12	Big ears
13	Blood-shot eyes
14	Bow-legged walk
15	Branded with cattle iron
16	Broken nose
17	Buck-toothed or snaggle-toothed
18	Bulging eyes
19	Burn scars on face and arms
20	Bushy eyebrows
21	Carefully-groomed beard
22	Cherubic face
23	Clammy hands
24	Claw marks over face
25	Covered in black moles
26	Curly locks of hair
27	Devilish goatee
28	Different colored eyes
29	Dimpled cheeks
30	Doll-like face
31	Drooping eye
32	Dry, flaking skin
33	Ear half-missing
34	Embarrassing acne scars
35	Embarrassing tattoo on face
36	Excessive body hair
37	Eyes too far apart
38	False finger

D100	DISTINGUISHING MARKS
39	Farmer's tan
40	Glasgow grin
41	Golden lock of hair
42	Hare lip
43	Hooked nose
44	Horse-faced
45	Humpbacked
46	Incredibly beautiful
47	Itchy scabies bites
48	Jaundiced complexion
49	Lanky hair
50	Large and hairy mole
51	Large nose
52	Large red birthmark on arms
53	Lazy eye
54	Leathery countenance
55	Lichtenberg scar
56	Long eyelashes
57	Long mustachio
58	Long sideburns
59	Milky eye
60	Mismatched eye color
61	Missing an eyebrow
62	Missing fingers
63	Nervous tic
64	Older-looking face
65	Painted beard
66	Pallid countenance
67	Patch of white hair
68	Perfect posture
69	Perpetual sneer
70	Perpetually deep frown
71	Piercing eyes
72	Pigeon-toed stance
73	Pot belly
74	Pox scars all over body
75	Pronounced brow
76	Purple bags beneath eyes
77	Rancid breath
78	Rash of pimples
79	Rheumy eyes
80	Six-fingered hand
81	Slouchy posture
82	Spiked mohawk
83	Squinting eyes or false eye patch
84	Steely gaze
85	Strong jaw
86	Sunburn scars
87	Sunken eyes
88	Tanned, leathery skin
89	Tarred and feathered
90	Terribly crooked teeth
91	Vacant expression
92	Veteran's nose
93	Vulgar tattoo
94	Weak chin
95	Wears spectacles
96	Webbed hands and feet
97	Widow's peak
98	Wind-chapped cheeks
99	Yellow scum on teeth
100	Yellowed fingernails and toenails

COMPLEXION

A grim & perilous world is populated by a diverse, rich tapestry of people and skin tones. **ZWEIHÄNDER** makes no basic physical, intellectual or spiritual prejudice between complexions of any Ancestry. Any social inequalities in the campaign world should be addressed directly with your GM. Randomly generate your complexion by rolling D100, consulting the table below. Once determined, go to the first page of the Character sheet and record your complexion under Background.

D100	COMPLEXION
1 to 10	Pale
11 to 20	Fair
21 to 30	Light
31 to 40	Light tan
41 to 50	Tan
51 to 60	Dark tan
61 to 70	Light brown
71 to 80	Brown
81 to 90	Dark brown
91 to 100	Ebony

BUILD TYPE

Much like your Character's age, build never bears any sort of bonus or penalty to Primary Attributes. Simply assume that any negative impact your Build will have had on your Character's abilities has already been taken into consideration during the Character creation process. However, they modify your cost for armor, food and clothing, based on its listed price in **Chapter 7: Trappings**.

First, you will roll D100 to randomly determine which build your Character has. This is determined agnostic of your Ancestry (unless your Ancestral Trait dictates otherwise). Go to the first page of the Character sheet and record your build under Background.

D100	BUILD TYPE	PRICE MODIFIER
1 to 20	Frail	-20% price
21 to 40	Slender	-10% price
41 to 60	Normal	None
61 to 80	Husky	+10% price
81 to 100	Corpulent	+20% price

FRAIL: Born a weakling child, you likely suckled at the breast of your mother for many years… up to the point where it was considered unsavory. As a result, you are extraordinarily thin – even more so than traditionally slender people. Your little arms tremble whenever you have to carry your own things and legs buckle at the thought of helping someone install their trappings into another's home.

SLENDER: With a physique considered to be 'ideal' among the fashionistas – who are either large of mustachio or broad of gown – you have a body type that the nobility strives for. Albeit waifish and thin, you possess a sultry allure, with a gait not unlike that of a cat. However, with a lack of meat on your bones, you grow cold easily, even under the summer's heat.

NORMAL: Nothing much to speak of here, as you have the average body type. This is neither good nor bad; eat as you like, diet as you wish, exercise as you want.

HUSKY: Whether you're well-muscled, brimming with curves or simply a bit overweight, you have to have them specially made or let out by a professional tailor. It may have been a point of embarrassment whenever you were young; your breasts may have budded early, or you simply had a little too much cushion between your belt line and legs. Regardless, your frame marks you as someone not to be trifled with.

CORPULENT: Some would consider you a disgusting pig and may even mistake you for an Orx whenever you are seen in public. Others may see your great ponderance as a mark of achievement, as such creature comforts are rarely afforded to the poor. Either way, you've grown accustomed to the excess weight, wearing it proudly.

HEIGHT & WEIGHT

Your height & weight serve as additional physical characteristics which better illustrate what your Character looks like. They do not impose any sort of bonus or penalty to Primary Attributes whatsoever. Simply assume that any negative impact your height & weight will have had on your Character's abilities will have already been taken into consideration during the Character creation process. Go to the first page of the Character sheet and record your height and weight under Background. Feel free to make +/- 3 inches for height and +/- 6 inches for weight.

HUMAN

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	5.5	115	127	151	199	247
11 to 20	5.6	121	133	157	205	253
21 to 30	5.7	127	139	163	211	259
31 to 40	5.8	133	145	169	217	265
41 to 50	5.9	139	151	175	223	271
51 to 60	5.10	145	157	181	229	277
61 to 70	5.11	151	163	187	235	283
71 to 80	6.0	157	169	193	241	289
81 to 90	6.1	163	175	199	247	295
91 to 100	6.2	169	181	205	253	301

AZTLAN

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	5.8	90	102	126	174	222
11 to 20	5.9	96	108	132	180	228
21 to 30	5.10	102	114	138	186	234
31 to 40	5.11	108	120	144	192	240
41 to 50	6.0	114	126	150	198	246
51 to 60	6.1	120	132	156	204	252
61 to 70	6.2	126	138	162	210	258
71 to 80	6.3	132	144	168	216	264
81 to 90	6.4	138	150	174	222	270
91 to 100	6.5	144	156	180	228	276

DWARF

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	4.5	90	102	126	174	222
11 to 20	4.6	96	108	132	180	228
21 to 30	4.7	102	114	138	186	234
31 to 40	4.8	108	120	144	192	240
41 to 50	4.9	114	126	150	198	246
51 to 60	4.10	120	132	156	204	252
61 to 70	4.11	126	138	162	210	258
71 to 80	5.0	132	144	168	216	264
81 to 90	5.1	138	150	174	222	270
91 to 100	5.2	144	156	180	228	276

ELF

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	5.8	90	102	126	174	222
11 to 20	5.9	96	108	132	180	228
21 to 30	5.10	102	114	138	186	234
31 to 40	5.11	108	120	144	192	240
41 to 50	6.0	114	126	150	198	246
51 to 60	6.1	120	132	156	204	252
61 to 70	6.2	126	138	162	210	258
71 to 80	6.3	132	144	168	216	264
81 to 90	6.4	138	150	174	222	270
91 to 100	6.5	144	156	180	228	276

GNOME

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	4.3	65	77	101	149	197
11 to 20	4.4	71	83	107	155	203
21 to 30	4.5	77	89	113	161	209
31 to 40	4.6	83	95	119	167	215
41 to 50	4.7	89	101	125	173	221
51 to 60	4.8	95	107	131	179	227
61 to 70	4.9	101	113	137	185	233
71 to 80	4.10	107	119	143	191	239
81 to 90	4.11	113	125	149	197	245
91 to 100	5.0	119	131	155	203	251

GRENDEL

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	5.5	115	127	151	199	247
11 to 20	5.6	121	133	157	205	253
21 to 30	5.7	127	139	163	211	259
31 to 40	5.8	133	145	169	217	265
41 to 50	5.9	139	151	175	223	271
51 to 60	5.10	145	157	181	229	277
61 to 70	5.11	151	163	187	235	283
71 to 80	6.0	157	169	193	241	289
81 to 90	6.1	163	175	199	247	295
91 to 100	6.2	169	181	205	253	301

HALFLING

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	3.8	40	52	76	124	172
11 to 20	3.9	46	58	82	130	178
21 to 30	3.10	52	64	88	136	184
31 to 40	3.11	58	70	94	142	190
41 to 50	4.0	64	76	100	148	196
51 to 60	4.1	70	82	106	154	202
61 to 70	4.2	76	88	112	160	208
71 to 80	4.3	82	94	118	166	214
81 to 90	4.4	88	100	124	172	220
91 to 100	4.5	94	106	130	178	226

ORX

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	5.8	115	127	151	199	247
11 to 20	5.9	121	133	157	205	253
21 to 30	5.10	127	139	163	211	259
31 to 40	5.11	133	145	169	217	265
41 to 50	6.0	139	151	175	223	271
51 to 60	6.1	145	157	181	229	277
61 to 70	6.2	151	163	187	235	283
71 to 80	6.3	157	169	193	241	289
81 to 90	6.4	163	175	199	247	295
91 to 100	6.5	169	181	205	253	301

OGRE

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	8.5	600	612	636	684	732
11 to 20	8.6	606	618	642	690	738
21 to 30	8.7	612	624	648	696	744
31 to 40	8.8	618	630	654	702	750
41 to 50	8.9	624	636	660	708	756
51 to 60	8.10	630	642	666	714	762
61 to 70	8.11	636	648	672	720	768
71 to 80	9.0	642	654	678	726	774
81 to 90	9.1	648	660	684	732	780
91 to 100	9.2	654	666	690	738	786

SKRZZAK

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	4.5	72	82	101	134	178
11 to 20	4.6	77	86	106	144	182
21 to 30	4.7	82	91	110	149	187
31 to 40	4.8	86	96	115	154	192
41 to 50	4.9	91	101	120	158	197
51 to 60	4.10	96	106	125	163	202
61 to 70	4.11	101	110	130	168	206
71 to 80	5.0	106	115	134	173	211
81 to 90	5.1	110	120	139	178	216
91 to 100	5.2	115	125	144	182	221

HAIR COLOR

Roll D100 to randomly determine what your Character's hair color will be.

D100	AZTLAN	DWARF	ELF	GNOME	GRENDEL	HALFLING	HUMAN	OGRE	ORX	SKRZZAK
1 to 18	Honey brown	Medium brown	Honey brown	Medium brown	Medium brown	Dark brown	Medium brown	Medium brown	Honey brown	Dark brown
19 to 32	Golden brown	Dark brown	Golden brown	Dark brown	Dark brown	Medium brown	Dark brown	Dark brown	Golden brown	Medium brown
33 to 42	Straw yellow	Light brown	Straw yellow	Light brown	Light brown	Light brown	Light brown	Light brown	Straw yellow	Light brown
43 to 50	Golden yellow	Jet black	Golden yellow	Jet black	Jet black	Sienna	Sienna	Jet black	Golden yellow	Sienna
51 to 58	Chestnut	Grey	Chestnut	Grey	Grey	Red	Black	Grey	Chestnut	Red
59 to 64	Copper	Chestnut	Copper	Chestnut	Chestnut	Fiery red	Ash blonde	Chestnut	Copper	Fiery red
65 to 70	Ginger	Ginger	Ginger	Ginger	Ginger	Black	Chestnut	Ginger	Ginger	Black
71 to 76	Ash blonde	Sienna	Ash blonde	Sienna	Sienna	Blue black	Ginger	Sienna	Ash blonde	Blue black
77 to 80	Sienna	Corn yellow	Sienna	Corn yellow	Corn yellow	Ginger	Corn yellow	Corn yellow	Sienna	Ginger
81 to 84	Silver	Ash blonde	Silver	Ash blonde	Ash blonde	Corn yellow	Red	Ash blonde	Silver	Corn yellow
85 to 88	Smokey grey	Salt & pepper	Smokey grey	Salt & pepper	Salt & pepper	Chestnut	Salt & pepper	Salt & pepper	Smokey grey	Chestnut
89 to 90	Ivory white	Silver	Ivory white	Silver	Silver	Ash blonde	Blue black	Silver	Ivory white	Ash blonde
91 to 92	Blue-black	White	Blue-black	White	White	Salt & pepper	Grey	White	Blue-black	Salt & pepper
93 to 94	Jet Black	Red	Jet Black	Red	Red	Grey	Silver	Red	Jet Black	Grey
95 to 96	Fiery red	Blue-black	Fiery red	Blue-black	Blue-black	White	White	Blue-black	Fiery red	White
97 to 100	Black	Black	Black	Black	Black	Silver	Jet black	Black	Black	Silver

EYE COLOR

Roll D100 to randomly determine what your Character's eye color will be.

D100	AZTLAN	DWARF	ELF	GNOME	GRENDEL	HALFLING	HUMAN	OGRE	ORX	SKRZZAK
1 to 16	Hazel	Dark brown	Amber	Dark brown	Dark brown	Hazel	Dark brown	Hazel	Amber	Pink
17 to 32	Light brown	Grey	Silver	Grey	Grey	Light brown	Grey	Light brown	Silver	Pink
33 to 36	Medium brown	Black	Honey	Medium brown	Medium brown	Medium brown	Medium brown	Medium brown	Honey	Pink
37 to 44	Grey	Medium brown	Emerald	Hazel	Hazel	Grey	Hazel	Grey	Emerald	Pink
45 to 50	Dark brown	Grey blue	Molasses	Black	Black	Dark brown	Black	Dark brown	Molasses	Black
51 to 58	Pale green	Light brown	Crystal blue	Light brown	Light brown	Pale green	Light brown	Pale green	Crystal blue	Black
59 to 66	Copper	Hazel	Hazel	Grey blue	Grey blue	Copper	Grey blue	Copper	Hazel	Black
67 to 74	Green	Pale green	Black	Pale green	Pale green	Green	Pale green	Green	Black	Black
75 to 80	Black	Blue	Sapphire	Dark green	Dark green	Black	Dark green	Black	Sapphire	Ruby
81 to 86	Grey blue	Copper	Copper	Blue	Blue	Grey blue	Blue	Grey blue	Copper	Ruby
87 to 90	Blue	Dark green	Blue purple	Copper	Copper	Blue	Copper	Blue	Blue purple	Ruby
91 to 96	Dark green	Green	Gold	Ice blue	Ice blue	Dark green	Ice blue	Dark green	Gold	Ruby
97 to 98	Ice blue	Ice blue	Silver green	Green	Green	Ice blue	Green	Ice blue	Silver green	Blue
99 to 100	Violet	Violet	Violet	Violet	Violet	Violet	Violet	Violet	Violet	Green within Green

UPBRINGING

Nature versus nurture is an ancient debate, but there is little doubt that the environment you are raised in affects you on a deep level. Your family, if you had one, imprinted values and mannerisms upon you without you even knowing it. They may have also trained you extensively in their traditions. A family with a long line of military enlistment may have taught you how to fight at a young age or a family of intellectuals may have instilled in you the importance of learning. It's not only important to know who you are, but where you came from.

How you were raised grants you the ability to pick up certain aptitudes much easier than others. Depending on your upbringing, you will be able to purchase Focuses in specific Skills for less Reward Points. Each upbringing has a favored Primary Attribute. Whenever you attempt to purchase Focuses for Skills related to these Primary Attributes, it costs 50 Reward Points (instead of the normal 100 Reward Points). You will learn more about Skills and their related Focuses in **Chapter 5: Skills**.

Determine what kind of family raised you by rolling D100, consulting the table below. Record both your upbringing and favored Primary Attribute on the first page of your Character sheet under Background.

D100	UPBRINGING	FAVORED PRIMARY ATTRIBUTE
1 to 14	Cultured	Fellowship
15 to 29	Forgotten	Agility
30 to 44	Industrious	Brawn
45 to 59	Militant	Combat
60 to 74	Opportunistic	Perception
75 to 89	Reverent	Willpower
90 to 100	Scholastic	Intelligence

CULTURED: Entertainers, painters and parties made you what you are today. From the penny theatres on the street corners to the auditoriums of playhouses, you were immersed in cultures other than your own since birth. You were taught the value of expression, pride in your abilities, and not to trust anyone else easily. You have developed a sharp eye and an even sharper tongue.

FORGOTTEN: You were raised outside of common society and had little opportunity to integrate until now. Maybe you grew up on the streets, were raised by wolves or are the last scion of a noble house. Being from an outcast family afforded benefits, but today, you have nothing but yourself to rely upon. You became quick and lithe, but you feel as if there is a hole in your life.

INDUSTRIOUS: The lot of most people, you were born into a family of hard laborers. Whether they be servants, farmers, craftsmen or engineering nobles, your family forced you to work to put food on the table for you and your doubtless countless siblings. Your hands are chapped and hard, your back rippling and your demeanor rough. You prefer to do things yourself rather than to pay others to do it for you.

MILITANT: Rote and discipline has ruled your life and hardened you. Your family traces their lineage down a long line of soldiers, generals and sappers, and more of your ancestors met their death at the end of a sword than in a sick bed. You have nursed many a beating in your bed, taught these same harsh lessons by the bellicose figures in your life.

OPPORTUNISTIC: Your family has been underhanded from long before you were born. Whether they be common thieves or government officials stealing from the poor, you learned that everyone is little more than an angle or a walking coin purse. But lucre takes a certain mindset, as you learned to read others' intentions. This lead to a preternatural ability to scrutinize truth from lies.

REVERENT: The gods are fickle and your family raised you to fear and respect their capricious ways. You may have been raised by priests or nuns, attending religious school every week and performing in too many religious plays to count. Perhaps you were orphaned and sat on the street corner, memorizing the words of doomsayers or street prophets. Regardless, their dogma has taught you to be strong of heart and will.

SCHOLASTIC: From a young age, you were taught that knowledge is the ultimate weapon. It does not matter if you were raised by scholars to learn or nascent magicians to read omens, you were forced to understand the world around you and to keep your head out of the clouds. Pronunciation and proper diction, more than anything else, was ingrained into you (and your knuckles likely bled from being rapped for elocutionary mistakes). You came out smarter and wiser, but perhaps not well-rounded.

SOCIAL CLASS

Every society – no matter how small or large – recognizes a social hierarchy determined by one's birth. No matter your Ancestry, Social Class plays a big part in the ways your Character was raised and the social conventions they live by. Your Social Class is a measure of mannerisms, style of speaking and personal prosperity, illustrating what part of society or stratum you occupy amongst your people. In a grim & perilous world, Social Class is an important consideration. Everywhere, people react to what you're wearing, the affectations in your speech and the way you carry yourself. The sum of these parts can make a lasting impression upon strangers, underpinned by your social verve. In a way, it's not a matter of what you are, as much as who you are. Despite what your Fellowship Primary Attribute may be, generally, someone with poor upbringing will likely never convince

a duke to let you into their garden party. You have to play the part – or pretend to, at least.

Your Social Class also reflects why your Character has chosen their specific career. With a cursory glance, it may not make any sense to be of the Aristocrat Social Class if your Character's first Profession is a Peasant. However, in some cases it may be more interesting for the Character's history. For instance, someone that was a part of the Lowborn Social Class broke free one day, reinventing their life to become a Cheapjack. What about the person born to the Aristocrat Social Class whose family's fortunes were usurped by a rival house, leading them to the life of a lowly Monk? These interesting combinations create unique variants of Professions and ultimately help flesh out a backstory for your Character. They also provide an opportunity for you to create a colorful and unique interpretation of a Profession that may normally be unsuited for your Social Class.

We encourage you to think of your Social Class as your past; your Character is living in the now, and they've likely left all of that behind them for one reason or another. However, it is hard to set aside the mannerisms, speech patterns and other indelible experiences of your upbringing. Your Character carries these traits with them for life, which influences your Fellowship-based Skill Tests and other social interactions

Each Social Class has been painted with a broad brush, leaving them open to interpretation. They may be fundamental differences between them, varying from culture to culture. Your GM will provide any additional distinctions or considerations you should make. Roll D100 to randomly determine your Character's Social Class. This also determines how much cash your Character begins play with. Go to the first page of the Character sheet and record your Character's Social Class.

D100	SOCIAL CLASS	STARTING CASH
1 to 60	Lowborn	3D10+3 brass pennies (bp)
61 to 90	Burgher	2D10+2 silver shilling (ss)
91 to 100	Aristocrat	1D10+1 gold crowns (gc)

FAMILY BY SOCIAL CLASS

The number of siblings one has is usually determined by their Social Class. The Aristocracy usually places a premium on children; families of this sort rarely have more than three children, with one or two being more commonly the norm. This is obviously for succession purposes and even then only the elder sibling will obtain power. However, this only addresses legitimate children – bastards are usually expected, though not respected. Burghers have a lot of variability – some will have only one child, while the wealthier could have far more. Usually this comes down to societal norms rather than any status pressures, but the adage of 'two and a half children per household' generally holds true. Finally, the Lowborn often have the most children – a few extra hands in the field never hurts. The near constant high infant mortality rate generally means they will try to birth as many children as possible. Most Lowborn families have at least three children, some as many as seven or eight.

LOWBORN: You were born poor and never found a way to raise yourself above your station. From morning to night, your days were spent in backbreaking labor beneath the sun, barely making enough to put food on the table. You likely worked six days a week with only the Sabbath or other special holy days providing respite from labors.

The Lowborn live in constant deference, humble in spirit but hearty in lifeblood for what meager riches they may be able to gain. The Lowborn also tend to get around unnoticed, shying away from their betters. Being meek and small may work well when standing before lord such-and-such, but it also benefits those on the run from a serfdom not far removed from slavery. They are a simple, superstitious lot, unburdened by formal education or training. This rustic demeanor can be a solace among the like-minded, but others view it with bemusement or disdain.

BURGHER: You grew up amongst a family that broke free from the feudal order, a member of the burgeoning middle class called the Burghers. The rise of commercial growth amongst townships and cities provided you the one freedom the Lowborn lack – the freedom to make your own choices and to forge your own life without the patronage and protection of the Aristocracy. Lawyers, doctors and other academicians are often of the Burgher caste. Money isn't everything, but it can certainly grease the wheels, as it were, as the Burgher cannot socially afford the same network as their betters within the Aristocracy. Because they are not required to 'play at court' with their betters, Burghers dedicate their spare time to crafts, hobbies and the world around them. Perhaps more so than any other Social Class, Burghers hold a unique opportunity to better themselves and rise above their station. However, not everyone appreciates the freedom that Burghers enjoy or the sweeping social changes that this freedom may herald.

ARISTOCRAT: You were born within a family whose name can be traced back to old nobility. The influential renown of your lineage can be a significant boon; you may be able to call upon powerful allies or even command subjects to assist you when needed. Your life has afforded

you many luxuries: you are highly educated and are well-versed in the nuances of high society. Patronage, ambition, climbing the social network and a suite of responsibilities define the differences between the Aristocracy and the *nouveau riche* Burgher.

Aristocrats exercise certain freedoms others cannot afford. They dedicate themselves to understanding the sciences and literature, oftentimes beneath the sometimes knuckle-wrapping tutelage of their schoolmasters. Maintaining one's courtly appearance and expressing interest in the arts and hunting for sport are paramount, and these pursuits require forming schools for girls and university teaching for boys. Aristocrats display a degree of eloquence and refinement that frequently inspires resentment or discomfort among those who did not share a similar upbringing.

UPWARDS MOBILITY

It is all but impossible to break free of your Social Class. The social order is so rigid that your birth primarily determines what place you occupy within the castes of society. But, striking the right alliances with proper folk may change that outcome. The GM may allow you to move between Social Classes as time progresses. However, you may suffer the indignation of others amongst your new Social Class. Merely calling yourself 'lord so-and-so' is not enough to command respect amongst those of your new social caste. Many people, particularly those of the nobility, are extremely protective of their positions. You must learn the appropriate behavior and etiquette that are standard with your new Social Class to gain its benefits.

LANGUAGES

Your Character automatically begins play with the local tongue spoken in the region they're from. This may be a Ancestral language, a cultural language or regional 'trade' language. It is best to work with the GM to determine languages that fit with the theme of your Character's backstory and the campaign world. When you know a language, this means you can use Fellowship-based Skills to communicate with others in that language.

However, you may learn other languages, including dialects, regional languages, foreign tongues and even the languages of other Ancestries. Naturally, there may be imposed limits on how well you speak it, particularly if it's not your native language. Spending time in the foreign quarter drinking, fighting and rogering swarthy indigents may be the best way to pick up the colloquialisms of another language. Immersion, not smarts, drives your Character's ability to learn new spoken languages. Some cultures may not have a written language, instead communicating with a series of clicks, whistles and grunts! Regardless of the process, new languages are partially awarded as a part of the story.

After speaking with the GM about your native tongue, record your language under Background on the first page of the Character sheet. You may learn additional languages over the course of the campaign's story as a Unique Advance, up to a number equal to your [FB]. And, should your Character possess the Education Skill, they can also read and write in any language they understand (providing that it has a written language). You'll learn more about how to purchase Unique Advances in **Chapter 4: Professions**.

DRAWBACKS

Some players like to determine their Character's failings as they play through the game, using improv methods to let their Character's history come to light as they interact within the campaign world. Others may prefer to have distinct pieces of their Character's life already fleshed out, which they can refer to whenever they make decisions in-Character and role-play with others. A Drawback tells something unique about you; something far more distinct than simply being 'Danziger Eckhardt, the human Militiaman'. It paints a better portrait about who your Character was before they walked away from their Profession. Drawbacks make excellent tools to draw upon to further enhance role-play. They may also be indicative of a past reputation or affiliation. For instance, Danziger spent many years within the city as an unlicensed street thug, so he may have a criminal history that's well-known amongst local lawmen. This can work against him in many ways, even if he's left the city. Reputations have a tendency to follow in the wake of those who establish them. Perhaps what the GM knows, but Danziger doesn't, is that he has other notorious bounty hunters on his trail! Branded, or even Nemesis, would be a perfect Drawback in this situation.

While you are not required to select a Drawback, you may optionally select one in return for one additional Fate Point at the end of Character creation. You may be encouraged to select multiple Drawbacks, which can certainly lead to interesting story development. However, you can never gain more than one Fate Point due to this. For those who are unsure of which one fits, spin fortune's wheel to randomly determine your Drawback by rolling D100 and consult the table below. Record it under the Traits section on the first page of your Character sheet.

Note that some Professions (particularly Elite Professions) grant a Drawback once adopted. In these cases, you never gain an additional Fate Point because of it.

D100	DRAWBACKS
1 to 4	Bad Ticker
5 to 7	Black Cataract
8 to 11	Bleeder
12 to 15	Branded
16 to 19	Choleric Temperament
20 to 23	Crop Ear
24 to 27	Cursed
28 to 31	Deal with the Devil
32 to 35	Debt-Ridden
36 to 39	Dunderhead
40 to 43	Eunuch
44 to 47	Lily-Livered
48 to 51	Melancholic Temperament
52 to 55	Ne'er Do Well
56 to 59	Nemesis
60 to 63	Painkiller
64 to 67	Persecution Complex
68 to 71	Phlegmatic Temperament
72 to 75	Sanguine Temperament
76 to 79	Sour Stomach
80 to 83	Split Face
84 to 87	Veteran's Boot
88 to 91	Veteran's Eye
92 to 94	Veteran's Hand
95 to 97	Veteran's Leg
98 to 100	Weak Lungs

BAD TICKER

You suffer from a debilitating sickness, which makes your blood stir slowly. It is slowly eating away at your precious humanity bit-by-bit, and inevitably will lead to your doom.

Effect: Whenever you fail to Resist against Stress, Fear or Terror, you gain 3 additional Corruption.

BLACK CATARACT

Your eye has grown over with glaucoma or suffered major trauma in a fight or accident. As a result, you have difficulty making out distances and depth. It's not to say that you cannot see, but you face extreme hardship, unable to discern between friend or foe at times.

Effect: Whenever you miss with Attack Actions using a ranged weapon, you must re-roll the result with the same Difficulty Rating. If it is a success, you strike a random ally who is Engaged with your target.

BLEEDER

Your blood doesn't easily clot. This means you bruise like a peach when hurt, and spurt like a stuck pig whenever you are injured.

Effect: Whenever you are treated with the Heal Skill, a caregiver suffers an additional -20 Base Chance, unless they expend an additional bandage during treatment.

BRANDED

You are one of the disenfranchised of society; the bonded, a serf, slave or thrall. You are looked upon poorly by most of society, treated with some manner of contempt or apprehension, if acknowledged at all. Most of those Branded take great pains to hide the shame of their past. Perhaps you were even the bastard born progeny of an unknown father! It is up to you to decide why you were branded.

Effect: Whenever you interact with those who know you're Branded and hold you in contempt due to it, you cannot succeed at Fellowship-based Skill Tests to interact with them.

CHOLERIC TEMPERAMENT

You have a tendency of one-upmanship, are rather prickly and frankly, bossy. When things don't go your way in a fight, you grow irritated, which only further pushes you towards embracing your Chaos Alignment.

Effect: Whenever you roll Chaos Dice to determine if you Injure a foe and fail to do so, move one step down the Peril Condition Track negatively while suffering 1 Corruption.

CROP EAR

An unfortunate accident, or a result of birth or disease has left you partially deaf. You are barely able to hear and must rely on your other senses to process the world around you. Speech is difficult and you're often misunderstood or even ridiculed as you converse with others.

Effect: You must flip the results to fail all Skill Tests that rely on hearing.

CURSED

A terrible twist of fate or dark Magick has cast a hex over you. Your curse may have originated from an act of cruelty served upon the innocent, born from mortal sin; a dreadful stigma that has afflicted your family or a terrible Magick that's been cast upon you. It may be that your Order or Chaos Alignment is somehow tied to the curse.

Effect: Whenever you intend to sacrifice a Fortune Point, roll a 1D6 Chaos Die. If the result is a face '6', you must use two Fortune Points instead of one.

DEAL WITH THE DEVIL

Your family is cursed, having struck a Faustian bargain with a dark power. Written in blood, this contract guaranteed that your ancestors had to give up a part of their soul. Now, this deal falls to you and your offspring.

Effect: You begin gameplay with one permanent Chaos Rank.

DEBT-RIDDEN

You have spent and spent and spent, borrowing far too much money without the possibility of return to your creditors. You may have even been committed to a debtor's prison. This carries a social stigma, leaving a black stain upon your shield of reputation and conscience. As such, you find it exceedingly difficult – if not impossible – to come to any sort of middle ground with others given your history.

Effect: You must flip the results to fail all Skill Tests that rely on your ability to barter, bargain or strike monetary deals in your favor.

DUNDERHEAD

You are socially awkward and don't get along well with others. You often stammer, lose focus and find it hard to compel others to listen to you. As such, you are perceived as being socially inept at times, or haughty without reason. You may even have a brain trauma! You decide.

Effect: Whenever you suffer mental Peril, move one additional step down the Peril Condition Track negatively while suffering 1 Corruption.

EUNUCH

You were castrated for one reason or another. Your gelding has deeply impacted you, a harrowing memory you find difficult to suppress. Perhaps you were a monk who became a eunuch after a spiritual awakening. Or, maybe you were gelded for acts of sexual indecency. Either way, you decide what led you to this end. The sting of being unable to have children weighs heavily upon you. Your bloodline has ended.

Effect: You are immune to the charms and seduction by those who find you attractive, and unable to have children. However, being made victim to these same charms and seduction causes you to suffer 1 Corruption.

LILY-LIVERED

You get butterflies in your stomach in the most innocuous of situations. It cannot be helped, and when forced into strange and otherworldly situations, your legs tremble and you have a hard time concentrating.

Effect: Whenever you fail to Resist Stress, Fear or Terror, you temporarily reduce your Initiative and Movement by -3 (to a minimum of 1). This lasts until you get a good night's rest.

MELANCHOLIC TEMPERAMENT

You are prone to fits of fatigue, and oftentimes suffer from phantom pains in your muscles. In fact, it's hard to rouse you from war-weariness without using twice the normal medication required to lift your spirits.

Effect: Whenever you use Smelling Salts, you must use two instead of one. Using an additional dose of Smelling Salts in this instance has no negative effects.

NE'ER DO WELL

You are feckless, irresponsible and prone to idleness. It doesn't mean that you are completely useless, however, you are unreliable when the chips are down.

Effect: You cannot Assist others' Skill Tests.

NEMESIS

You have an implacable enemy that harries you at every opportunity. They may be a political rival who sabotages your ambitions or a foe who is destined to kill you.

Effect: When confronted by your Nemesis, you cannot sacrifice Fate or Fortune Points, as their presence confounds you. Your Nemesis is determined by the GM, who will likely take your ideas about your Character's history or past rivals into consideration.

PAINKILLER

You escape the stresses of your daily life – and the horrors of what's out there – by self-medicating.

Effect: Work with your GM to select a single Addiction your Character begins play with.

PERSECUTION COMPLEX

Everyone – literally, everyone – is out to get you. There is no doubt in your mind that others may be following you, are trying to trick you or are ridiculing you behind your back.

Effect: You cannot rest to recover from Peril in urban environments, unless you take a dose of laudanum before resting.

PHLEGMATIC TEMPERAMENT

In a nutshell, you have a tendency to withdraw from the world when things get tough. And, when subjected to horrific situations, you become indecisive and meek.

Effect: Whenever you are suffering from Stress, Fear or Terror, your Fury Dice do not explode. This lasts until you get a good night's rest.

SANGUINE TEMPERAMENT

You are rather outgoing, but also jittery and have a hard time sitting still. You may suffer from 'jimmy leg', and are unable to keep a steady hand in the thick of battle, unless concentrating.

Effect: You cannot Load or Take Aim without spending an additional Action Point. In addition, whenever you use the Special Action of Wait, you lose 1 Action Point.

SOUR STOMACH

You have pains in your stomach that make it difficult to keep down 'rich' food. This also means other kinds of substances can have a poor effect on your health, and keep you confined to the water closet.

Effect: After taking a dose of Laudanum, a Delirient or consuming a substance the GM sees as being hard on your stomach, you cannot recover to Unhindered on the Peril Condition Track (only to Imperiled) for the next 24-hours.

SPLIT FACE

Whether you took the haft of an axe to the face, your nose was broken in a fight or were born with a deformity, you have a poor sense of smell.

Effect: You must flip the results to fail all Skill Tests which rely on smell and taste.

VETERAN'S BOOT

Perhaps lost during an unfortunate carriage accident, during an intense battle, or in the jaws of a rabid animal, you are missing a foot. In its place is a wooden boot, which you must strap onto your leg to stand up straight. It makes a characteristic 'CLUD' sound as you walk, which has earned you a number of embarrassing nicknames.

Effect: You cannot Charge, Maneuver or Run with Movement Actions without spending an additional Action Point.

VETERAN'S EYE

You have lost an eye. It may have been from a childhood prank gone wrong, an abnormality from birth or the 'devil' made you gouge it out. Regardless, you may have a glass bead where it once was, wear an eye patch over the empty socket or simply let its hollowed-out recess go uncovered.

Effect: Reduce the Distance for all ranged weapons you use by -3 (to a minimum of 1).

VETERAN'S HAND

Whether it was lopped off at the hands of a vicious mercenary or somehow torn asunder in the complex cogs of a war machine, you lost use of your hand long ago. In its place is an iron prosthesis, clumsy to attach and difficult to use. A webbing of leather straps adorns your arm, from wrist to elbow.

Effect: You cannot hold weapons which are two-handed and must flip the results to fail any Skill Test requiring use of both hands.

VETERAN'S LEG

With a characteristic shuffling, you draw your lame leg behind you. Attached at the knee cap with a Barber Surgeon's contraption, the cheap prosthesis grants you the ability to walk (albeit at a slow, deliberate pace).

Effect: You must reduce your Movement by 3 and cannot Run.

WEAK LUNGS

You have suffered a terrible injury at some point, making it difficult to breath. You may have fallen on a fencepost as a youth and grown up with the use of only one lung. Perhaps you were stabbed by a vicious rival and now exhibit an audible wheezing.

Effect: Whenever you suffer physical Peril, move one additional step down the Peril Condition Track negatively while suffering 1 Corruption.

STEP VII: HAND OF FATE

Player Characters in **ZWEIHÄNDER** often face insurmountable odds. Your Character may stand wrongly accused by a corrupt bailiff and threatened with maiming, be wholly devoured by an abomination in the depths of a haunted lake, plummet to their doom down the face of a cliff, succumb to sickness amidst a plague, drink from a cup poisoned by the hand of a rival, or accidentally blast their own head off while reloading a blunderbuss.

Simply being at the wrong place at the wrong time can result in an unfortunate end, as personal prowess alone won't remedy every situation. Chaos is a powerful force, and misfortune awaits you at every turn. This is where Fate Points come into play. Destiny, for whatever reason, has picked your Character above all others. Wittingly or not, you and your fellow player's Characters have been selected for some greater purpose.

STARTING FATE POINTS

When you first create your Character in the Basic Tier for a **ZWEIHÄNDER** game, you begin play with one Fate Point. However, if you elected to take a Drawback, you begin with two Fate Points instead. Record this on the first page of your Character sheet.

SACRIFICING FATE POINTS: Fate Points can be sacrificed at any point during a game session to escape Injury and death. They are akin to 'get out of jail for free cards', allowing your Character to rewrite the immediate past to change their future. We'll talk more about how Fate Points are used in **Chapter 8: Combat**.

STEP VIII: ALIGNMENT

In keeping with the critical themes that make up a **ZWEIHÄNDER** game, your greatest strength and deepest curse are one and the same, and that which shields you the most also cuts the deepest. Your Alignment choices give you access to both an Order and a Chaos Alignment, two sides of the same twisted coin. As you make decisions in your struggle for survival, the balance between chaos and order will shift within your Character's psyche and soul.

Alignment is a role-playing tool, meant to aid you as you determine the choices and judgments your Character makes.

ORDER & CHAOS ALIGNMENTS

Take a moment to decide just how these qualities came to be. What is the primary motivation for your character in life? A quick glance at your fate will be a passion for something, whether it be food, lucre, comfort, kindness, battle, knowledge or even salvation. It's important to consider the broader strokes of what you seek, as gameplay itself (and your decisions) will decide whether your pursuit is pure or corrupt.

ORDER ALIGNMENT: On even the rockiest of outcroppings, a wildflower blooms, a sign of stubborn life refusing to bend or submit. Despite the circumstances, or perhaps because of them, you possess an inner strength which refuses to be extinguished. Harmony, stability and hierarchy are reflected by the Order side of your Alignment.

CHAOS ALIGNMENT: Internal conflict, madness and unfiltered sentiment are defined by your Chaos Alignment. You have given in to baser things, and perhaps become a mirror of the cruelty you once trembled from. Perhaps the madness of this world is just reflected in you. Dissonance, uncertainty and discord are reflected by the Chaos side of your Alignment.

DETERMINE YOUR ALIGNMENT

Alignment is generally treated as a pairing of two distinct, but similar, personality traits. Determine your Alignment by rolling D100, consulting the table below. Record it on the first page of your Character sheet. For instance, if Adaptation is your Order Alignment, Mayhem will be your Chaos Alignment.

Alternatively, roll D100 for your Order and Chaos Alignment separately for a more dynamic approach.

D100	ORDER ALIGNMENT	CHAOS ALIGNMENT
1 to 4	Adaptation	Mayhem
5 to 8	Ambition	Tyranny
9 to 12	Candor	Cruelty
13 to 16	Charity	Pity
17 to 20	Compassion	Melancholy
21 to 24	Cunning	Deceit
25 to 28	Dignity	Vehemence
29 to 32	Diplomacy	Hypocrisy
33 to 36	Duty	Fatalism
37 to 40	Enlightenment	Detachment
41 to 44	Ferocity	Hatred
45 to 48	Gentility	Cowardice
49 to 52	Gravitas	Vanity
53 to 56	Heroism	Martyrdom
57 to 60	Humility	Incompetence
61 to 64	Impiety	Heresy
65 to 68	Independence	Rebellion
69 to 72	Mystery	Exclusion
73 to 76	Pride	Arrogance
77 to 80	Romanticism	Lechery
81 to 84	Skepticism	Cynicism
85 to 88	Sophistication	Indulgence
89 to 92	Wisdom	Rancor
93 to 96	Wit	Scorn
97 to 100	Zeal	Fanaticism

ADAPTATION & MAYHEM

ORDER: Your eccentricity is pronounced. Your mind is curious. Your perceptive powers are formidable. You are, in fact, a savant, and find that your interests change as quickly as the weather. Whether a mimic, a sycophant or simply easily distracted, you adapt to new and changing social dynamics with ease.

CHAOS: You have a lack of focus and an idiosyncrasy that practically invites chaos into the lives of all who come into contact with you. Worse still, you thrive off the social turmoil you cause. Not meant to necessarily imply the wanton spilling of blood, mayhem is a general whirlwind of confusion that follows your actions.

AMBITION & TYRANNY

ORDER: You are driven to such an extent that no obstacle can possibly withstand your doggedness, as the crashing sea wears rocks into sand. You know what you want out of life and don't just hope to acquire it. In your mind, it simply will be. It is a trait you have shared with the greatest of all men: king, scholar, and warrior alike.

CHAOS: A natural leader, certainly, but towards all the wrong ends. You inspire those who listen to your words into a hateful fervor and possess a paranoid and vindictive streak that could almost certainly be your undoing.

CANDOR & CRUELTY

ORDER: You are direct and steady, a firm believer in the marriage of words and deeds. Others treat your proclamations with the greatest respect and never doubt that you mean what you say.

CHAOS: Your willingness to act on your words is vicious, potentially even vile. For others, to follow you or know your presence is to invite the pain you willingly impart.

CHARITY & PITY

ORDER: Your heart thrives on the notion that it is morally just to provide for the needs of others. While certain charlatans will attempt to prey upon your good will, your generosity will win you many friends and favors in return.

CHAOS: What you view as kind and giving, others view as condescending and mocking. You will never be accepted by those to whom you offer your hand in aid, as their perceptions were formed by generations of mistrust. What you naively view as good-hearted others view as manipulative and self-serving.

COMPASSION & MELANCHOLY

ORDER: You empathize with the struggles of others and offer your personal strength to those who lack it, defending any cause that you determine pure and just. You will inspire others to proudly rise up, and wise parents will offer your example to their children to help them sleep at night.

CHAOS: Your empathy for the pain of others affects you too deeply, clouding your focus and weakening your resolve. Your depression may manifest in many forms, from general social withdrawal to crippling anxiety to dangerous indecisiveness.

CUNNING & DECEIT

ORDER: Your mind is slippery and tactical, manipulating those whom you interact with towards ends you find favorable. You have a sharp instinct for escaping a parlay gone sour and never appear unnerved.

CHAOS: Your trickery and lies make you untrustworthy and unsavory to others and you are unlikely to be accepted as proper company. Friends are hard to come by as your words have no true value, and your machinations may entrap you in the end.

DIGNITY & VEHEMENCE

ORDER: You are composed and unflappable, a model of decency and proper behavior in even the most trying and delicate circumstances. You are likely to be trusted as someone who behaves in a way befitting their station, whatever that may be.

CHAOS: Your drive for personal gain will crush many beneath its bloated weight, friend, foe and kin alike. You possess the strictest selfishness. Any means is justified, as long as it fulfills your desires. In your mind, sacrifice is the price others pay to fulfill your vision.

DIPLOMACY & HYPOCRISY

ORDER: You fully understand the art of a true compromise and that words can be manipulated to achieve the necessary results. You are never single-mindedly committed to any course, recognizing that one must change with the tides of fate. This oft puts you a step ahead of those who are bound to illusory ideals.

CHAOS: Others see you for what you are; a charlatan and a liar, unwilling or unable to be held to your words. Your judgments and insights are seen as false, unlikely to be followed or trusted.

DUTY & FATALISM

ORDER: You have taken an oath, whether personal or formal, that guides your actions in all things. No amount of trickery, intimidation or bribery will sway you from your promises. Your dedication to one single ideal or task will follow you to your grave, no matter how soon or distant that may be.

CHAOS: Your dedication to a single ideal has twisted your idea of free will. Fate cannot be influenced by the actions of man. This stark world view can lead to inaction, a dark, gallows humor and a harsh lack of empathy for the suffering of others.

ENLIGHTENMENT & DETACHMENT

ORDER: Spiritual purity, recognition and meditation have given you an inner peace that no man or god can shake. You have accepted your place in society through simple indifference, acknowledging the acts of man as temporary and overwrought.

CHAOS: To the bulk of others, you are something of a mad hermit, too busy stargazing to notice or engage the realities of the world. Your thoughts are vague and muddled, offering no comfort or benefit to those forced to survive in the here and now.

FEROCITY & HATRED

ORDER: The will you possess is capable of moving mountains and comes with such a rush of passion and vigor that others are often forced into stunned awe. You are unlikely to break under torture or mental duress, possessing a well of emotional strength that at times seems unending.

CHAOS: The anger you barely contain explodes at inopportune times, burning all those close to you, both friend and foe alike. As such, you are likely to inspire hatred in those who have felt your abuse and seemingly calm situations may spiral out of control due to your impulses.

GENTILITY & COWARDICE

ORDER: Your simplicity is indicative of a pure heart, and never are your goals or desires second-guessed. You are most easily trusted and never taken as a threat, often to the eventual chagrin of those who misjudge you.

CHAOS: You are passive and cautious to the point of being almost crippled with fear of conflict, unwilling to exert your meager will in even very favorable situations. Others will prey upon you, bullying their wills upon you and you will never inspire more than pity among anyone else.

GRAVITAS & VANITY

ORDER: You have an aura of charisma, a depth of knowledge and great confidence; your words carry weight as others fully put stock in your abilities. You can inspire men or terrify them, but either way, they will listen.

CHAOS: Your dedication to your own self perfection is haughty and unseemly, and reflects your ugly judgment of those you see as lesser than you – which seems to be most everyone. The beautiful and accomplished will envy and hate you, the ugly and lazy will just skip straight to the hate.

HEROISM & MARTYRDOM

ORDER: Willing and able to make the ultimate sacrifice in a world where it may not matter, you are unafraid of facing overwhelming odds and draw personal strength from it.

CHAOS: You are possessed with a dedication towards ending your life in a way that you view befits your destiny. You are not just willing to offer yourself as sacrifice, you pursue that day with a morbid zeal, eagerly anticipating the day you can turn yourself into a fable.

HUMILITY & INCOMPETENCE

ORDER: You are self-aware and cautious, aware of the limitations of your own abilities and those of others. Your quiet nature does not attract the attention of predators and tends to place you in advantageous situations.

CHAOS: Foolish and without value is how others see you. Your simple, soft-spoken nature is the result of years of your egregious mistakes drawing the ire of others and creating needless complications Either way, no one will view you as capable or trust you with anything but the most menial of tasks.

IMPIETY & HERESY

ORDER: No god has fed your belly or filled your mug, nor will they make you stand on your feet or open your eyes in the morning. You are aggressively self-reliant and resistant to the manipulation of those who would have you bend your knee to an invisible man in the sky.

CHAOS: Unclean and wicked thing! Your actions are irreverent to the point of blasphemy and those who witness or know your nature will either be afraid of being banished to hell with you (or do their best to hasten that arrival).

INDEPENDENCE & REBELLION

ORDER: You have no time for kings, princes, silly outfits or the edicts of the powerful. As such, you're unlikely to get caught up in petty politics.

CHAOS: Alack, your intentions are valueless, traitor! You are an enemy to the crown and your actions are viewed as undermining the established order of peace. Your chances of being put down in a particularly horrible manner – as an example to others – are quite great.

MYSTERY & EXCLUSION

ORDER: You are an outsider and a bemused misunderstanding of your ways and culture help you sidestep all sorts of inconveniences. Your social situation is unclear, and therefore the paths before you are many – an advantage afforded to very few.

CHAOS: You are bizarre and exotic in a way most unsavory to those who expect a certain decorum, while those of the lowest station will find you uncomfortable at best and an outright threat at worse. You are likely to run afoul of the law and offend courts. Perhaps worst of all: you have a tendency to be noticed. Perhaps worst of all: you have a tendency to be noticed.

PRIDE & ARROGANCE

ORDER: Your deeds are associated with the very quality of your name. Everything you do is an extension of your prowess and will in a quest for self-perfection. In your eyes nothing less will do. This dedication will serve you well in many respects, and garner the admiration and praise of many.

CHAOS: You are haughty and disliked and your inflated sense of self-worth is an insult to others. You are inclined to view yourself as more capable than you are and others will be more than willing to correct your mistakes.

ROMANTICISM & LECHERY

ORDER: You are amorous but dignified, a great pleasure to be around and viewed as charming and clever. You make excellent company at dinner parties and know great songs for bawdy taverns. Whether a harmless rake or a flattering lady, you are well-liked in almost any company. Your imagination and lust for life flies in the face of contemporary social norms and your company is highly sought after because of this.

CHAOS: Your lust is insatiable and your predilections for physical, base needs tend to overwhelm your judgment. Perhaps worse, your taste in matters of the flesh can range from the unconventional to the unholy or even the sadistic.

SKEPTICISM & CYNICISM

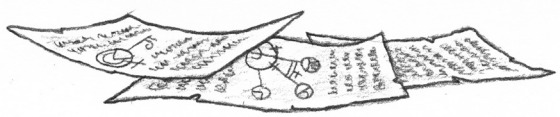
ORDER: Nothing is as it seems, a lesson you've learned all too well and one that others seem too willing to repeatedly fail. You know better than to take anything at face value, believing in what your own eyes tell you and nothing more. Playing devil's advocate serves almost no risk and potentially offers greater reward.

CHAOS: Your absolute lack of faith has led you to many losses in your life: opportunities, love, wealth and friendship. While others leave the ship of despair and strive for a shore not visible, you take sick comfort that many of them will drown.

SOPHISTICATION & INDULGENCE

ORDER: Your appreciation of the finer things is more than just a way to impress others. You are not a snob, as you appreciate pleasures of all kinds and class, acknowledging quality wherever it exists. In addition, your knowledge makes you well-rounded and culturally accepted.

CHAOS: You unbecomingly pursue creature comforts with a sick zeal, taking far more than your share and greedily hoarding so that you can fulfill any want. You are the target of many a guttersnipe who will want to fill your belly and head with ideas… and empty your coin purse.



WISDOM & RANCOR

ORDER: You do not possess more knowledge than others; this simple realization is the pillar upon which your advanced insight is perched. You patiently ruminate on a great number of contributing factors, think first and speak later.

CHAOS: Regardless of a full head of hair or an upright back or smooth skin, at heart, you are old, cantankerous and cranky, set so firmly in your own knowledge and experiences that you snidely and openly dismiss others. You are viewed as a single minded codger, incapable and stodgy.

WIT & SCORN

ORDER: There is a science and an art to the way of words. Regardless of your proficiency with the former, you are a master of playfully manipulating the latter. Your cleverness can make mirth and stem the tide of an uncomfortable shift in a social engagement. Such mannerisms draw a willing audience to your charms.

CHAOS: You are in love with the very sound of your own voice, and no one is more impressed with your wordy *bon mots* than you are. Your barbs are weapons and you employ them liberally. You had best hope that you save a particularly saucy one for your tombstone, because you well might need it!

ZEAL & FANATICISM

ORDER: Your dedication to religious undertaking helps lead many a soul to greater understanding and provides the lost with a path to salvation and a sense of belonging. Others will be wary of crossing you, for it is believed that to cross you is to invite the wrath of higher judgment.

CHAOS: The hand of either a just or cruel god, your unwavering dogma will cause the suffering and misfortune of many you come into contact with. You are the personification of oppressive thought and will be viewed as a symbol of such. You shall be feared, but as a monster that must be hunted.

ROLE-PLAYING ALIGNMENT

Consider this axiom: an Order Alignment is not intended for you to steer towards, nor the Chaos Alignment to steer away from, to achieve some kind of nebulous success or neutrality. You should think of longer-term development arcs where your strengths either overcome your failings or tragically do not. Consider the best books, movies or video games you have experienced; you'll realize that this is how memorable tales are crafted and told.

Alignments make no distinctions between what is right or wrong; that is left for the players and the GM to decide. To what ends these Order and Chaos Alignments are deployed makes no moral supposition – for example, Heroism can easily be called upon in pursuit of a darker, nefarious purpose. Most importantly, don't consider the Order and Chaos Alignment comparable to a strict 'good' or 'evil' paradigm, no matter how you choose to act upon them.

When confronted with tense situations where you're uncertain how your Character would act, look to their Alignments. They provide a simple guide for how your Character perceives themselves and the world around them. However, if you're stumped, call out your Alignment to the GM for inspiration. They can help guide your choices by providing a few additional options and provide incentives to help you find a desirable outcome. Don't be afraid to explain motives, out-of-Character at the game table, before your Character acts towards their Order Alignment! This is a helpful tool that can aid new role-players, particularly as they begin to understand what it means to call upon the axiom of Alignment.

Remember – your Character's Alignments are merely a guide. They do not strictly bind you to a specific outcome or behavior, but should help to define and reflect your Character's persona over the course of a campaign.

FIFTY SHADES OF MORALITY

While your Order and Chaos Alignment are intended as guidelines towards the values that your Character holds dearest, you are not a puppet held up by only two strings. The sort of one switch, knee jerk reaction to every possible scenario doesn't realistically reflect how a fully fleshed individual would, or should, react. If you treat it as a simple gimmick, expect it to lose significance at the game table. This applies both positively and negatively: if you consistently try to implausibly navigate your social interactions to take advantage of your Order Alignment, despite how ludicrous the situation, expect the GM to disallow (or even suspend for a length of time) any benefit. By the same token, if you use your Chaos Alignment simply as a tool to harass or bicker with others, there are swifter and easier punishments that can come to bear: your growing reputation as a madman, a child or a fool. That makes you an easy target.

CHANGING ALIGNMENT

Your Alignment may change over the course of a campaign. These sorts of changes are always the result of major events that transpire as you play your Character. Events that lead to such a shift in personality should be long in the making, rare or climactic enough to justify the change. Your Alignment may change due to a traumatic experience where your Character is faced with the death of a loved one or friend, a particularly glorifying or unvirtuous choice you made, a frightening conclusion to a long story arc, the effect of madness or any other host of instances you and the GM feel appropriate.

While we provide no specific guidelines for how and when you should change your Alignment, it is best to work with the GM to make these decisions together as a result of completing larger story arcs or distinct changes in personality.

TAPPING INTO ALIGNMENT

During every game session, you should strive to use one or both of your Alignments in interesting ways during social interactions with other Characters. This could be as simple as leaning on your Order Alignment during role-play, potentially influencing the game session in a unique way through the narrative or by making story-altering choices that lead to interesting (and potentially dire) outcomes. These situations should be unique and creative, drawing from the story how the narrative impacts your Character and how it plays towards their personality. The opportunities are endless! Throughout the story, the GM will present several instances during the game session where your Character should look to their Alignment to influence the narrative.

Don't create a situation where you simply justify one of your Character's decisions as playing to their Alignment. Actions speak louder than words. You should distinctly know – and should even call out during the game session – when your Character's Alignment flares, directly influencing the role-play and narrative!

The Characters secretly investigate a dockyard murder at the behest of a criminal organization. As a part of this investigation, the GM plans to have the Characters encounter a pair of city guards who are attempting to cover up the murder. As the game session continues, Danziger Eckhardt comes face-to-face with the guards. Danziger could lean on his Ferocity Alignment at this moment, role-playing his dogged pursuit for truth by warding away the city guards with the threat of violence.

ALIGNMENT & RANKS

Moral relativism is a hallmark of a grim & perilous world. Your Alignments are distinct qualities of self that resonate within the moral morass, highlighting your strengths while exposing your weaknesses. Your Character's emotions shape how they perceive the world and in kind, how it changes them over time. Faced with moral dilemma, how will they rectify it within their mind? Will they lean towards the chaotic, using these events to justify future actions? Or, will they manage to see the fault in their actions, using it as a moral lesson to act in a more lawful fashion?

Alignment is tracked with ranks towards Order and Chaos, providing a measure of how your Character has influenced the world around them through their attitude, actions and deeds. Between each Alignment rests nine total

ranks, a rating system that measures how closely you're aligned with both Order and Chaos Alignment. These ranks grow in each direction, changing over the course of the story. By making tough, narrative choices driven towards selfish motivations, taking the 'easy way out' and use of violence to solve problems, you threaten to permanently change these attitudes (both narratively and mechanically). Ultimately, ranks are an axiom of values, representing the changing nature of your Character's moral choices with reference to their Order and Chaos Alignment.

At the end of each game session, your Alignment has a chance of moving by one step or more towards your Order or Chaos Alignment. There are many scenarios where the ranks may change. Overall, it will be as a result of your Character's personality flaring up at opportune – and inopportune – moments during the story. These narrative choices you've made as the Character will increase the probability that your Order or Chaos Ranks will change.

During play, you will keep track of a temporary value called Corruption. Corruption is bestowed upon your Character as you take actions the GM has deemed as potentially destructive, self-motivated, morally questionable or selfish. The more Corruption you accumulate during the game session, the more likely that your Order or Chaos Ranks will increase. You will temporarily earn Corruption under many different circumstances during a game session, generally at the behest of the GM. Below are a few examples:

- Carry through with narrative actions that may be deemed morally questionable, reprehensible or violent
- Channel Power to casting Magick
- Fail a Resolve Test to resist Stress, Fear or Terror
- Suffer a Moderate, Serious or Grievous Injury
- Reach Incapacitated! on the Peril Condition Track
- Violate your god's strictures if you practice divine Magick

For instance, your Characters manage to scare off a pair of thugs. One of these thugs gives up and tosses their sword down on the ground, while the other runs away to alert others to your presence. There are a few clear choices: do you eliminate the thug that's running away, killing him before they can further endanger your lives? Do you pick the thug off the ground and put a knife to their throat to warn the other guard to stop running? Or, do you simply take flight, trying to escort all of the hostages away before the thug come back with help? There is no right or wrong answer. However, these hard choices precisely shape how Corruption would be bestowed by the GM.

Your GM decides what actions may lead to accumulation of additional Corruption, within the context of the story, consideration of the ethical values in their campaign world and your Character's personal stake.

Nick's Character Grover Caldwell has an Order Alignment of Mystery and the Chaos Alignment of Exclusion. During the game session, the GM reveals a dangerous bit of information to Nick in secret. Grover now has the choice to reveal an important plot point to the other PCs or hold onto it. Unfortunately, knowledge of this information could prove potentially dangerous, putting Grover in a place of mistrust with his comrades. He decides it may be best to hold onto this information, alienating himself from the others while shutting them out from the mysteries that only he understands. As the story led to this moment, not revealing the information taps into his Chaos Alignment of Exclusion – placing his closest friends' life in danger. The GM, while satisfied that Nick was doing the right thing for his Character, bestows 1 Corruption.

END OF SESSION TALLY

At the end of every game session, the GM will roll a 1D10 Corruption Die to see if the effects psychologically scar your Character. If the result on the Corruption Die is equal to or less than the total Corruption you accumulated during this game session, you will increase your Chaos Rank by one step. If the result is more than the total Corruption you accumulated during the session, it increases your Order Rank by one step instead. If you instead have no Corruption, simply improve your Order Rank by one step.

However, if for some reason you earned in excess of 10 Corruption that game session, increase your Chaos Rank instead by one step automatically and roll against the remainder to see if you gain an additional Chaos Rank. You can never gain both an Order and a Chaos Rank in the same game session.

After rolling, erase the amount of Corruption you gained that game session, resetting it at zero for the next game session. Additional rules governing Corruption can be found in **Game Mastery chapter in ZWEIHÄNDER Revised Core Rulebook**.

Nick's Character accumulated 12 Corruption in one game session. He automatically gains one Chaos Rank and the GM rolls a 1D10 Corruption Die to measure the results against the remaining 2 Corruption to see if he gains an additional Chaos Rank. Fortunately, the results come in above, so it does not result in another Chaos Rank.

FORCES OF ORDER

Those who are self-sacrificing, willing to lay it on the line for the innocent and willing to mete out justice in the name of Order grow to become paragons, contributing towards your Order Rank.

When your Order Ranks are equal to 10, reward yourself with one Fate Point. This reflects the attention your patron god has given in your favor for acting in accord with the universal order. After you log your new Fate Point, reset both your Order and Chaos Ranks to zero. Your Order Ranks may increase again as you accumulate Corruption over the course of the story.

FORCES OF CHAOS

Chaos is also ever present, facing situations where intense fear and horror are at the forefront of the story, selfish actions and giving into anger and violence contribute towards your Chaos Rank.

When your Chaos Ranks are equal to 10, you gain a Disorder. A Disorder is a distinct change in personality, as you now suffer from permanent mental anguish and struggle with turmoil at the damage you've wrought. Disorders are categorized by Addiction, Insanity and Mutation; and there are many different types of each. Assignment of a Disorder is always handled strictly by the GM, with consideration to your Character's travails.

After you log your new Disorder, reset both your Chaos and Order Ranks to zero. Your Chaos Ranks may increase again as you accumulate Corruption over the course of the story.

LOST & THE DAMNED

Your Character's Order and Chaos Ranks will change every game session, provided the pacing handled by the GM is set to underscore your Character's attitudes during climactic moments. Generally, you'll face at least one moral dilemma per game session, asked to follow the easy route or the difficult one. Depending on these choices, the number of points you gain is handled by the GM, influenced by the actions you take as your Character and in consideration of your Order & Chaos Alignment.

There is no upper limit to how many times Order and Chaos Ranks are moved and reset, outside of the GM's discretion. It continuously oscillates both directions as the story plays out, blossoming into additional Fate Points or manifesting into Disorders.

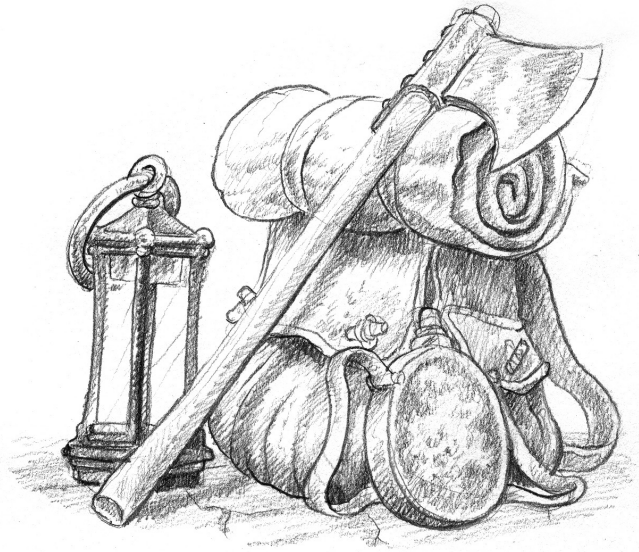
WHAT'S IN A NAME?

Players around the table will refer to you by this name during your in-Character conversations, so picking a name is very important to the Character creation process. You likely have already thought about your Character's name by this point in the process. Others tend to find naming their Character one of the most difficult decisions to make. After all, you're going to have to live with it for some time!

There really aren't any strict naming conventions you should follow. Always consider the campaign's milieu and other naming conventions that the GM may prefer before selecting a name. Selecting a name such as ***Bobby Badass*** may not fit within the context of a campaign set during the War of the Roses (but perhaps Bold Robert would). Similarly, silly names such as ***Carlos the Dwarf***, ***Pierce the Dickish***, or ***Karlore the Mayor of Wizard Township*** may not be acceptable. Picking names with several consonants or unpronounceable words may be bothersome to other players and the GM. Don't be afraid to get creative! Evocative and colorful names such as Ser Sebastian Bastian, Blixa Killbride, Grover the Huckster or Little Lars the Ninefinger have a distinct ring to them; ones that aren't easily forgotten. Once decided, record your name

STEP IX: BUILD YOUR PROFESSION

Now that you have the basics of the Character creation completed, write down 1,000 Reward Points on the third page of your Character sheet. In **Chapter 4: Professions**, you'll spend these Reward Points to finalize creation. Once completed, you'll be ready to play a game of **ZWEIHÄNDER**!



SWINDLER
BRUTE
OUTSIDER
CHARLATAN
GIMP

PROFESSIONS

As the campaign progresses, your Character will acquire new abilities. After surviving dangerous journeys, unraveling vast political conspiracies, exploring the wilds, driving away horrific abominations and defeating the machinations of the just and unjust alike, the sum of these experiences drive your Character to improve in several different ways. In a grim & perilous world, loss means as much to the learning experience as victory. Forged through the fires of adversity, those who live take away invaluable knowledge and improve upon their proficiencies to be better prepared for future challenges.

Killing fantastical monsters may be the assumed way to improve Characters in some tabletop role-playing games; this is not so with **ZWEIHÄNDER**. This system advocates that players be appropriately rewarded for staying In-Character around the game table and playing towards your Character's Order and Chaos Alignments in tense situations. To reflect this, you gain what are called Reward Points (sometimes called 'RP'; and yes, the pun is intentional) – a form of currency you can spend on improving your Character's abilities.

You can generally assume that the GM will hand out between 50 and 100 Reward Points to each player at the end of each game session. Reward Points come from role-playing to your Character's Alignments, simple survival and participation in the adventure.

BUYING CHARACTER ADVANCES

As you gain Reward Points, you will spend them on Advances. Advances enhance current aptitudes and grow beyond what your starting Profession has given you access to. There are four different types of Advances you can buy with Reward Points:

PROFESSIONAL TRAITS: You pick up a unique knack your Profession is known for. Each Profession has just the one Professional Trait.

SKILL RANKS: You gain training and raw bonuses to your Skills, otherwise referred to by Apprentice, Journeyman and Master Skill Ranks. For each Skill Rank, you gain a +10 Base Chance to use that skill. Furthermore, Skill Ranks are cumulative; this means a Character who has purchased three Skill Ranks in a single Skill gains a bonus of +30 Base Chance to use it.

BONUS ADVANCES: You grow your Primary Attribute Bonus, rewarding you with a +1 bonus each time you purchase a Bonus Advance. For instance, if you have a [CB] of 4 and purchase a Bonus Advance in Combat, your new [CB] is now 5.

TALENTS: You gain knacks or special abilities which either augment a way in which a Skill can be used or provide a new option your Character may utilize. Talents, while diverse, help clarify some of the more distinct perks a Profession may employ.

In addition to the above Advances, your GM may allow you to spend Reward Points on Unique Advances. We'll talk more about this later.

At this point in the Character creation process, you should already know what Profession your Character begins in. It is assumed that your Character has spent their life so far in this Profession, but is approaching the beginning of a new path. You are able to completely customize your Character during the creation process – even if you and another Character share the same Profession.

You previously received 1,000 Reward Points during Character creation. These Reward Points must be spent to customize your Character before you can begin game play. This means you can mix and match Talents, Skill Ranks and Bonus Advances in any fashion you wish, uniquely crafting your Character before the game begins.

WHAT IS A TIER?

A Tier is measurement of competence, profiling a Character's experiences over the course of a campaign. Each Tier represents a collection of choices you've made. In **ZWEIHÄNDER**, there are three Tiers – Basic, Intermediate and Advanced. Before you can enter a Tier, you must improve certain characteristics and complete all of your current Profession's required training. However, as you move from the Basic Tier into the Intermediate Tier and then into the Advanced Tier, you may grow in ways more appropriate to the story and narrative, customizing your Character into someone truly unique.

Each Tier has a certain number of required Advances a Character must have before moving onto a new Tier (and thus a new Profession). The Basic Tier requires you to spend Reward Points in specific ways, outlined in each Profession's description. However, as you are promoted to the Intermediate Tier and then the Advanced Tier, these limitations are entirely removed as you develop your Character into a new Profession. Characters will automatically gain promotion into the next Tier by fulfilling all of the required Advances from the previous Tier.

BASIC TIER

When you first start out in your Profession during Character creation, you are already in your Basic Tier. You'll note that on each Profession's page there are several things you can purchase with Reward Points.

BUY PROFESSIONAL TRAIT: You must immediately spend 100 Reward Points to enter your first Profession. Find the Professional Trait your Profession confers your Character in the pages ahead. Once purchased, go to the first page of the Character sheet and record your Professional Trait and its related benefits. If your Profession has a Special Trait and Drawback, record these onto your Character sheet as well. Mark the oval on the front page of your Character sheet called Basic Tier.

ICONIC TRAPPING: If you are starting Character creation in Basic Tier, you also gain one 'iconic' trapping for your Profession (e.g. *surgical tools* for a Barber Surgeon; *horse* for an Outrider; *prayer book* for a Preacher; *small but vicious dog* for a Rat Catcher). Work with your GM to find a suitable piece of equipment, selected from **Chapter 7: Trappings**.

SPEND REMAINING RP IN THE BASIC TIER: You should have 900 Reward Points remaining. Before you begin your first play session, immediately spend them however you'd like following the requirements below. Each of these Advances costs 100 Reward Points. You may purchase these in any order you desire.

- Your new Profession has several Skills tied to it. You must spend Reward Points to purchase all ten of these Skills. Once purchased, you automatically gain Skill Rank: Apprentice in these Skills. This grants a +10 Base Chance to use that Skill. Mark the ovals for each Skill Rank on the front page of your Character sheet.
- Each Profession has a list of Bonus Advances tied to it. You must spend Reward Points to purchase all seven of these Bonus Advances. Each grants a cumulative +1 to one Primary Attribute Bonus. Once purchased, go to the first page of the Character sheet and mark the oval that says Advances beside the related Primary Attribute. Adjust the related Primary Attribute Bonus.
- You must purchase the three Talents listed in your new Profession's description. Once purchased, go to the first page of the Character sheet and record each Talent and its related benefits.

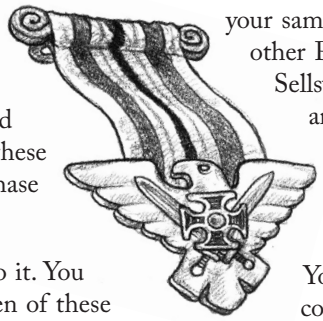
After spending all 1,000 Reward Points, you are ready to begin gameplay. Note that once you have purchased the Professional Trait, ten Skill Ranks, seven Bonus Advances and three Talents for your first Profession, you are almost ready to move into the Intermediate Tier.

INTERMEDIATE TIER

The Intermediate Tier represents a new chapter for your Character. While they've spent most of their lives in their Basic Tier and in their old Profession, this new Tier represents a new perspective and new possibilities for their future adventuring life. While their experiences during their Basic Tier have given them a solid starting point, the Intermediate Tier is where you begin to be challenged in new ways. During the Intermediate Tier, you'll move into a new Profession and adopt its related techniques as you gain Reward Points.

SELECT A SECOND PROFESSION: The Intermediate Tier reflects what your Character is becoming, as opposed to who they were. Take under consideration the sum of events – the story, adventures and experiences your Character has gone through – before selecting a new Profession.

When moving into the new Profession, you continue to draw from your past and so never lose your old abilities or traits. Before moving into the Intermediate Tier, you should peruse the Professions that are within your Archetype to get an idea of which one you wish to enter. Providing it is within your same Archetype, you may move freely into any other Profession. For instance, perhaps you were a Sellsword who was recognized for their service and decorated while serving in an imperial army. This would be a good opportunity to consider becoming a Man-at-Arms. Or, maybe your Character was an unscrupulous Cheapjack, swindling and cheating others. Your Cheapjack may cast aside their gaudy copper-laden trappings of their previous career and take upon the mantle of an Artisan.



You may select freely any other Profession within the same Archetype. It is assumed that all Professions by Archetype share a common bond of training and is a fairly trivial matter to move between them. You may even qualify to move into an Expert Profession, providing you meet the listed prerequisites. For example, a Diabolist decides to continue their profane studies, adopting an Expert Profession as a Warlock.

Should you elect to move into an Expert Profession or another regular Profession outside of your Archetype, the GM must sanction the switch. Your GM may also require your Character to possess an iconic trapping to move into their second Profession (e.g. *lockpicks* for a Burglar; *carriage* for a Coachman; *suit of armor* & *military lance* for a Hedge Knight; *writing kit* for a Valet). They may even require of your Character to find a suitable trainer or means of employment that will lead to their future development.

BUY PROFESSIONAL TRAIT: You must spend 200 Reward Points to enter your second Profession, regardless of whether it's a regular Profession or an Expert Profession.

Find the Professional Trait your new Profession confers your Character in the pages ahead. Once purchased, go to the first page of the Character sheet and record your Professional Trait and its related benefits. If your Profession has a Special Trait and Drawback, record these onto your Character sheet as well. Mark your Character sheet that you're now in Intermediate Tier.

SPENDING RP IN THE INTERMEDIATE TIER: You must fulfill the following minimum requirements before moving into the Advanced Tier. Each of these Advances costs 200 Reward Points. As before, you may purchase these in any order you may desire:

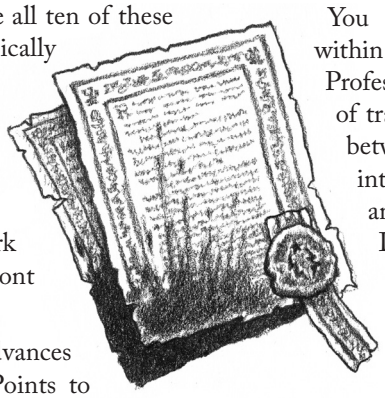
- Your new Profession has several Skills tied to it. You must spend Reward Points to purchase all ten of these Skills. Once purchased, you automatically gain a Skill Rank in these Skills. For example, if you already have Skill Rank: Apprentice from the Basic Tier, instead mark Skill Rank: Journeyman. Each grants a cumulative +10 Base Chance to use that Skill. Mark the ovals for each Skill Rank on the front page of your Character sheet.
- Each Profession has a list of Bonus Advances tied to it. You must spend Reward Points to purchase all seven of these Bonus Advances. Each grants a cumulative +1 to one Primary Attribute Bonus. Once purchased, go to the first page of the Character sheet and mark the oval that says Advances beside the related Primary Attribute. Adjust the related Primary Attribute Bonus.
- You must purchase the three Talents listed in your new Profession's description. If you already possess one of these Talents from a previous Profession, work with your GM to select an alternative one that suits the feel of the new Profession and your Character's experiences in the campaign thus far. Once purchased, go to the first page of the Character sheet and record the Talent and its related benefits.

Note that once you have purchased the Professional Trait, ten Skill Ranks, seven Bonus Advances and three Talents for your second Profession, you are almost ready to move into the Advanced Tier.

ADVANCED TIER

The Advanced Tier is the final chapter in your Character's adventuring life, representative of their total growth over the course of the campaign. Challenges posed to your Character's Skills are likely easily overcome, as they've grown to such great heights that they can overcome obstacles in ways others cannot.

SELECT A FINAL PROFESSION: You should take under consideration the sum of events – the story, adventures and experiences your Character has gone through – before selecting a new Profession. When moving into the new Profession, you continue to draw from your past and never lose your old abilities or traits. Before moving into the Advanced Tier, you should peruse the Professions that are within your Archetype to get an idea which one you wish to enter. Providing it is within your same Archetype, you may move freely into any other Profession. Perhaps the Sellsword who became a Man-at-Arms was disgraced and shamed, leaving their previous life behind to become a Hedge Knight. Maybe the greedy Cheapjack turned Artisan took to the road to sell their wares, becoming a Coachman.



You may select freely any other Profession within the same Archetype. It is assumed that all Professions by Archetype share a common bond of training and is a fairly trivial matter to move between them. You may even qualify to move into an Expert Profession, providing you meet any of listed prerequisites. For instance, a Diabolist turned Warlock may finalize their insidious learnings, adopting the Black Magister Expert Profession.

Should you elect to move into an Expert Profession or another regular Profession outside of your Archetype, the GM must sanction the switch. Your GM may also require your Character to possess an iconic trapping to move into their final Profession (e.g. *astrolabe* for an Astrologer; *prayer book* for a Preacher; *skiff* for a Smuggler; *balaclava* & *dark clothing* for a Vigilante). They may even require of your Character to find a suitable trainer or means of employment that will lead to their future development.

BUY PROFESSIONAL TRAIT: You must spend 300 Reward Points to enter your third and final Profession, regardless of whether it's a regular Profession or an Expert Profession. Find the Professional Trait your new Profession confers your Character in the pages ahead. Once purchased, go to the first page of the Character sheet and record your Professional Trait and its related benefits. If your Profession has a Special Trait and Drawback, record these onto your Character sheet as well. Mark your Character sheet that you're now in the Advanced Tier.

SPENDING RP IN THE ADVANCED TIER: You must fulfill these basic requirements before completing your Advanced Tier. Each of these Advances costs 300 Reward Points. As before, you may purchase these in any order you desire:

- Your new Profession has several Skills tied to it. You must spend Reward Points to purchase all ten of these Skills. Once purchased, you automatically gain a Skill Rank in these Skills. For example, if you already have Skill Rank: Apprentice from the Basic or Intermediate Tiers, instead mark Skill Rank: Journeyman. If instead you already have Skill Rank: Journeyman from the Intermediate Tier, instead mark Skill Rank: Mastery. Each grants a cumulative +10 Base Chance to use that Skill. Mark the ovals for each Skill Rank on the front page of your Character sheet.
- Each Profession has a list of Bonus Advances tied to it. You must spend Reward Points to purchase all seven of these Bonus Advances. Each grants a cumulative +1 to one Primary Attribute Bonus. Once purchased, go to the first page of the Character sheet and mark the oval that says Advances beside the related Primary Attribute. Adjust the related Primary Attribute Bonus.
- You must purchase the three Talents listed in your new Profession's description. If you already possess one of these Talents from a previous Profession, work with your GM to select an alternative one that suits the feel of the new Profession and your Character's experiences in the campaign thus far. Once purchased, go to the first page of the Character sheet and record the Talent and its related benefits.

Once you have purchased the Professional Trait, ten Skill Ranks, seven Bonus Advances and three Talents, you have completed the Advanced Tier. Your Character has officially reached the upper limits of their potential in **ZWEIHÄNDER**! Your GM probably has in mind an end to the story, where you and other player's choices have culminated into a climactic end. Likely it will be a big blow-out game where all of your past trials and tribulations come to an end, resulting in either your death or retirement and your story becoming part of the chronicles of the campaign world. Or, perhaps the GM may let the story continue as you play your Character as an epic representative of heroism.

UNIQUE ADVANCES

In select cases, the GM may feel your Character has earned a special reward, either from good role-playing or the completion of a major story arc. While there are normally other prerequisites set in place by the rules to govern how you can purchase Focuses and Talents, your GM may override these requirements at their discretion.

> In their Intermediate Tier, Characters spent a number of months in the frigid north, mostly in the wilderness, living off the land for food and water. The GM decides to allow each player to purchase any one Focus in Toughness for 100 Reward Points.

Similarly, you may have a very good justification to begin play with a Skill or Talent your Profession is barred from gaining during the Character creation process. Under these conditions, consult your GM and provide a logical, story-based justification to begin with a Unique Advance. The GM will make the final decision regarding whether you acquire it.

> Your Character spent the majority of their youth lashed to the 'wheel of pain', grinding grain for slave masters. The GM decided to let your Character begin play with the Long-winded Talent.

FOCUSES: You'll note that all Skills possess specific Focuses. These are special perks which allows you to use your Skills in distinct ways with an additional bonus. In essence, a Focus allow you to ignore the Peril Condition Track whenever making a Skill Test, providing that the way you use your Skill is somehow tied to the Focus.

> Lyndon Geneveux is attempting to woo a number of ladies-in-waiting as an attendant at court. He knows it will require use of the Charm Skill. Drawing upon Charm (Focus: Seduction), he indicates that his gift for seduction may come in handy, allowing Lyndon to overcome his current Peril Condition penalties.

Although you are not required to purchase Focuses, you can pick them as you wish using Reward Points as a Unique Advance. Any time you possess a Skill Rank in a Skill, you may purchase one of its related Focuses for 100 Reward Points, or 50 Reward Points if you have the appropriate Upbringing from **Chapter 3: Character Creation**.

You may possess more than one Focus in a Skill. You may purchase a number of Focuses in a Skill equal to your [IB]. This means if you have an [IB] of 7, you may purchase up to 7 Focuses per Skill. As your Character grows over the Basic, Intermediate and Advanced Tiers, their [IB] may grow, thus enabling you to purchase additional Focuses.

LANGUAGES: For socially-inclined Characters, it may be a good idea to learn new dialects. You may spend 100 Reward Points to pick up a new language as a Unique Advance. This is always at the discretion of the GM, who may impose additional limitations on how quickly you can learn a language, outside of the normal expenditure of Reward Points.

MAGICK SPELLS: For those Characters who possess the Special Traits of Arcane Magick or Divine Magick, you

may spend your hard-earned Reward Points to learn Magick spells as a Unique Advance. Learning Magick is covered more thoroughly in **Chapter 10: Grimoire**.

ENDLESS OPTIONS

ZWEIHÄNDER provides a wealth of options for players to consider. This decision can be a bit overwhelming to players new to the system. We encourage you to select your second and third Professions based on the progress of the story and how it relates to your Character's personality. While some players may wish to plot out their entire Character's path of growth ahead of time, we discourage this sort of behavior. We openly advocate that you set aside any predetermined notions about the 'best build' and discard other traditional approaches for 'min/maxing' your Character's abilities. Let the narrative and choices you've made shape your Character's next Profession.

BUYING SKILL RANKS OUTSIDE YOUR PROFESSION: In some cases, you may not have the Skill Ranks requirements needed to enter an Expert Profession. If you are looking to move into an Expert Profession, but do not have the appropriate Skill Ranks, your GM may allow you to buy a different Skill with Reward Points under the following conditions:

- You can either purchase an open Skill Rank you have yet to acquire, or replace a Skill Rank you have already purchased.
- You must spend double the Reward Points to purchase the Skill Rank. As an example, if you are in the Intermediate Tier, your Character Advances normally cost 200 Reward Points. This means it would cost you 400 Reward Points instead.
- You cannot buy more than one Skill Rank in the same Skill within the same Tier. As an example, this means you cannot purchase two Skill Ranks in Incantation in the Basic Tier or three Skill Ranks in Intermediate Tier.
- The GM may require of your Character that the find a suitable trainer or means of employment in order to obtain the new Skill Rank.

Note that you cannot acquire a Professional Trait, Drawback or Special Trait with Reward Points under any circumstances. You must gain them under normal means (e.g. gain the Drawback or Trait by belonging to a Profession that confers them).

REMAIN IN SAME PROFESSION

Although **ZWEIHÄNDER** assumes Characters will move between Professions, you may wish for them to remain in the same Profession across Intermediate and Advanced Tiers.

INTERMEDIATE TIER: There are a few governing rules for remaining in the same Profession prior to moving into Intermediate Tier. You must fulfil the following minimum requirements before moving into the Advanced Tier. Each of these Advances costs 200 Reward Points. You may purchase these in any fashion or order desired:

- Select any 1 Talent that fits the vision of your Character. This is their new Professional Trait.
- Create a new 'title name' for the Profession, based on the Character's development in the story. A good example would be a Character that was a Hedge Knight. Perhaps the Character is elevated to become a *Freelancer* or follows a criminal path to become a *Robber Knight.*
- Add 1 Fate Point to your Character sheet.
- Your previous Profession had several Skill Ranks tied to it. You must spend Reward Points to purchase all ten of these Skill Ranks. For each purchase, mark Skill Rank: Journeyman.
- Your Profession had a list of Bonus Advances tied to it. You must spend Reward Points to purchase all seven of these Bonus Advances.
- You must purchase 3 new Talents that fits your Character's story.

ADVANCED TIER: You may also remain in the same Profession for Advanced Tier. As before, a player must fulfill these basic requirements before completing their Character's Advanced Tier. Each of these Advances costs 300 Reward Points. You may purchase these in any fashion or order desired:

- Select any 1 Talent that fits the vision of your Character. This is their new Professional Trait.
- Create a final 'title name' for the Profession, based on the Character's development in the story. A good example would be a Character that remained as a Hedge Knight but renamed their new Profession in Intermediate Tier as a *Robber Knight.* Perhaps the Character is elevated to become a *Black Knight* or became a war commander called a *Banneret.*
- Add 1 Fate Point to your Character sheet.
- Your previous Profession had several Skill Ranks tied to it. You must spend Reward Points to purchase all ten of these Skill Ranks. For each purchase, mark Skill Rank: Journeyman.
- Your Profession had a list of Bonus Advances tied to it. You must spend Reward Points to purchase all seven of these Bonus Advances.
- You must purchase 3 new Talents that fits your Character's story.

PROFESSIONS

Professions are arranged alphabetically, using the following format:

NAME: The general name that the Profession follows. These names are merely a guideline; your GM may have very different ideas about how each Profession is named and can change them to suit their campaign world's milieu.

Following each Profession is a general explanation of its role in the world. Whenever considering how your Character's Profession influences their background, you can refer to this description to form a better idea about who they were before they took on the mantle of an adventurer (or who they will become if moving into this Profession).

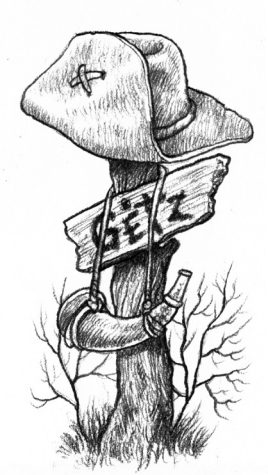
PROFESSIONAL TRAIT: Every Profession possesses a unique knack, an ability that no other Profession has access to. The Professional Trait immediately follows the Profession's description.

SPECIAL TRAIT: Although not every Profession has a Special Trait, it may provide further insight and specializations your Character will possess. Professions which gain access to Magick are indicated below with an asterisk (*) beside its name.

DRAWBACK: Much like Special Traits, some Professions possess a Drawback. These Drawbacks are generally unique to that Profession, providing background information and distinct mechanics you must adhere to with your Character

ADVANCES: Professions all possess Advances, which you must spend Reward Points on in order to enter the next Tier:

- **Skill Ranks:** Every Profession has access to ten Skill Ranks.
- **Bonus Advances:** Every Profession has access to seven Primary Attribute Bonuses.
- **Talents:** Every Profession has access to three Talents.



PROFESSIONS

Adherent *	Hedge Knight
Anarchist	Hedgewise *
Anchorite	Highwayman
Animal Tamer	Informer
Antiquarian	Investigator
Apothecary	Jailer
Artisan	Jester
Astrologer *	Laborer
Bailiff	Man-At-Arms
Barber Surgeon	Militiaman
Beggar	Monk
Berserker	Old Believer
Boatman	Outrider
Bonepicker	Peasant
Bounty Hunter	Pilgrim
Bravo	Pit Fighter
Buccaneer	Preacher *
Burglar	Prostitute
Camp Follower	Provocateur
Charlatan	Pugilist
Cheapjack	Racketeer
Coachman	Raconteur
Courtier	Rake
Cultist *	Rat Catcher
Diabolist *	Reeve
Doomsayer	Scribe
Dragoon	Sellsword
Engineer	Servant
Entertainer	Slayer
Envoy	Smuggler
Footpad	Squire
Fop	Trapper
Gambler	Vagabond
Gamekeeper	Valet
Graverobber	Vigilante
Guttersnipe	Watchman

ADHERENT

Adherents belong to ancient orders that embrace asceticism, taking vows to live lives of meditation and prayer. Generally female, most live cloistered in convents dedicated to years of religious devotion and worship, having abandoned both links and trappings to their former lives. Most orders are self-sufficient, adherents growing their own food and making their own clothes. Such cloisters also offer succor to wandering travelers and even medical treatment. Other Adherents become itinerant priests, accepting alms in return for midwifery and animal husbandry, spreading charity, and educating everyday folk. While most Adherents typically abstain from pleasures of the flesh, some convents promote hand-fasting within their order to bring harmony to the church; these are often arranged between male and female members of the order with little choice in partner.

Many grow flinty with age, hardened and worn by their faith and chastity. Each holy order is different, but all advocate peace, charity and temperance while casting aside violence, greed and luxury. A rare few though, profess aberrant views, worshipping darker gods with profane names best left unspoken in polite company. Such Adherents take great measures to hide their true allegiance, secreting themselves into cults where sex Magick, sacred prostitution and ritual sacrifice are accepted forms of worship.

TURN THE OTHER CHEEK

So as long as an Adherent makes no attempt to harm another, they are above reproach. But those who walk in blood-stained clothes with a sword at their waist may send the wrong message, allowing others to ignore the Adherent's pacifist ways.

Effect: Any creature that is classified as a Humanoid (including player Ancestries) suffer a -20 Base Chance to strike you with attacks, until you initiate violence towards them or their allies. In addition, you automatically understand how to use the *Ritual of Blessed Sacrament*.

SPECIAL TRAIT: DIVINE MAGICK

You are a proxy to a distant god, calling for divine intervention with the utterance of sacred prayers.

Effect: You are solely a practitioner of Divine Magick. As a consequence, you may never adopt a Profession which has Arcane Magick as a Special Trait. In addition, you immediately learn three Generalist Magick spells when you enter this Profession. If you gained Divine Magick from a previous Profession, you learn an additional Generalist Magick spell instead.

DRAWBACK: LURE OF POWER

The lust for Magickal power corrupts all, indistinct from its most brazen or conservative practitioners.

Effect: Whenever you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. See **Chapter 10: Grimoire**.

ADHERENT ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Impervious Mind
SKILL RANKS	Scrutinize	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Multilingual

RABBLE-ROUSING

Manipulating crowds with inflammatory words is one of the Anarchist's primary strengths. You foment rebellion with half-truths, interspersed with little white lies to egg others on. It also turns those so incited to their side, raising pitchfork and torch in their stead... that is, until things go terribly awry.

Effect: Whenever you fail a Guile or Leadership Test, you may re-roll to generate a better result, but must accept the outcome.

ANARCHIST ADVANCES

SKILL RANKS	Eavesdrop	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[PB]
SKILL RANKS	Leadership	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Forked Tongue
SKILL RANKS	Scrutinize	TALENTS	Impervious Mind
SKILL RANKS	Simple Ranged	TALENTS	Long-winded

ANARCHIST

When firebombs rain down on town hall, nobles are in the stocks and pelted with fruit and even when the tax on beer is lowered, the Anarchist stands in the shadows laughing. At best a champion of causes – at worst a chaotic nihilist – the Anarchist lives to foment change. Organizing rallies, leading protests, exhorting for change from street corners, or tarnishing a noble's reputation, the Anarchist revels in the thrill of it. Though some do believe in the causes they extol, many simply want to see authority wither and power crumble. And if the Anarchist is richly rewarded once change is enacted, then that is merely coincidence.

Anarchists are not immune to their own tricks. For every five revolutions that go right, one goes wrong and the Anarchist ends up on the run from very powerful enemies. In which case, the life as an insignificant adventurer is often the perfect alibi for the excommunicated or exiled rabble-rouser. Sometimes however, their lies and triumphs can come back to bite them. Whether a scorned aristocrat with a penchant for torture or a count overthrown as a dictator, both can to be powerful enemies should the Anarchist be the cause of their downfall. Then the Anarchist is likely to find themselves back in the public forum they once loved, flogged… or even worse.

ANCHORITE

Though almost everyone believes in some sort of god or divinity, very few believe that they can survive on their faith alone. Not so the Anchorite. Religious hermits, Anchorites spend months, even years in the wilderness, isolated from civilization, willingly to sacrifice everything to become closer to their god. Here they subsist on bugs and dew, as any time spent hunting or eating is time wasted not meditating. Anchorites exist within all faiths. Whether a priest of the Leviathan meditating on a coral atoll or a priest from the mysterious east conditioning their body via rigorous martial training, an Anchorite will reduce themselves to little more than a leather-clad skeleton before they finally see into the divine eye.

When they do achieve enlightenment (though few reach this point) they are exalted and jubilant, even feeling invincible now that their god's divine mantle has been draped on their shoulders. Some take to wandering to preach the word of this achievement. Anchorites are tenacious, worldly and nature-loving, but their faith can inspire great deeds and even greater powers. Not everyone appreciates a religious follower who exalts the virtues of meditation, though. Whether it be jealousy, doubt or just pure hatred of civilized religion, blasphemous creatures immensely enjoy the breaking of an Anchorite's faith, even if it doesn't bend until they gasp their last breath.

SACRED MANTRA

Uttering the sacred 'om' numinous sound, you can tap into the divine vibrations of the Æthereal Veil. Deep within a spiritual trance, you are able to bend reality to restore vigor and mend your mind, healing both the spirit and the physical body, from within.

Effect: You may enter a sacred trance for one hour. If you succeed at a Resolve Test at the end of the trance, you expel all Intoxication and Poisons from your system.

ANCHORITE ADVANCES

SKILL RANKS	Coordination	BONUS ADVANCE	[AB]
SKILL RANKS	Folklore	BONUS ADVANCE	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCE	[CB]
SKILL RANKS	Heal	BONUS ADVANCE	[IB]
SKILL RANKS	Resolve	BONUS ADVANCE	[PB]
SKILL RANKS	Scrutinize	BONUS ADVANCE	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCE	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Clinch Fighter
SKILL RANKS	Survival	TALENTS	Determination
SKILL RANKS	Toughness	TALENTS	Impervious Mind

ANIMAL TAMER

Whether they be wranglers, rustlers or even sellers of horseflesh, Animal Tamers tend to live solitary lives with those creatures they handle. Brusque at times, even boorish, they typically carry the stench of the pen, replete with dung between their cleats and straw matted within their hide leggings. The lowliest train pigeons, ferrets and cats. Middling Animal Tamers breed hunting raptors and war dogs. Rarest are the ones who break, dominate and train bears or other foreign beasts raised in captivity. Some are even capable of taming the dangerous komodo raptors of the south or the mysterious rocs flown by certain elves; by far the most dangerous animals to tame, if they can be properly tamed at all.

The smallfolk have a particular fondness for the bear-baiter, as these Animal Tamers act as ringmaster of a menagerie or carnival. Employing brightly-colored clothing and large mustachios, they are well-paid to command shambling bears, thundering elephants and other twisted, foreign chimera to perform stupid tricks that only simple folk would be entertained by. Of course the crowd wishes to see these dangerous creatures perform, but also secretly yearns to see master of ceremonies torn to shreds, stomped into a pulpy mess or swallowed whole by the very creatures they command!

BEASTMASTER

While the stench of manure and musk cling to their clothes, the Animal Trainer seems to be akin to the creatures they train. They may even emulate some of their more unusual behaviors, but only for the sake of befriending those same creatures.

Effect: You can use your Handle Animal Skill to not only tame and train creatures which are classified as Animals, but also those which are classified as Beasts. Whenever you attempt to tame and train Animals and Beasts, you may flip the results to succeed at Handle Animal Tests. When you succeed, it is always considered a Critical Success.

ANIMAL TAMER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Drive	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Carousing
SKILL RANKS	Simple Melee	TALENTS	Clinch Fighter
SKILL RANKS	Survival	TALENTS	Gallows Humor

ANTIQUARIAN

From the bustling academies of the great cities to the loremasters who gather the young about a fire, no society lacks those who desire to embark upon the quest for knowledge. The Antiquarian dedicates themselves to the joys and challenges of higher learning. History, heritage, philosophy and other pursuits are their passion. For every question answered, two more arise. Their studies become a journey unto themselves, embarking along a path to seek the truth of the world around them. This is the ideal Antiquarian; sadly, even in a time where education is a privilege, some take their studies for granted; spending time cavorting in taverns or attending bawdy troupe shows, leaving their letters for another day.

When on break from studies or even given obscure assignments by their lecturers, Antiquarians will venture the wilds and forbidden places in search of lost knowledge – uncovering lost runes and skeletons of the past. There is a reason society supports those who undertake such journeys – knowledge is power. A single key piece of information is capable of delivering salvation or damnation far outreaching the sharpest steel. Some will be called to advise those in power or to teach and mold the next generation. The accompanying temptations can distract even the most rigid Antiquarian,

while others find their hunger for answers raises questions that society is not ready to answer. Right or wrong, more than one Antiquarian has been branded a heretic for looking into things man was not meant to know...

BOOKWORM

The Antiquarian has spent many years in the dark, cold recesses of libraries reading histories and treatises of far-flung lands and their inhabitants. Although your skin may be pale as parchment from all those years spent scouring bookshelves, your mental acuity is virtually unparalleled.

Effect: Multiply your [IB] by three to determine how many Focuses you may possess.

ANTIQUARIAN ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Incredible Numeration
SKILL RANKS	Simple Melee	TALENTS	Secret Signs
SKILL RANKS	Survival	TALENTS	Worldly

APOTHECARY

Whilst the Barber Surgeon seeks to cure the ailing, it is the Apothecary who brews the medicine. Distilled from natural (and sometimes unnatural) elements acquired by Old Believers, Apothecaries apply their knowledge to create a multitude of archaic remedies. These medicines treat infections with solutions of wine, ward away miasmas and 'unhealthy fogs' with pastes and reduce pain originating from venereal disease and even a skinned knee with the application of simple unguents. Indeed, the Apothecary is seen as every bit important as the village Barber Surgeon, but with a license to brew. Whether any of these potions work is much debated, as more than a few have died from too many doses or succumbed to crippling addiction. Most Apothecaries simply shrug and call it the will of nature, returning to their pestles and flasks to fulfill the demand for their treatments.

Often, ingredients will be too risky for others to gather, so Apothecaries must pick up their flasks and set out in search of their reagents. Of course, not every Apothecary is a humanitarian. Some do so purely for profit, taking advantage of good-natured people with quackery. Others create illegal opiates for consumption by those who can afford it, working with criminal syndicates to dispense their drugs. But never double-cross or underpay an Apothecary, as academicians roundly agree that there's a thin line between medicine and poison. Any sort of medicine taken in large enough doses can be made into concentrated death… quite a few enterprising rich widows have made use of the Apothecary's knowledge in this fashion.

NOSTRUM REMEDIUM

Sometimes, the old ways are best. The Apothecary's understanding of natural medicines and country remedies produces pure, undiluted concoctions that yield impressive results. You are trusted by wives and husbands as being a medical Doktor in your own right. But a canny chirurgeon may see through any deceptions should you try to ply quackery or fraudulent medicinal potions.

Effect: You may flip the results to succeed at Alchemy Tests. When you succeed, it is always considered a Critical Success. In addition, you never suffer Peril as a result of failed or Critically Failed Alchemy Tests.

APOTHECARY ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[FB]
SKILL RANKS	Bargain	BONUS ADVANCES	[IB]
SKILL RANKS	Coordination	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[PB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Ambidexterity
SKILL RANKS	Survival	TALENTS	Determination
SKILL RANKS	Tradecraft	TALENTS	Nerves of Steel

ARTISAN

Butcher, baker or candlestick maker, Artisans produce the trappings of civilized life. Through years of training and practice, they hone skills until their hands move by instinct and their eyes spot imperfections, exhibiting a precision and expertise unmatched save by their peers. This, and membership of a guild, is what sets them apart from the common Laborer. The guild is both fraternal society and closed shop, keeping the integrity of their trade by preserving the more advanced techniques for its members only. These 'mysteries' are what produce castle-forged steel, steam engines and the myriad other rare but needed items in modern times. Whatever their trade, all Artisans take immense pride in their work.

While some Artisans do run their own business, most are subject to their guild's statutes and bylaws. A rare few venture out to perform dangerous tasks, as most Artisans simply aren't cut out for a life of adventuring. Instead, they tend to help their neighbors in other ways. A local brewmeister may host the secret meetings of revolutionaries beneath their workshop. Another may craft black market weaponry for a local fence to sell off. The local butcher may serve darker purposes, finding that vagrants better serve society fed to their pigs or ground up into a warm meat pie. One way or another they must support their neighbors – whether that leads them to ruin is another matter.

GUILD PRIVILEGE

The Artisan's pursuit of perfection is unparalleled. Whenever they pick up a new trade, it comes easier to them than others.

Effect: Whenever you purchase a Focus in the Tradecraft Skill, you instead gain three Focuses. This means you may exceed the normal limits for Focuses set by your [IB], but for Tradecraft only.

ARTISAN ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Determination
SKILL RANKS	Tradecraft	TALENTS	Long-winded
SKILL RANKS	Warfare	TALENTS	Strong Jaw

ASTROLOGER

Where everyone else simply gazes up at the same night sky and stares in awe at the majesty of the stars, the Astrologer makes the heavens their bread-and-butter. They not only mark the passage of the stars, the sun, the moon and other celestial bodies, they also assign important meaning to them. Zodiacs, movements of tides, divine providence and even your future can all be divined through the erudite interpretation of these pinpricks of light. The Astrologer is not just speaking hearsay; the heavens are indeed Magickal, and the year of your birth has just as much effect on your life as your profession will. Rarely respected, often labeled crackpots or fringe scientists, Astrologers simply ignore such jibes and put their faith in their telescopes, star charts, tarot cards and astrolabes.

Astrologers often attest that ancient civilizations had greater knowledge of the heavens and the soul, so are prepared to explore abandoned libraries or dark crypts in search of charts of heavenly bodies long lost to time. Highly intelligent and inquisitive, Astrologers often jump to conclusions and apply meaning to things that have no meaning. Reading too much into these meanings sometimes ends with the Astrologer dead or missing, having wandered wide-eyed into a parlay with Skrzzak or allowing the whispers of an Abyssal host lead them astray. More often than not, an Astrologer's love for Magick and the heavens is their undoing.

ELDRITCH SIGNS

You have peered towards the skies in hope of answers, both earthly and sorcerous. In that, the mysteries of the zodiac reveal their terrible truths.

Effect: You automatically gain all of the following Focuses in the Incantation Skill whenever you enter this Profession: Astrology, Card Reading, Dream Interpretation, Hypnotize, Palmistry, Scapulimancy and Scrying. You also understand how to use the *Ritual of Magick Circle*.

SPECIAL TRAIT: ARCANE MAGICK

Combing the Æther into energies through sheer force of will and formula, you can harness Magick with but an utterance of a few words.

Effect: You are solely a practitioner of Arcane Magick. As a consequence, you may never adopt a Profession which has Divine Magick as a Special Trait. In addition, you immediately learn three Generalist Magick spells whenever you enter this Profession. If you gained Arcane Magick from a previous Profession, you learn an additional Generalist Magick spell instead.

DRAWBACK: LURE OF POWER

The lust for Magickal power corrupts all, indistinct from its most brazen or conservative practitioners.

Effect: Whenever you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. See **Chapter 10: Grimoire**.

ASTROLOGER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Azimuth
SKILL RANKS	Simple Ranged	TALENTS	Incredible Numeration
SKILL RANKS	Tradecraft	TALENTS	Secret Signs

BAILIFF

Everyone locks their doors when the Bailiff comes to collect. The Bailiff's main job is guarding the various major roadways that cross the lands. Roads are expensive to build and maintain, so the Bailiff is employed by local government to collect tolls for those that use them. Besides collecting road tolls, the Bailiff undertakes other bureaucratic tasks in the towns where they are appointed, including tax collector,

debt collector, and local government strong-arm. The Bailiff wears many hats, but townspeople hate them all. Some may be corrupt, other just try to do their job, but when the job is to take people's money, respect is the last thing earned.

A Bailiff can lose their job for slightest of reasons. Whether it is because belligerent peasants have driven them out of town, they embezzled the taxes from their lord or local government no longer needing their services, the Bailiff often finds themselves forced out onto the road in search of another post or something hopefully better. Often seen as no more than a pampered official, the Bailiff's varied responsibilities and occasional need to fend for themselves, makes them broadly skilled, from intimidation tactics to advanced combat maneuvers. Bailiffs often quest to return to a lord's good graces, to obtain a need employer, or simply to engage in exploitation and thuggery. It remains rare for Bailiffs to gain respect, admiration or safety; not only do their customers hate them, Mutants are equally as happy to have them for lunch.

PAY THE PIPER

When the tax collector makes his demand for recompense, those debts are always paid in full (at the pain of a beating, or worse).

Effect: Whenever you fail a Bargain or Intimidate Test, you may re-roll to generate a better result, but must accept the outcome.

BAILIFF ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[AB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Impervious Mind
SKILL RANKS	Survival	TALENTS	Menacing Demeanor
SKILL RANKS	Toughness	TALENTS	Meeting of the Minds

BARBER SURGEON

No one is more important to the health of a small town or the soldiers' camp than a solid, experienced Barber Surgeon. Trained in the razor – both to groom the flea-ridden heads of travelers and to perform base acts of healing – they are the medical care that the poor and the burgeoning middle classes can hope for, or expect. They shave, cut and groom the people during the best of times, while they cut, sew and stitch the wounded in the worst of times. Treatment of bunions, toothaches and the like fill the times in between.

You can always tell when a Barber Surgeon's shop is near; a red striped pole dressed with blood-soaked gauze hung outside to dry is more a point of comfort than disgust.

Bleeding, leechcraft and expression of the humours is intrinsic to their trade and their learning. The esoteric ways of Galenic medicine are well-regarded by the superstitious and the ill-educated as the only way to treat the sick. Their surgery is a messy act, often being outside the understanding of most Barber Surgeons. Thus they are frequently to their patients as a butcher is to a side of beef; imperfect, sanguine and willing to cheat their customers to save a bit of coin. Anyone unfortunate enough to rely on the animal mender's skills in times of duress will become a field of scars, or simply bleed to death. As they say, a Barber Surgeon for a toothache, a Plague Doktor for a rotted, mutated hand.

PLIERS . . . SCALPEL . . . BONESAW

With an assortment of bizarre and frightening instruments, the Barber Surgeon sees to 'curing' the wounded. Where bonesaws fail, the machete can hack through all that sinew and bone to remove a patient's bothersome, gangrenous limb.

Effect: Whenever you successfully bind wounds to heal Damage, your patient moves one additional step up the Damage Condition Track positively. In addition, you always succeed at Heal Tests to prepare bandages.

BARBER SURGEON ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Coordination	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[PB]
SKILL RANKS	Heal	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	TALENTS	Determination
SKILL RANKS	Scrutinize	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Knifework

BEGGAR

The rich get richer and the poor get poorer in these trying times, with the Beggar evidence of just how poor you can get. Beggars are common in large cities, drifting in crowded marketplaces and digging in rubbish piles hoping for a piece of scrap. Every small town its own local tramp, or Beggar. Any number of misfortunes can drive you to the life of a Beggar: debilitating sickness, a terrible war wound or even psychological scarring. Such erstwhile unfortunates make their lives on the streets, clutching a chipped and cracked alms bowl to beg for a pfennig. Here they learn various underhanded skills and to know who will fill their bowls and who will kick them in the stomach. Few burghers and even fewer aristocrats have any sympathy for these poor wretches. Beggars remain stalwart and strangely optimistic that their lot will improve. Leaving behind the broken bowl and picking up a stolen knife to become an adventurer is a way to improve their lot; many see it as an infinitely better alternative to slogging through muddy streets and eating dead rats. Having become convinced that society doesn't care for them, adventuring Beggars find little hope, the true nature of the universe being equally as uncaring. This has led many Beggars back where they started, sobbing in alleyways and jumping at shadows, even more scarred.

BEGGAR'S BOWL

Hand outstretched, arm in a sling or leg strapped up to show only a stump. Your words and injuries might be honest or conniving and deceitful. Both will be supported by a long, sordid tale of the woes that befell you. Or you'll harry your mark down the street, demanding compensation for their good fortunes while belaboring how the world is against you. Either way, they'll drop a pfennig or two into your bowl – if only to shut you up.

Effect: Whenever you fail a Guile or Intimidate Test, you may re-roll to generate a better result, but must accept the outcome.

BEGGAR ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[AB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	TALENTS	Forked Tongue
SKILL RANKS	Skulduggery	TALENTS	Streetwise
SKILL RANKS	Stealth	TALENTS	Supernatural Paranoia

BERSERKER

The spark of life kindles the hearts of some and engulfs others. The fury of a Berserker is not something learned, it is an extension of something raging within. These warriors throw themselves at their foes fearlessly – a terrible and wondrous sight to behold. Theirs is an existence of sanguine intensity, of fiery passion and unmitigated rage. Most Berserkers come from the uncivilized wilds, instilled by the spirit of the primal earth. Others consume red cap mushrooms to induce states of bloodlust that darkens their vision and twitches their muscles into life. Even when not engrossed in battle, Berserkers are furious and imposing figures, never hesitating when it comes time to unleash bloodshed.

WARP SPASM

What drives a person to feel more alive at the brink of death? Do they hear the call of ancestors past as the blood flows – or are they simply mad? Are they filled with some primal calling lost to their brethren – or have they simply succumbed to feral urges? Are they driven into a rage fueled by ritual – or are they possessed by a primal god? Do they fight for some greater purpose – or are they simply envoys of chaos? One thing is certain: only the taste of blood will sate their vexation.

Effect: Whenever you are Seriously or Grievously Wounded, add a 1D6 Fury Die to Damage you inflict with melee weapons.

BERSERKER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Nerves of Steel
SKILL RANKS	Toughness	TALENTS	Overwhelming Force
SKILL RANKS	Warfare	TALENTS	Run Amok

BOATMAN

The Boatman makes his living on the water. Some are sailors, living off the bounty of the ocean or trading with far off lands, salty winds in the sails and their faces, the sight of mighty leviathans swimming alongside bringing comfort. Always longing for the familiar feeling of bottomless depths under their feet, they live an independent life, free of any laws save kinship with other sailors. To them a heart broken in every port, bastard children and debts mean little when you are a thousand miles away from any border. Others sail up and down twisting rivers and along winding coasts, finding comfort in known shores, often undertaking similar tasks.

Some though, take this love too far. Sailing for months out of sight of land or trying to navigate through endless mazes of deadly deltas can drive a man to drink or madness. Such Boatmen whisper horrible stories of vast cities under the waves, declare their love for flesh-eating mermaids, and prove unable to rest before they hunt down the beast that slaughtered their former companions. Many a hapless Boatman has come to believe in such tales and followed them to their deaths in the briny depths. Others who escape such drownings can be seen clinging to rocky outcroppings in the midst of the sea, bones and desiccated flesh left to rot.

BATTEN DOWN THE HATCHES

A Boatman can steer a ship, boat, or barge safely through almost any passage.

Effect: You may flip the results to succeed at Pilot Tests. When you succeed, it is always considered a Critical Success. In addition, when using the Movement subtype of Swim, you do not have to add the additional 1 Action Point cost. Action Points (called AP throughout the rest of the book) are thoroughly covered in **Chapter 8: Combat**.

BOATMAN ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Pilot	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Azimuth
SKILL RANKS	Rumor	TALENTS	Carousing
SKILL RANKS	Simple Melee	TALENTS	Mariner

BONEPICKER

Whatever their name – rag picker, trash collector or street sweeper – Bonepickers know their customer, and claim to be honest business folk. Their eye for valuables, cooing words and easy swagger are boon when socializing amongst the Lowborn. Three things mark a Bonepicker's arrival in town: the rhythmic clunking of their overflowing cart, their toothy grin and the line of Peasants ready to rummage through their wares. Unloading an extravagant display of trash and petty knick-knacks, the wise will walk past while the easily exploited look on in amazement.

What was a Burgher's trash is a Lowborn's treasure, but some claim that Bonepickers rob the dead – even the half dead – on the battlefield, scavenge the streets for items to resell, like wasted potions and the like as cure-alls and supposed 'occult antiques' to customers who barely know their numbers and letters, let alone possessing the capacity to see a raw deal. Their trade leaves open to deals with the less upright or less reputable, even with the servants of chaos among the wastes of the dead. Though they intend to trick such servants out of a useful deal, the Bonepicker usually ends up being tricked in kind. Ignorance and pride are the Bonepicker's downfall – even a genius cannot fool the devil.

SWAGGER WAGON

With a sly smirk, you are not belabored by heavy loads, able to nearly drive a cart or wagon without the aid of an animal. Your friends may even liken you to a donkey or mule, both stubborn to convince, but with a verve and aplomb that others cannot step up to.

Effect: Add 3 to your Encumbrance Limit. In addition, you may optionally substitute your Brawn in place of your Willpower when it comes to determining your Peril Threshold.

BONEPICKER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	TALENTS	Larceny
SKILL RANKS	Stealth	TALENTS	Rural Sensibility
SKILL RANKS	Toughness	TALENTS	Incredible Numeration

BOUNTY HUNTER

Considered cold, calculating and ruthless, there is no other career so greatly feared than the enigmatic Bounty Hunter. The Bounty Hunter tracks down both criminals and the wanted for a living, no matter how dire the circumstance. Most bounties are issued by guilds or the city watch, but aristocrats will issue them too, often promising big rewards. Such rewards make the Bounty Hunter rich and bounty hunting a highly competitive field. This promise of wealth attracts numerous amateurs, typically ex-soldiers and ex-watchmen. Some of them even manage to track down a minor criminal or two, pickpockets, unlicensed beggars and the like. It is when they execute a true bounty – one that requires strategy and planning – that they become more than a would-be Bounty Hunter.

Unfortunately, a Bounty Hunter's life spent being feared and surrounded by the lawless is also one of depressing solitude, their minds often wandering to dark places as they contemplate their role in the world. After all, if fools and the rich can get away with their crimes, why can't they? Adventuring comes easy to the Bounty Hunter, leaving behind a life of thief-taking to become caravan guards, scouts or more. In lean months, Bounty Hunters are known to turn to banditry under other names and then take up their old career in better times, whilst clever Bounty Hunters will sometimes work with the wanted to arrest them, claim the reward, and then spring them from jail to arrest them again and again.

FOR A FEW SHILLINGS MORE

The Bounty Hunter is an inscrutable and enigmatic hunter, undeterred by danger. Dogged in their pursuit, they always get their quarry.

Effect: In combat, whenever you make your first Attack Action with a ranged weapon, you never miss. In addition, your intended target cannot Dodge, Parry or Resist the attack. You also add an additional 1D6 Fury Die to the same attack.

BOUNTY HUNTER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[CB]
SKILL RANKS	Navigation	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	TALENTS	No Mercy
SKILL RANKS	Survival	TALENTS	Saddle-born
SKILL RANKS	Toughness	TALENTS	Take 'em Down

BRAVO

With a confident swagger and a wry quip, the Bravo prides themselves on being a swordsman with a flamboyant style, finding no greater joy than that of the duel; a fight of cunning, speed and trickery between two opponents. Naturally favoring the rapier, court sword or estoc, they make it a point to be quicker than their opponent. The Bravo is not simply a fighting style, but an attitude. Cock-sure and confident to a fault, brimming with their titular 'bravado', Bravos come from many walks of life, but all have minds as sharp as the weapons they wield.

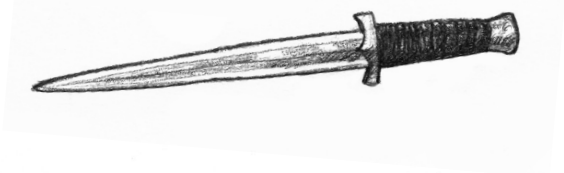
The Bravo's charm takes them far, bedding married men and women with ease, only to escape out a window at sunrise; winning hands of cards with a smile and perhaps an extra card up their sleeves; and defusing fights with a quip, but eventually they must protect their honor, word, and reputation with a duel. This forces them to move from town to town and even take up the life of an adventurer. Many find mere adventuring barbaric; there being no honor in slaying monstrous rats in sewers or running footpads through. However, identify a worthy adversary and a Bravo will live for the epic duel against them and the chance to speak of it afterwards. Their

braggadocio is both a gift and a curse, as the Bravo's big mouth and larger attitude can easily put them in chains, on the rack or in the grave. Only other Bravos respect other Bravos, so few have pity for the duelist who overreaches their station.

VIM & VIGOR

You are a virtuoso when it comes to swordplay. It takes little effort for you to size up your opponent, and when the opportunity avails, you make your mark upon their clothing – a characteristic number or letter. This mark is how you and your fabled fencing skills will be known by in history.

Effect: Whenever you Parry a melee weapon, immediately make an Opportunity Attack against that same opponent. You may only make this attack if you are wielding a melee weapon possessing the Finesse Quality.



BRAVO ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Fencer's Panache
SKILL RANKS	Rumor	TALENTS	Incredible Numeration
SKILL RANKS	Simple Melee	TALENTS	Lightning Reaction

BUCCANEER

A hold full of rum, a belly full of fish and a nose full of salty air is all the Buccaneer needs to stay happy. A ship-born soldier, with hands roughened by ropes and lips chapped with salt, the Buccaneer specializes in raiding other ships while protecting their own. Some are pirates, lurking just off

the trade routes, ready to plunder passing rich merchantmen. Others are explorers, seeking profits in new lands. Either way, nothing will stand between a Buccaneer and their money, their swordplay and familiarity with gunpowder backing up their greed. Despite their hardened exteriors, many Buccaneers are joyful and boisterous amongst their fellows, treating their crew more like family than simply allies.

A wrecked ship or a bad trade deal can leave a Buccaneer without coin, a crew or a way home. Though their desire to return to the sea is unrelenting, a Buccaneer will grab their sabre and flintlock in search of riches on land. Better skilled at sea than on land, a Buccaneer is nevertheless both cunning and intimidating. Though their styles vary, from acrobatic swordsmen to bare-fisted brawlers, Buccaneers have spent all their lives amongst the toughest of the tough. Aboard their ship, the Buccaneer will sail through any hurricane or dispatch any target that stands in their way, no matter the danger or enemy. Headstrong – or bullheaded – the Buccaneers' attitude has resulted in many a ship being thrown against shoals or their bloated corpses washing up on a foreign beach...

SALTY DOG

Whether on sea or land, Buccaneers can outmaneuver their foes while throwing themselves into dangerous situations. Whether they be true pirates or even privateers, these salty dogs have learned to take their licks.

Effect: After you make an Attack Action with a melee weapon possessing the Finesse Quality, immediately make an Opportunity Attack with any one-handed ranged weapon on the same Turn. The weapon must already be loaded or in-hand.

BUCCANEER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Gamble	BONUS ADVANCES	[CB]
SKILL RANKS	Guile	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[FB]
SKILL RANKS	Pilot	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Appalling Mien
SKILL RANKS	Simple Melee	TALENTS	Gallows Humor
SKILL RANKS	Simple Ranged	TALENTS	Mariner

BURGLAR

There's no better bargain to made than the one that costs nothing. From shaving coins to cutting purse strings, Burglars are well-practiced masters in the fine art of getting something for nothing. No mere thug or ruffian, they are true professionals who procure what they need with their mark being none the wiser until it is too late. Many Burglars are simple cutpurses; some embrace the risks of breaking and entering; and others engage in plain robbery at knifepoint. No one respects a Burglar, and in return, the Burglar respects no one. To them, everything and everyone is a potential target; the world a fat oyster waiting to be opened, pawned and thrown away. Burglars are always looking for the next big score, dreaming of the mythical mark that will set them up for life.

The Burglar is ingenious, able to find opportunity anywhere. However large their dreams, a Burglar quickly learns that their success is tied to their contacts. There may be honor amongst thieves, but friendship in the underworld is often fickle. Still, anything is better than being caught. A five-finger discount will often cost a whole hand – if they're lucky. But when lives are on the line, who better to disarm a trap or filch a rare jewel than a professional thief? Burglars who adventure often find riches beyond anything they could steal in town, but if a petty noble would merely spit on a Burglar or execute them, imagine what the hordes of darkness might do? When a demon demands the return of its treasure, the Burglar's inclination for refusal may cost them their soul.

NIMBLE FINGERS

A Burglar's hands are precious tools and most spend years honing their innate dexterity.

Effect: You drastically reduce the time required to use Skulduggery Tests, taking no more than a minute for complex actions (examples include picking locks, pilfering goods, etc.). In addition, you may flip the results to succeed at Skill Tests to steal.

BURGLAR ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	TALENTS	Holdout
SKILL RANKS	Skulduggery	TALENTS	Housebreaker
SKILL RANKS	Stealth	TALENTS	Larceny

CAMP FOLLOWER

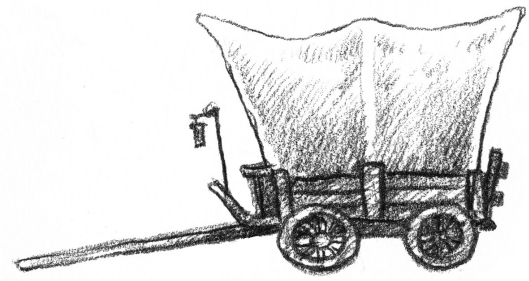
War is waged everywhere in this dark world, fought by hordes of women, men and even monsters. As their armies travel from battle to battle, the ever-present Camp Followers trail behind them. They live off, and provide for, the army, and usually possess a variety of skills, from cooking and tailoring to horseshoeing and sutlery. Their diverse skill set makes them boon companions and they are a welcome sight to weary travelers. Their reward is the loot taken from the dead of the battlefield, such as gold teeth, cameos of loved ones, unspent gunpowder and shot and other valuables. Camp Followers flourish only in war times. When the fight is over, they oftentimes find themselves without work, relegated to the same tasks in villages and given menial pay. To them, the risk of disease and death during war is worth the reward of assorted plunder.

Camp Followers are frequently exposed to the horrors of war. Many are widows, parents or children of soldiers slain on the battlefield. Though they rarely fight themselves, they see just as much death, brutality and bloodshed as any soldier in the lines. Thus, they have a tendency to go unhinged quicker than most, suffering from maladies such as shellshock and stress disorders. This makes them vulnerable, ripe for the plucking by Abyssal fiends. When this happens, it can sew ruin in the army the Camp Follower trails or the companions the Camp Follower adventures with.

FEAST OR FAMINE

A Camp Follower can prepare hearty feasts, re-shoe horses, stitch up torn clothing, empty chamber pots and attend to any number of other mundane activities that lift the morale of those around them. They are a fixture of any successful band of adventurers, well-compensated for their work.

Effect: You can attempt a Survival or Tradecraft Test to cook for others. If successful, a number of allies equal to your [FB] move one step up the Damage Condition Track positively, and recover their Peril Condition Track to Unhindered, whether they're resting in a dangerous place or not. If your roll is a Critical Success, you affect a number of allies equal to three times your [FB] instead. A Character may only gain the benefit of this meal once per day, which takes an hour of time to prepare.



CAMP FOLLOWER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Heal	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[WB]
SKILL RANKS	Survival	TALENTS	Carousing
SKILL RANKS	Toughness	TALENTS	Sprint
SKILL RANKS	Tradecraft	TALENTS	Strong Jaw

CHARLATAN

A trickster and a conman, the Charlatan's tools are as varied as the disguises they wear into a new town. From shell games and parlour tricks to blatant false promises, the Charlatan is a master of deception, both in word and action. The Charlatan's love of disguises and falsehoods is supported by a bag containing a few fake signet rings, forged letters, makeup kits, wigs and other baubles that let them leave their tarnished reputations behind once their cons have been run. Should their disguise fail, however, the Charlatan only has their words to prevent them from being thrown into the stockades. That may seem much like a disadvantage to the frail Charlatan, but they did not line their pockets with their hands alone – their tongues are venomous as any lord's and half as reigned in.

The Charlatan sees the adventuring life as the chance to practice their art on a grander scale; what bigger mark to trick out of their valuables – material or otherwise – than those who serve the powers of disorder? Yet the Charlatan's cocksure style and social trickery and deception do not always work on such targets and even make them vulnerable. Abyssal servants love to manipulate the Charlatan's skills against them, reducing them to savagery and cruelty, schizophrenia and multiple personalities. It is a cruel irony that such 'touched' adventuring Charlatans cannot tell who they are anymore.

CONFIDENCE TRICK

The Charlatan is ever the opportunist, exploiting the naiveté of the foolish and stroking the vanity of the witless for their own benefit.

Effect: You may flip the results to succeed at Guile Tests. When you succeed, it is always considered a Critical Success. Furthermore, you can influence a number of people with the Guile Skill equal to your [FB] times three – this includes using Dirty Tricks during combat.

CHARLATAN ADVANCES

SKILL RANKS	Counterfeit	BONUS ADVANCES	[IB]
SKILL RANKS	Disguise	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Doppelganger
SKILL RANKS	Scrutinize	TALENTS	Forked Tongue
SKILL RANKS	Simple Melee	TALENTS	Holdout

CHEAPJACK

Traveling the muddy roads between towns with little more than a cart full of shoddy goods, the Cheapjack is a traveling salesmen of the disreputable sort. They are hucksters and hustlers who sell their low quality wares – from rusted swords to fool's gold – to gain as much profit as they can from their deceptions, at festivals and markets. Not all Cheapjacks are vile, some are roped in by organized crime, others are made victim to an unfair justice system that favors the guilded and punishes the guildless. Not all of their goods are worthless – there may be real gold coins to be found amongst the lead fakes covered in gold paint. Regardless, those in the know tend to stay away from these peddlers.

Cheapjacks turn to adventuring having run out of money or in order to find actual, high-quality goods and treasures to sell. Though they can spin gold out of lead with just their words, their lies and cheating can lead them into dealings with powers they cannot deceive or control. Worse, they can revert to their selfish tendencies and leave their companions in the lurch if the opportunity presents itself or it is the only means of survival. In such situations, their allies are another set of worthless trinkets to them, a means to an end and tools to best be used and disposed of.

GREASE THE WHEELS

A Cheapjack knows all the right notes to hit when buying and selling goods. You also know people in the criminal world, and can fence goods fast and cheap.

Effect: Whenever you fail a Bargain or Counterfeit Test, you may re-roll to generate a better result, but must accept the outcome.

CHEAPJACK ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Drive	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Guile	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Forked Tongue
SKILL RANKS	Simple Melee	TALENTS	Larceny
SKILL RANKS	Tradecraft	TALENTS	Incredible Numeration

COACHMAN

Travel is long and arduous, full of danger and foul weather, and for the wealthy and the elite, the only way to travel is by stagecoach. Driven by Coachmen who brave and learn the dangers of the road, they also know basic survival and mechanical skills and they know how to gain the trust of animals, horses in particular. Besides ferrying passengers, Coachmen haul foodstuffs and carry mail, as well as traveling shows and more up and down the muddy roads of the modern era. They also know all the trails and shortcuts, meeting deadlines and delivering packages through rain, sleet or bandit raids. When latter happens, the Coachman keeps a blunderbuss besides their seat.

When this drudgery tires, some Coachmen trade in their reins for a life of adventure, where their weapons, wilderness, and navigation skills can prove useful. Of course, outside of established roads and cities, far out in the wilderness, the Coachman is as lost as any other. The night is dark and full of terrors and they no longer have the elegant lamplights of the coach to illuminate the shadows. Under such pressure, some Coachmen fold and flee back to the civilization and powdered wigs they know and love, rather than face the legions of hungry beasts, greedy brigands and Abyssal terrors. Not that Coachmen are cowards *per se*, but simply naked as any other adventurer when confronted with the great unknown.

FOUR-IN-HAND

Coachmen establish a trusted bond with animals and beasts, pressing them onwards when the time is needed. For all they know, you may very well have been a champion cart racer in the past, exhibiting tight skills when in the driver's seat.

Effect: You may flip the results to succeed at Drive Tests. When you succeed, it is always considered a Critical Success. In addition, when using the Movement subtype of Drive, you do not have to add the additional 1 AP cost.

COACHMAN ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Drive	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[FB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	TALENTS	Azimuth
SKILL RANKS	Simple Ranged	TALENTS	Mounted Defense
SKILL RANKS	Survival	TALENTS	Saddle-born

COURTIER

Ensconced within trusted circles of petty barons, powerful dukes and kings, Courtiers are driven by intense political ambition. Being masters of intrigue, their uncanny ability to bend the ear of powerful people fuels their desire for total political domination from behind the scenes. Haunting administrative halls, salons, soirées and banquets, they plot and scheme to raise their rank and coffers. Having spent most of their lives rubbing elbows with the blue-blooded aristocracy, they know all the proper forms and courtesies and use them to their advantage when face-to-face with their betters.

Their strengths rely in their insight and ability to adapt. Petty words, flattery and platitudes are their hallmark; the shield they protect themselves with. The pen is mightier than the sword and the Courtier uses it freely. But a life of decadence eats away at their humanity, seeing everyone as a potential enemy to be ruined. When intrigue fails, they make no discrimination between ruining a man with a batch of lies or a knife between the ribs. Every Courtier who plays the great game of thrones carries a 'gentleman's dagger' (otherwise known as a stiletto) when the time calls for swords.

MACHIAVELLIAN INTRIGUE

Political jockeying and subtle manipulation within the higher social circles come second nature to the Courtier. Thus, they have learned to pick up on subtle tells and affectations which gives away true intentions.

Effect: Whenever you fail an Eavesdrop or Scrutinize Test, you may re-roll to generate a better result, but must accept the outcome.

COURTIER ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	TALENTS	Forked Tongue
SKILL RANKS	Simple Melee	TALENTS	Holdout
SKILL RANKS	Stealth	TALENTS	Silver Tongue

CULTIST

In today's grim & perilous world, it should be no surprise that there are aristocrats, burghers and the learned who seek power beyond their ossified positions in society. Perhaps they joined a fraternal club at university, found a musty tome in the family library, followed family tradition, listened to the folklore of old, or were simply bored. Inducted into dark societies, they practice rites of ages past, use sex Magick, make strange sacrifices, and appease forgotten or banned gods, all with one aim – to make the darkness kneel before them. And over time, they can learn to command a sliver of the same divine 'grace' as worshipers of state-sanctioned religions and employ the darkest of Magicks for their own benefit – power both temporal and material.

Every Cultist knows they run the risk of losing their very soul in exchange for power. Such a yearning is never easy; it must be practiced in secret, lest they risk persecution. It explains why so many band together in secret clubs to practice their faith together – safety in numbers. Their desire for dark knowledge means that some also take up the adventuring life, because adventurers are more likely to uncover baleful knowledge and artifacts than anyone else. Of course, this knowledge claws at the minds of the impressionable and many become raving lunatics locked away in distant sanitariums where they converse with the voice of the Abyss.

CULT OF PERSONALITY

The Cultist can harness the ever-changing Ætheric Winds as the wellspring of their Magick. They exhibit mastery over the smallest of spells, but ignorance towards others beyond their understanding.

Effect: When casting Generalist Magick – at your option – you may automatically succeed at the Incantation Test, but move one step down the Peril Condition Track negatively. You also understand how to use the *Ritual of Blessed Sacrament*.

SPECIAL TRAIT: DIVINE MAGICK

You are a proxy to a distant god, calling for divine intervention with the utterance of sacred prayers.

Effect: You are solely a practitioner of Divine Magick. As a consequence, you may never adopt a Profession which has Arcane Magick as a Special Trait. In addition, you immediately learn three Generalist Magick spells when you enter this Profession. If you gained Divine Magick from a previous Profession, you learn an additional Generalist Magick spell instead.

DRAWBACK: CRUEL TUTELAGE

As Cultists are wholly self-taught in the ways of Magick, the practice of their spells is messy and chaotic. Fortunate for Abyssal Princes sensitive to this errant way of thinking, Cultists and their ilk make easy prey, leading them down a path towards the blackest and most soul-corrupting of Magicks.

Effect: When you generate face '1' or '6' with Chaos Dice, you invoke a Chaos Manifestation. See **Chapter 10: Grimoire**.

CULTIST ADVANCES

SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Blood Magick
SKILL RANKS	Scrutinize	TALENTS	Forked Tongue
SKILL RANKS	Simple Melee	TALENTS	Secret Signs

DIABOLIST

Although Magick permeates the world, most see its wielders as dangerous and evil, and as heretics to be strung up or burned at the stake. To hide from the superstition rampant in a grim & perilous world, its practitioners are forced to society's periphery where they can study in secret. Here such Diabolists become open conduits between the Material Realm and the Æther, as they attempt to reshape the raw stuff of chaos into orderly, mathematical conclusions. Whether it is the transmutation of lead into gold, bringing down lightning from the sky, or conjuring forth grand illusions, the Diabolist seeks to understand, classify and practice the art of Magick. These erudite autodidacts guard their studies well, and whilst some remain loners, many band together in 'colleges'. Overtime they grow into schools of Magick where this grand tradition is shared with other arcanists.

However, as Diabolists draw forth from the Æther, catastrophe is never far away. Simply intoning the wrong consonant or reading aloud the words in the wrong order (such as in the case of the infamous invocation of *klaatu barada nikto*… or was it *necktie?)*, will allow the Æther to seep forth into the Material Realm, corrupting the Diabolist first and then the world around them. Raw chaos can corrupt even the most steely-minded arcanist, driving them towards madness and mutation. However, these terrifying moments of unbridled power are what ultimately make would-be arcanists' desire greater understanding – even if it costs them their very soul.

WINDS OF CHANGE

The Æther is a powerful, but fickle force. It exists closer in relation to the powers of corruption than most would care to admit. However, as a Diabolist, you have learned to control the emergent chaos, reshaping it into a controlled, orderly force of power.

Effect: When you would potentially invoke a Chaos Manifestation, you must roll two or more face '6s' on the Chaos Dice to invoke it. Otherwise, ignore the results. You also understand how to use the *Ritual of Magick Circle*.

SPECIAL TRAIT: ARCANE MAGICK

Combing the Æther into energies through sheer force of will and formula, you can harness Magick with but an utterance of a few words.

Effect: You are solely a practitioner of Arcane Magick. As a consequence, you may never adopt a Profession which has Divine Magick as a Special Trait. In addition, you immediately learn three Generalist Magick spells when you enter this Profession. If you gained Arcane Magick from a previous Profession, you learn an additional Generalist Magick spell instead.

DRAWBACK: LURE OF POWER

The wellspring of Magickal power is immeasurable. It woefully draws its practitioners deeper and deeper into its embrace, corrupting both the soul and the world around them.

Effect: When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. See **Chapter 10: Grimoire**.

DIABOLIST ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Coordination	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Æthereal Alignment
SKILL RANKS	Rumor	TALENTS	Menacing Demeanor
SKILL RANKS	Simple Melee	TALENTS	Secret Signs

DOOMSAYER

The religious devotion of the Doomsayer borders on the fanatical. They believe that they were born into sin and the only way to absolve themselves of it is through 'physical purification', otherwise known as flagellation. They punish themselves with ritual floggings, often with a cat-o-nine-tails, but other punishments involve starvation, ritual burning, marking of the flesh and even mutilation. Proud of their scars and pain, Doomsayers see this as physical proof of their devotion and love for their god. Their bodies are temples, solemn places of suffering and fear that do not deserve their Lord's grace. While this may seem grim, they find nothing better in life than devoting themselves body and soul to the holy spirits.

Doomsayers often go adventuring to spread the word of their faith and show how to cleanse with pain. This makes them resistant to hardship, their own – and that of others, their devotion driving them to acts of well-intentioned sadism! Worse, many a Doomsayer has gone into a frenzy after seeing something man was not meant to see, stripping their back to the bone or scorching their hands black, full of agony. Only afterwards do they attempt to repent for what they have seen, just to die slowly, blinding pain. Other adventurers wary of the maddened Doomsayer, for filled with righteous wrath, they are too ready to inflict the punishments their god has demanded be meted out to sinners!

HOLY ROLLER

Doomsayers ritually flog themselves, forging their faith in the crucible of suffering and hardship. Their back may bear many scars, but a Doomsayer knows that the pain they've endured guarantees them a place in the afterlife at their god's side.

Effect: Adjust your Damage Threshold by +3, but only when you aren't wearing armor.

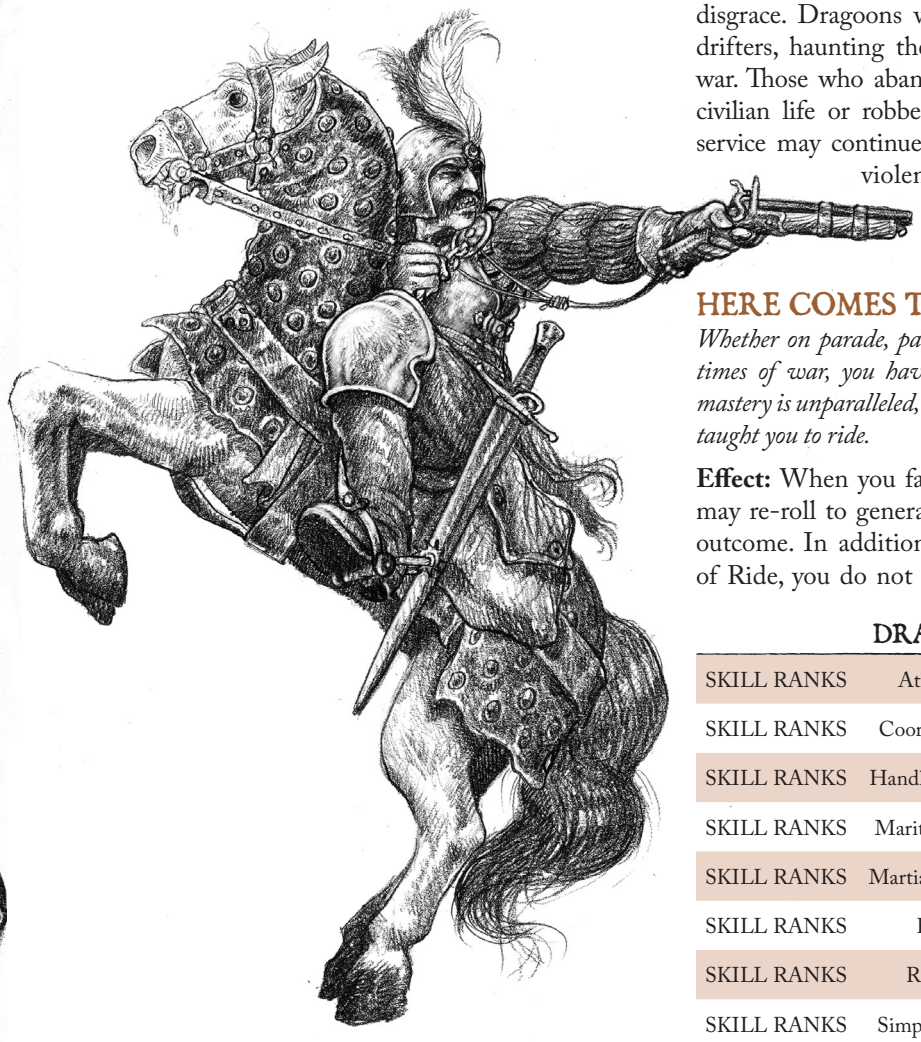
DRAWBACK: THE END IS NIGH

Unfortunately, the process of ritual scarification has led its votaries toward the brink of madness.

Effect: You can never be restored to Unharmed on your Damage Condition Track, only to Lightly Wounded.

DOOMSAYER ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Heal	BONUS ADVANCES	[BB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Hard to Kill
SKILL RANKS	Survival	TALENTS	Impervious Mind
SKILL RANKS	Toughness	TALENTS	Run Amok



DRAGOON

Despite the last century's technological advances in warfare, from cannons, war wagons and to self-propelled 'rumblebutlers', the majestic horse remains the most reliable means of bringing force to bear. Most of an army's cavalry consists of Dragoons, armed with lance, rifle and pistol. On horseback, they can cut through ranks of footmen like cheesecloth, but on foot they are also effective skirmishers. Whilst expensive to train and manage, a Dragoon unit can single-handedly turn the tide of a battle with little effort. Each Dragoon is a highly trained and dedicated warrior, capable of maneuvering their mounts like an extension of their own bodies, many claiming they share an almost supernatural bond with their mount. They eat, train and fight together, placing total trust in one another that the Dragoon rarely puts in other folk.

Dragoons rarely take up the adventuring life, their regiment and warfare offering companionship and excitement enough. Those that do, have often lost their animal companion, been discharged from service or fled the battlefield in disgrace. Dragoons without their trusty steed wander like drifters, haunting the field of battle as unchained dogs of war. Those who abandoned their masters may turn back to civilian life or robbery. Finally, Dragoons discharged from service may continue to practice their predilection towards violence, butchering all that would cross their path.

HERE COMES THE CAVALRY

Whether on parade, participating in competitive sports or during times of war, you have mastered the art of equestrianism. This mastery is unparalleled, dwarfed only by your contemporaries whom taught you to ride.

Effect: When you fail a Handle Animal or Ride Test, you may re-roll to generate a better result, but must accept the outcome. In addition, when using the Movement subtype of Ride, you do not have to add the additional 1 AP cost.

DRAGOON ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Marital Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Melee	TALENTS	Mounted Defense
SKILL RANKS	Simple Ranged	TALENTS	Saddle-born
SKILL RANKS	Warfare	TALENTS	Spirited Charge

ENGINEER

Soaring towers, flying buttresses, quaint storefronts and deep mines; all of them had to be built and the Engineer has a hand in their construction. Engineers are the builders of the modern age, experienced in all types of construction and materials. While some stick to the classic materials of stone and wood, others push the boundaries of technology, using steel and even strange steam-run machines. Besides building structures, Engineers also serve in most standing armies. Whether constructing siege towers, repairing cannons or packing gunpowder into enemy fortifications, Engineers are terrors on the modern battlefield. Dedicated and intelligent, able to calculate trajectories and angles with a mere glance, Engineers are also secretive. They know the strengths of their structures and inventions as well as their weaknesses; knowledge of both might be catastrophic – or lucrative – if revealed.

Engineers will sometimes take on consulting jobs from groups of adventurers. Engineers love the challenge of finding the keystones to old temples, figuring out the perfect path to tunnel beneath an enemy's lair or setting deadfall to fall upon trespassers. Other Engineers are freelancers, moving from one mine to another in search of bigger mother lodes or selling their services to the highest bidder. However, if confronted by the outer darkness of the Abyss, Engineers fold in quite peculiar ways. Their constructions no longer make sense, with passageways that seem to go nowhere or rooms that shouldn't exist. An infamous example is the Coppertooth Vault. This Dwarven stronghold, built by the insane Frederick Coppertooth, contains numerous empty rooms, doors that open to walls of rock, and floors that have to be crawled through to navigate. This is the madness of genius brought true to life.

EUREKA!

Whether a crude affair or an extraordinarily complex apparatus, your contrivances are notoriously reliable. As a consequence, you possess an eye for finding the right materials for the job.

Effect: You may flip the results to succeed at Tradecraft Tests. When you succeed, it is always considered a Critical Success. In addition, you always succeed at Skill Tests to locate resources needed for construction.

ENGINEER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Drive	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[WB]
SKILL RANKS	Survival	TALENTS	Incredible Numeration
SKILL RANKS	Tradecraft	TALENTS	Mine Craft
SKILL RANKS	Warfare	TALENTS	Siegecraft

ENTERTAINER

When the nights draw in and the dark shadows lengthen or after days spent in drudgery, many go looking excitement, levity, or wonder. When they do, it is the Entertainer that can provide all of these. Whether they are acrobats, actors, bards, musicians, painters, playwrights, poets, puppeteers, singers or writers, the Entertainer lives to create and

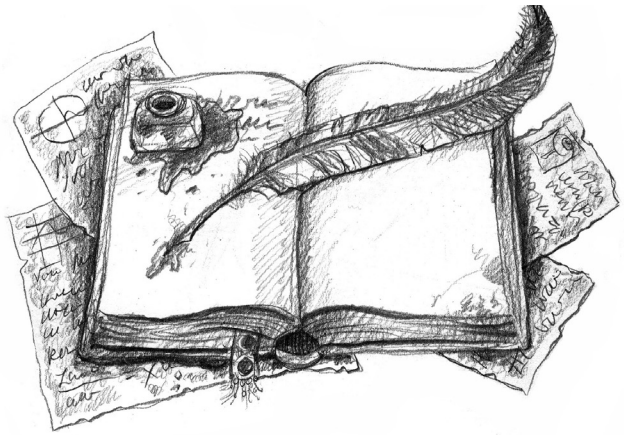
entertain, either for the masses or their patron. Each of the Ancestries has its own specialized entertainers, whether it is the Dwarven boasters, the Elves making performances out of shaping and sculpting trees with Magick or Halfling's rather unappetizing feats of 'meat juggling'. Entertainers typically have a specialty as well as other skills, but nearly all of them are charismatic, intelligent and often, a little underhanded. Depending on their talent and medium, Entertainers may be hated or adored, but few ever achieve widespread fame.

Unless the court bard for a wealthy aristocrat, being an Entertainer rarely pays the bills or puts food on the table. So some Entertainers choose to sharpen their quills into swords and take up a life of crypt-delving and bloodshed. Given this grisly line of work, most are more at home in public houses, courts, at masquerades and on street corners. A clever joke, a bawdy ballad or a seductive dance can more easily sway people than a threat of violence, so it's here an Entertainer shines. Sadly, creativity and madness are only a thin line apart, and too many run-ins with flesh-eating creatures and servants of the Abyss and hellish Magick can throw an Entertainer over that line. It may start innocently with lyrics or images of darker matters, but before you realize it, an Entertainer's medium is no longer paint but blood and their worst critic is the new mouth growing in the palm of their hand.

THE SHOW MUST GO ON

An Entertainer may be a poet, a comedian, a playwright, a bunko artist or even a burlesque dancer. They are a vaudevillian at heart, praised and paid for their performances. Whether lifting spirits through words or song, the Entertainer's positive demeanor is infectious, setting the right mood for others.

Effect: You can attempt a Skill Test, related to your Focus in the arts, to perform for others. If successful, a number of allies equal to your [FB] gain the benefits of Inspiring Words for 24 hours. If you Critically Succeed, you influence a number of allies equal to three times your [FB] instead. A Character may only gain benefit of this performance once per day, which takes at least an hour of time to perform.



ENTERTAINER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[FB]
SKILL RANKS	Disguise	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Ambidexterity
SKILL RANKS	Simple Ranged	TALENTS	Doppelganger
SKILL RANKS	Tradecraft	TALENTS	Silver Tongue

ENVOY

Envoys like to think of themselves as special, for they are the ones who hold the struggling empires and countries of a grim & perilous world together. They are dignitaries and diplomats, employed by the great guilds, nobles and rules alike. They are efficient, objective and no-nonsense, finding greater use for courtesy than charm, though the latter has been known to work. Master deal brokers and middlemen, they can turn

heated rivalries into the friendliest cooperation. They care not for bitter hatred, but strive to find a deal that best serves everyone – their employers or masters in particular. Sometimes this may require placing pressure where needed – either literally or figuratively – but an Envoy almost always walks away with a freshly-signed treaty and a wry smirk on their face.

However, when a deal goes wrong or cannot be made, it is the Envoy who finds themselves banished. Ill-suited to wielding weapons, these master manipulators can spin gold out of iron with their sharp tongues, steely gazes and stalwart attitudes. Whether brokering for increased payment for a rescue mission or forging a peace treaty between warring Aztlan bands, the Envoy can find a place alongside other adventurers. Yet, the Envoy can fall to madness like any other adventurer and then their once fair deals become almost Faustian bargains, in blood or slaves rather than money. These dark diplomats may still propagate trade and alliances, but they unite allies that only wish to watch the world burn.

DON'T KILL THE MESSENGER

The timbre in your voice brings a certain comfort during exchanges, turning tense conversations into mutually beneficial ones. Your words are even-handed, appealing to all parties with gravitas and dignity.

Effect: When using Fellowship-based Skill Tests, you do not suffer any additional penalties due to differences in Social Class.

ENVOY ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Long-winded
SKILL RANKS	Scrutinize	TALENTS	Meeting of the Minds
SKILL RANKS	Simple Melee	TALENTS	Multilingual

FOOTPAD

Some disputes can't be solved with words. Sometimes, an example needs to be made. And if actions speak louder than words, then when a Footpad shatters teeth and breaks legs everybody gets the message loud and clear. Whether street toughs stalking city alleys on behalf of their employers or rural outlaws knocking over caravans, enforcing protection rackets or territory, Footpads invoke fear and use brutality to keep others in line. For them, violence is practically an art form. Not the art of the blade, but of bricks and broken bottles, of veiled threats and implied consequences. Footpads have no qualms about using violence to enforce the will of their bosses, but if they can do it without having to lift a finger, their task is easier – and nobody has to get hurt.

In any criminal organization, the Footpad must fight tooth and nail to stay top dog – anything less would lose them respect. Yet loyalty and respect only gets them so far, and when it is time to run, a Footpad either becomes an enforcer for hire or an adventurer, both professions that call for a strong arm. It's a dog-eat-dog world in the criminal world. Allegiances within the criminal world are not earned, they're taken by knife and club. A Footpad who's unwilling to lie, cheat, steal and kill are viewed as unworthy. Might makes right, and "friendships" dissolve when weakness is made apparent. Those who can't cut it wander as a loner, perhaps putting their former skills to work as a leg-breaker or enforcer for an unscrupulous merchant. It's a hard scrabble life for a Footpad, and those who are unwilling to do what it takes find themselves in the gutter or the ditch.

SNEAK ATTACK

Canny, smart and devious, the Footpad can creep along quickly, and catch their victim off guard with a precision strike.

Effect: Whenever foes are Surprised or outnumbered 6:1 or more, add an additional 1D6 Fury Die to Damage you do against them. You must use a weapon with the Fast Quality. In addition, when using the Movement subtype of Stealth, you do not have to add the additional 1 AP cost.

FOOTPAD ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	TALENTS	Beatdown
SKILL RANKS	Stealth	TALENTS	Cheap Shot
SKILL RANKS	Toughness	TALENTS	Kidney Shot

FOP

Some people just possess a certain *je ne sais quoi*, a particular charm and affectation for magnificence. Clever of wit, sharply-dressed and larger than life, Fops are a welcome addition to any social circle. They may be just a little dangerous – a quality that many find highly attractive, prattle about the exciting lives they have (or pretend to have) and have a preference for company who would stand in adoration of their adventurous stories. Living a debonair lifestyle can be expensive, so their adventures are often sponsored by the rich. In the meantime, they'll carry on affairs with widows, act as paramours to wealthy *débutantes* or become concubines to nobles. Their patrons, whether male or female, furnish the Fop's stylish lifestyle on monies they cannot afford themselves. Fops – no matter the sex – prefer strong liquor, fast horses, lively songs and riotous lifestyles.

Despite their jaunty appearance and devil-may-care attitude, the Fop is a loner at heart. When the party dies down and the lights go out, they retreat back to their homes where without companionship or audience, they are prone to depression. Here they wipe off the makeup they wear to cover acne scars, unbuckle corsets to let out their bellies and shuck off fashionable shoes that cramp their feet. Beneath the fake eyelashes and mustachios, the lipstick and rouge is an ordinary man or woman, riding on everyone else's coattails.

FAME & FORTUNE

Even when the chips are down, a Fop always seems to come out on top. Unlike others, they make their own luck.

Effect: When making any Skill Test, you never suffer the ill-effects of Critical Failures, instead treating it as a failed Skill Test.

FOP ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Carousing
SKILL RANKS	Scrutinize	TALENTS	Silver Tongue
SKILL RANKS	Simple Ranged	TALENTS	Worldly

GAMBLER

What compels a person with the need to win? Is it arrogance? Ego? The need to be respected or feared? The Gambler feels that pressing need and hence refuses to play a game in which the odds are not stacked in their favor, nor one without stake. They are regarded as dashing and carefree, made handsome by the life of leisure afforded themselves through the abdication of responsibility. They blow through town like a brisk wind and then are simply gone, ready to filch their next fortune from more strangers. Their games vary: knucklebones to darts, chess to five card draw, yet they always win – or lose – big on whatever they do.

Gamblers play fast and loose in all things, seeing even wandering as the ultimate gamble – a lifetime of riches and fortune bet against a violent death. They throw fate to the wheel of chance, going where life takes them and leaving anyone else of importance lost in the lurch. But underneath this carefree veneer lies a sinister secret. The Gambler's choice to live firmly in the now has caused many to ante up the ultimate wager: the fate of their immortal soul. And whatever demon helps the Gambler cheat at life awaits gleefully to escort them into death

LUCK OF THE DRAW

The Gambler feels the ticking of the clock. Being friends with those in the underworld – of many different stripes – does have its benefits. The cards tend to come up aces when needed most.

Effect: When you use Fortune Points, you do not need to roll percentile dice to make a Skill Test. Instead, you automatically Critically Succeed at the Skill Test you intended to make.

DRAWBACK: WHEN THE DEALIN'S DONE

Living forever is boring and the Gambler will burn out before they fade away. And when you play the devil's game, you eventually get the devil's reward.

Effect: When you use a Fortune Point for Luck of the Draw, you move one step down the Peril Condition Track negatively.

GAMBLER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	TALENTS	Holdout
SKILL RANKS	Simple Melee	TALENTS	Incredible Numeration
SKILL RANKS	Skulduggery	TALENTS	Meeting of the Minds

GAMEKEEPER

Children's bedtime stories always abound with the mysterious folk of the wild, those that have heard the call of the wild, given up their civilized lives and gone to dwell with animals. As wilderness survivalists, they eat, sleep and bathe with animals, and rumor has it, even mate. Gamekeepers are loners, but in tune with the natural world like no other. Often living by themselves in a natural cave or run-down shack, they spend their days tending to their beloved creatures. Many are simply folk who want to live one with nature and who have no taste for civilization, but some Gamekeepers are employed to protect royal woods and maintain the sanctity of holy mountains.

Loners they may be, Gamekeepers will turn their bows upon those that not only threaten their own woodlands, but the wilderness and the world in general. Though the Gamekeeper treats their animals like family, it should still be stressed that the animals are still wild. Animals seem to be more easily swayed by Corruption, perhaps because of their low intellect, and there is no darker day for a Gamekeeper when a trusted wolf or a favored bear turns on its master.

WARDEN OF THE WILD

You much prefer the solitude of nature and creatures of the wilds than the cries and clamor of the big city. As a consequence, you've developed an aptitude to not only spot wild animals on the loose, but also to calm angry beasts when they act out of sorts.

Effect: When you fail an Awareness or Handle Animal Test, you may re-roll to generate a better result, but must accept the outcome.

GAMEKEEPER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Navigation	BONUS ADVANCES	[FB]
SKILL RANKS	Ride	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	TALENTS	Azimuth
SKILL RANKS	Stealth	TALENTS	Instincts
SKILL RANKS	Survival	TALENTS	Rural Sensibility

GRAVEROBBER

Everyone dies someday, and with the current plague of chaos, disease and warfare that besets this grim & perilous world, those days seem closer and closer together. Luckily for the Graverobber, that means business is booming. They sneak out under cover of darkness to exhume the recently deceased for a variety of customers. Often, they peddle their wares to academics or sorcerers who wish to further study the dead without risking public taboo. They also sometimes sell to less savory sorts; to the depraved and the perverted – it can be an awkward situation when a Graverobber encounters a supernatural creature they exhumed just the other evening – and not just socially!

That last part is what sends shivers up many Graverobbers' spines. Though Graverobbers are prepared for many eventualities, such as evading authorities or even roughing up competitors; they are never prepared for the supernatural to strike, no matter how many phials of holy water they carry. The living dead are savage, terrifying and nigh unstoppable, servants of hidden sorcerers made flesh (albeit rotting). Many have been dragged right into the tombs they were pillaging, never to be seen again. Those who are lucky to have survived decide that the adventurer's life is safer instead. Of course this is not necessarily true, but their experience with the dead and the supernatural makes them an asset to any adventuring party.

I SELL THE DEAD

A Graverobber has heard and seen their share of strange things over the years; the dead rattling in their coffins, corpses reanimating upon their own accord, the wailing of banshees from crypts and the clanking of a revenant's chains deep below the earth.

Effect: When facing Supernatural creatures, you always succeed at Resolve Tests to save yourself from Stress and Fear provoked by them. In addition, you are immune to specific Diseases such as Red Death and Tomb Rot.

GRAVEROBBER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Gallows Humor
SKILL RANKS	Skulduggery	TALENTS	Larceny
SKILL RANKS	Stealth	TALENTS	Long-winded

GUTTERSNIPE

Many Guttersnipes are orphans, usually from broken homes or having lost their families through war and disease. They either made their way in-and-out of disgusting and cruel orphanages or took instantly to a life on the street. Either way, they are not skulkers or sneaks, but instead operate in the broad daylight. They may take on a disguise of a petty laborer, such as a chimneysweep, coal delivery boy or parcel runner, in order to case their next mark. With such easy trusting access to people's homes and wallets, it's hard not to pick up a few coins, jewels or delicacies. Leaving cupboards and cabinets bare while the residents are out, oblivious to the messenger boy's true intentions, are trademarks of the Guttersnipe.

Guttersnipes are often young, so they tend to get bored and take up adventuring as just 'something to do'. Their experience in ducking through alleyways, crawling up chimneys and swimming through sewers have given them many useful skills, savory or otherwise. But it is also the young who are the most tragic; Corruption loves to manipulate tender minds, planting the seeds of destruction early to germinate into a terrible fruit-bearing tree. Their innocence is soon replaced by vacant stares, shaky hands and paralyzing nightmares.

ARTFUL DODGER

Guttersnipes were orphaned on the streets and thieve to eat and survive. Some even take up 'trades' – such as a chimneysweep or ragpicker– casing joints underneath the guise of an honest-working citizen.

Effect: You automatically gain every Focus in the Stealth Skill when you enter this Profession. This means you may exceed the normal limits for Focuses set by your [IB], but for Stealth only.

GUTTERSNIPE ADVANCES

SKILL RANKS	Counterfeit	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[AB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Skulduggery	TALENTS	Handspring
SKILL RANKS	Stealth	TALENTS	Sprint
SKILL RANKS	Survival	TALENTS	Streetwise

HEDGE KNIGHT

Arm-strong, but penny-poor, the Hedge Knight has little to their name save their martial prowess and a pair of well-worn spurs. Most Hedge Knights are little more than upjumped mercenaries, constantly on the move in search of a new patron. With no lands or lord to serve, they lay their heads down each night 'beneath the hedge', sleeping beneath the stars. One thing is consistent; these freelancers oftentimes crop up in tournaments as a black knight, using the air of mystery to dominate the field while currying favor with local lords. Other Hedge Knights are disgraced Squires who never improved past their training – all they know is fighting and chivalry, yet they are not qualified to actually join a knightly order. It is a constant irony that hangs over them, forever cursed by their skills and mocked for their incompetence.

The Hedge Knight's wanderings often take themselves in the extremes of a grim & perilous world. Smallfolk may beg these knight-errants to help protect their village or rally together against the Hedge Knight assuming them to be yet another marauder. Unencumbered of the politics of a formal order, some see themselves as the true embodiment of the knightly code. Others grow to scoff at useless titles and ideals, wondering why they must wait for them to be granted by others when they could just take them by force. Banditry is not an uncommon 'virtue' of such Hedge Knights, robbing and stealing as they see fit.

ISSUE CHALLENGE

Confronting a Hedge Knight is a dangerous prospect and many foes quickly find themselves pinned down by their valorous onslaught.

Effect: Select one foe in combat. That foe is left Defenseless to all Melee Attacks and Called Shots made with melee weapons you make against them until they are defeated. You may select another foe once the current one is defeated.

DRAWBACK: CRESTFALLEN

Hedge Knights are restricted by a code, a set of principles and guidelines they adhere to. When they bend or even break this code, they make themselves susceptible to chaos' influence.

Effect: When you suffer Corruption, increase the number of points you gain by one. This means that if you suffer 3 Corruption, you gain 4 instead.

HEDGE KNIGHT ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Navigation	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Gatecrasher
SKILL RANKS	Toughness	TALENTS	Impenetrable Wall
SKILL RANKS	Warfare	TALENTS	Mounted Defense

HEDGEWISE

Talented in ways that others are not, Hedgewise are practitioners of the ancient, Themelic arts. Drawing their power from talismans, old rituals, inner will and a bit of luck, they are able to exhibit an uncanny mastery over the smallest of spells. They dally with danger as they work with Magick, lacking the formal training their betters will have had. Most Hedgewise discover their power at a very young age, using simple 'parlor tricks' to impress others. But as they mature in age, so do their powers. As does the allure of greater mastery over their strange abilities. Unless they become officially sanctioned Magick practitioners, Hedgewise are usually outlawed. Thus, most Hedgewise operate in secret, eternally fearful of investigation by Inquisitors.

Once a Hedgewise's powers have matured, they are strong enough to attract the attention of the Inquisition. Regarded as apostates by students of the arcane and treated as witches by worshippers of the divine, Hedgewise usually live lives spent in isolation or on the road. No matter how careful they are, their displays of Magick invariably invite the wanton attention of Abyssal demons. They constantly whisper promises of unmitigated power in return for the small 'sacrifice' of the Hedgewise's soul; thus, the lust for power begins, and the path towards the Warlock and Black Magister beckons...

HEDGEWIZARDRY

The Hedgewise can harness the simplest of the ever-changing Winds of Magick far more naturally than their studiously, wizardly counterparts. They exhibit mastery over the smallest of spells, but maintain an ignorance towards others beyond their understanding.

Effect: When casting Generalist Magick – at your option – you may automatically succeed at the Incantation Test, but move one step down the Peril Condition Track negatively. You also understand how to use the *Ritual of Magick Circle*.

SPECIAL TRAIT: ARCANE MAGICK

Combing the Æther into energies through sheer force of will and formula, you can harness Magick with but an utterance of a few words.

Effect: You are solely a practitioner of Arcane Magick. As a consequence, you may never adopt a Profession which has Divine Magick as a Special Trait. In addition, you immediately learn three Generalist Magick spells when you enter this Profession. If you gained Arcane Magick from a previous Profession, you learn an additional Generalist Magick spell instead.

DRAWBACK: CRUEL TUTELAGE

As Hedgewise are wholly self-taught in the ways of Magick, the practice of their spells is messy and chaotic. Hedgewise and their ilk make easy prey, leading them down a path towards the blackest and most soul-corrupting of Magicks.

Effect: When you generate face '1' or '6' with Chaos Dice, you invoke a Chaos Manifestation. See **Chapter 10: Grimoire**.

HEDGEWISE ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[FB]
SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Azimuth
SKILL RANKS	Simple Melee	TALENTS	Blood Magick
SKILL RANKS	Survival	TALENTS	Supernatural Paranoia

HIGHWAYMAN

Highwaymen are folk heroes, champions of the downtrodden in dark times. Striking along dark roads, they ambush the wealthy and well-to-do, steal their wealth and goods, then distribute it among the small folk. Brash, boisterous, yet extremely charismatic, they very rarely harm their victims except for rustling the odd bodice or causing a monocle

to pop out. Regardless, the aristocracy despises the noble Highwayman despite the commoner's love of them. Furious reeves and incompetent counts will hunt them to no avail, often making fools of themselves and only bolstering the Highwayman's reputation and charm.

Should their small folk be threatened, their friends captured, or they be run out of their homes, Highwaymen will sometimes take their pistols on the road. Their combat abilities, wit and rakish charm are a boon to any party, though their notoriety will rarely place them in good light with the ruling class. Chaos loves a rebel, and if a Highwayman finds their way into the sweet stink of corruption, they will often feel compelled not to only steal from the rich, but to kill and usurp them. Sometimes they just steal from everyone, only to be pursued by the peasants who used to sing their praises, braying for recompense.

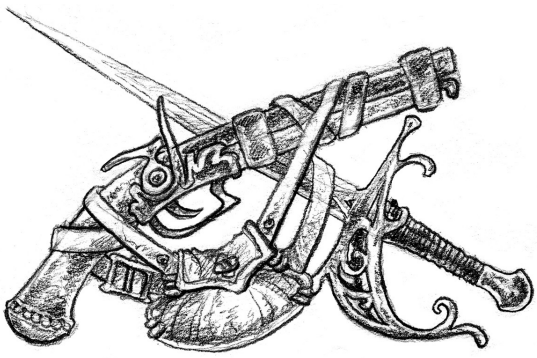
STAND AND DELIVER!

Whether robbing from the rich to exact for the poor, or simply robbing for their own gain, Highwaymen always find purchase for their quips where they can be bought or afforded when defending themselves.

Effect: At your option, you may substitute the Charm Skill in place of Intimidate. In addition, you may substitute Charm in place of any Skill required to Parry melee weapons.

HIGHWAYMAN ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Disguise	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	TALENTS	Saddle-born
SKILL RANKS	Simple Melee	TALENTS	Silver Tongue
SKILL RANKS	Simple Ranged	TALENTS	Take 'em Down



INFORMER

Information is always at a premium. Sizable libraries are scarce, the maneuvers of court are obfuscated from the common people, and even basic education or the status of a war is nearly impossible to obtain. That's where the Informer comes in. They deal in cold-hard facts, secrets and juicy rumors; business is always booming for them. Whether an aristocrat wants to confirm rumor of an assassination plot, a gang member wants to know when the next gin shipment is passing through or guildmaster needs to confirm the private records of a rival guild, an Informer can get the information from their network of contacts, rumormongers or even stolen libraries. Though Informers are useful tools, no one wholly trusts them; Informers rarely play sides, readily taking payment from one customer, then all too quickly selling those same secrets to another customer. This is simply a part of their trade, and anyone who deals with an Informer knows it's the cost of doing business. Despite their slyness and double-crossing tendencies, Informers are a necessary evil in a grim & perilous world's great game of politics.

Informers straddle a dangerous line, and when the heat gets too unbearable, they will lay low for a while. Many become

wanderers, moving every day and perhaps spending weeks plundering dark ruins. Such activities tend to make people forget about them. The Informer has a natural advantage when it comes to influencing potential enemies while adventuring; they have enough dirt and leverage to embarrass even an Orx. Informers are not immune to their own tricks, however. Their enemies love to reveal the secrets Informers hide deep in their souls, viewing it as a delicious cruel irony. Villains of the Abyss see nothing more fitting than for these muckrakers to be covered in their own brand of filth.

SHADOW BROKER

Legal informants and other underworld associates share random information with you freely for the benefits they may yield at a later time. Assembling these dissonant parts, your mind can weave them together to provide significant leverage when the time is right.

Effect: At any time, you may spend 1 Fortune Point (or 1 Reputation Point if your GM is using these alternative rules) to gain a critical piece of information from underworld contacts, rumormongers or other sources. Reputation Points and their use can be found in **Game Mastery chapter in ZWEIHÄNDER Revised Core Rulebook**.

INFORMER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Disguise	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Larceny
SKILL RANKS	Simple Melee	TALENTS	Secret Signs
SKILL RANKS	Stealth	TALENTS	Streetwise

INVESTIGATOR

The gift of memory and the histories were seen as a great blessing, but no longer. Today, folk put their faith in the editor of the weekly broadsheets and penny dreadfuls to entertain. The gift is not lost though, the Investigator being a master of details, making their livelihood through investigating criminal (and sometimes infernal) activity. Though 'the devil is in the details', theirs is a science based on speculation rather than actual fact. For example, alchemy cannot determine who wielded a blade or whose blood was spilled, but keen observation, tracking, and a quick analytical mind are more than enough in cities with only a few thousand residents. Investigators seem almost impossibly, preternaturally keen, able to link together wildly unrelated clues to create a consistent narrative. It's a pity that few gaolers or headsmen care as to the innocence or guilt of the condemned.

Their investigations sometimes lead them afar, tracking their quarry over land and sea. By imbibing opium and diving into their visions, little truths reveal themselves, as Investigators are 'cursed' to notice details both gruesome and seemingly mundane. Their bizarre, obsessive piecing of information together means that the Investigator often recreates the horrors of a scene within their mind's eye, giving them a front seat to its attendant pain.

TRUE DETECTIVE

The Investigator sometimes experiences visions, slivers of petty information which form a loose mosaic in the darkest recess of their mind. They possess the singular ability to disassociate reality and put the pieces of the puzzle back together in a way most don't even comprehend. Investigators could be geniuses, but they will certainly appear to be lunatics.

Effect: When Intoxicated or underneath the effects of any poison, make a Scrutinize Test. If successful, you can ask for the GM to give you an important clue from your investigations you may not have already thought of or overlooked. This benefit cannot be gained more than once per day

INVESTIGATOR ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[IB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[PB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Impervious Mind
SKILL RANKS	Scrutinize	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Secret Signs

JAILER

Becoming a Jailer is rarely a career that anyone aspires to. It is a lonely work suitable for the strong-minded, as prisoners' cries and pleas are their only companion through long nights. This does not mean that Jailers cannot feel compassion or pity for their prisoners, but rather that they have grown to withstand such mental burden. This also makes them suitable custodians for the interred and the mad. Their jobs are dark and thankless, spending ages in dungeons with little contact aside from a potential head jailer and their quarters are rarely more than cells with ratty beds – little better than the prisoners under their charge. It is not uncommon for a lord needing a new Jailer to pardon a prisoner of their crimes, if they are willing to pledge their loyalty and serve in their new employer's cold, damp dungeons.

Jailers rarely ever venture into the light, but there are those who would employ these intimidating figures when in need of an interrogation, intimidation or beating, yet lack the necessary skills. Others even live for the pain and anguish that Jailors inflict – sometimes the Jailors themselves – and to them, the sounds of bones cracking and minds breaking brings sadistic pleasure. Any Jailor worth their salt needs such skills, but takes a certain kind of person to actually enjoy the process. Sanguine and bloody, these Jailers are oftentimes the most well-paid, but also the maddest, of prison guards

TORTUOUS INQUISITION

A Jailer knows every trick necessary to pry information from others. Psychological intimidation is their primary tool; acid, scissors, pincers and thumbscrews are reserved only for the most unyielding of prisoners. Between the bleeding and the screams, the Jailer knows when a prisoner is telling the truth, or simply lying to escape further pain.

Effect: You may flip the results to succeed at Interrogation Tests. When you succeed, it is always considered a Critical Success. In addition, when you successfully interrogate someone, you may inflict any Moderate or Serious Injury of your choice or cause them to suffer from Stress or Fear.

JAILER ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[BB]
SKILL RANKS	Heal	BONUS ADVANCES	[FB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[IB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Appalling Mien
SKILL RANKS	Simple Ranged	TALENTS	Menacing Demeanor
SKILL RANKS	Toughness	TALENTS	No Mercy

JESTER

Free speech is a rarity in an age when even a rumor about a noble can land you in the stockade, or worse. The Jester is thus a god amongst men, having not only free reign to say what they like, but also point and joke right in the powdered faces of the nobility. A joker and crass comedian employed at court, the Jester will frolic and jape, insulting dignitaries and making up crude lies on the fly, all of which the nobles find rib-ticklingly hilarious. Outside of court, though, Jesters are not respected; being seen as annoyances, stooges to the aristocracy and just plain liars. Jesters don't often tell lies, merely exaggerations. Few are able to 'dim the lamp', so to speak, over their mocking personality.

Jesters will leave court either because their usual japes have become a bore, their jokes have insulted the wrong dignitary or in becoming a confidant to some noble, they have learned too much. Sometimes, they may even find themselves a head shorter lest they flee. Jesters are rarely charming, but they are sneaky and can always get a rise from the most high-browed stuffed shirt. Either to laugh uncontrollably or attempt to throttle the Jester. Nothing distracts a Skrzzak more than insults about his Broodmother. For this reason, few foes have sympathy or time for a Jester. Perhaps worse though, the Abyssal Prince of Pleasure may take interest in their manic japes, stealing them away to forever prance in His halls of madness, pleasure and death.

BANTER & JIBE

Royal court jester, a slave to humor. Monarch's entertainer, I'm his consumer. I can only entertain, where my voice can't be heard. A clown, a joke, a fool – as I am often referred!

Effect: You may flip the results to succeed at Coordination Tests. When you succeed, it is always considered a Critical Success. In addition, you always succeed at Coordination Tests to perform acrobatics.

JESTER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	TALENTS	Forked Tongue
SKILL RANKS	Simple Ranged	TALENTS	Gallows Humor
SKILL RANKS	Skulduggery	TALENTS	Handspring

LABORER

Despicable, backbreaking and often thankless work is the lot in life for the Laborers of a grim & perilous world. Such work is necessary to keep the wheels of society turning, whether it includes dung collecting, lamp lighting, chimney-sweeping, mining, fishing, and numerous other careers that bring rough hands and bent backs. Few songs are written about the noble chef who belabored over pots of stew, the carpenter who slaved for weeks to finish a nobleman's wooden throne or the gong farmer who scraped the privy's pipes for days following a week-long Dionysian feast. Laborers often tire of their menial jobs and demanding employers, so they will oft change positions, picking up a new trade that taps into their ability to endure physical labor.

For Laborers, the world outside their hovels is a very dangerous and frightening place, one they are ill prepared for. Encounters with scary monsters and the lure of chaos often marks their end, but for those that survive, they become the plague rats of corruption. They absorb the corruption and on returning home, spread it throughout their communities like a sickness. A once simple stable hand or midwife may resort to murder at the drop of a hat or spread blasphemous ideas, so corrupted they are. This draws other purveyors of chaos into the heart of civilization… just where they like it.

BACKBREAKING LABOR

The Laborer is accustomed to hardship and demanding physical routine. They are the go-to when laborious tasks need to be performed, requiring not only strength, but tenacity and endurance.

Effect: You do not suffer the ill-effects of Peril, until you are at "Ignore 3 Skill Ranks" on the Peril Condition Track.

LABORER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Drive	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Gamble	BONUS ADVANCES	Fellowship+1
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Pilot	TALENTS	Carousing
SKILL RANKS	Simple Melee	TALENTS	Nerves of Steel
SKILL RANKS	Toughness	TALENTS	Strong Jaw

MAN-AT-ARMS

Standing armies are a rarity in the modern era as they are extremely expensive to maintain and national borders are stable enough not to need constant shows of force. When the horns of war sound, aristocrats will heed their lord's calling by sending a loyal contingent of Man-At-Arms to serve. Although not mercenaries, Men-At-Arms are professional soldiers who make their living by fighting, having the discipline and training to attack and fight as commanded. When not at war, these women and men will serve in town or city garrisons, or as caravan guards. When the call comes, they will readily muster, ready to go to war. Those that do not die in combat are handsomely rewarded with plunder and coin.

When there are no wars to be fought and a Man-At-Arms grows bored of guard duty, their skills ensure they have options aplenty. They can plunder lost tombs and dark wildernesses in search of fortune and glory; sell their service as a mercenary; or in difficult times, perhaps turn to brigandage and robbery. Unfortunately, their savagery can often get the better of them; when forged and tempered in the flames of war, you know little else than slaughter. Abyssal fiends find easy targets in Men-At-Arms, often only requiring a small push to go from bridled bloodlust to all-out destruction.

SHIELD WALL

The Man-At-Arms can form a protective wall of defense, safeguarding their comrades from harm. While armed with a shield and you stand side-by-side with a chosen ally, you can shield them from incoming attacks.

Effect: When Engaged with an ally and they fail to Parry or cannot do so, you may immediately Parry in their stead for 1 AP. If successful, they suffer no Damage (and neither do you). You must have a shield in-hand in order to use this Trait.

MAN-AT-ARMS ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Leadership	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Lightning Reaction
SKILL RANKS	Toughness	TALENTS	Shield Slam
SKILL RANKS	Warfare	TALENTS	Sword & Board

MILITIAMAN

With the cost of maintaining standing armies being so high, peasant levies or Militia, are cheap, common alternatives. Comprised of villagers or townsfolk who train little more than once a week, when the call comes, Militiamen leave their livelihoods as bakers, blacksmiths and farmhands behind and march to war. Their training and equipment varies on the city and country; wealthy states may equip their militia with proper arms and armor and provide proper training, while poorer states will send their peasants to war with nothing more than thick clothing, a few rusted pikes and some harvesting scythes. Either way, a Militiaman will fight their hardest to defend home and hearth, but all have a tendency to break when the odds are stacked against them.

Being a Militiaman is rarely a permanent profession and there is little to be gained from it, but a few will use their minor combat experience as a spur to search for glory. Unfortunately, they are ill-suited to such a life, the Militiaman longing for the comforts of home, where a Man-At-Arms would yearn for action. A half-submerged temple teeming with half-fish sirens is no place for a potter who barely knows how to swing a sword. The smallest minds break the fastest, and those Militiamen who believed themselves to be brave and strong will oft end up gibbering in a corner of a damned ruin.

GUERILLA WARFARE

Not disciplined enough to withstand a straight engagement, the Militiaman is constantly on the move, using hit-and-run tactics to influence the outcome of any battle. They are able to move across the battlefield without sacrificing their defenses, strengthening themselves against the oncoming onslaught.

Effect: You never provoke Opportunity Attacks with Movement Actions or any other action you take. In addition, any Movement Action a foe takes while Engaged with you immediately provokes an Opportunity Attack from you.

MILITIAMAN ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Rumor	BONUS ADVANCES	[CB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Stealth	BONUS ADVANCES	[WB]
SKILL RANKS	Survival	TALENTS	Instincts
SKILL RANKS	Tradecraft	TALENTS	Rural Sensibility
SKILL RANKS	Warfare	TALENTS	Sprint

MONK

Monks are divine librarians who dedicate their lives to studying the world's mysteries both great and small. This is often an integral part of the faith as they spend their days illuminating manuscripts, recording decrees, analyzing hymns and advising those curious of the divine powers. Nearly every religion has at least a small cadre of Monks who specialize in particular aspects of their faith. For example, Dwarf Monks have the holy duty of recording clan rivalries in the Book of Old Grudges, whereas Elven Monks are often responsible for cataloging the flora and fauna surrounding their cloisters. There is little reward to be had in being a Monk, but they are some of the most educated and nuanced academics in a grim & perilous world.

Monks will sometimes pack up their quills and scrolls and leave the comforts of their cloister in search of hidden religious knowledge or relics of a forgone time. Though ill-suited to combat, Monks are educated in languages, scholastic facts and map reading, and can easily decipher ancient runes or parlay with other priests. Some Monks become radicals, followers of fringe religions that the civilized world no longer follows. Either way, Monks differ from other priests in that their view of religion is subtler and they accept similarities between different faiths. This sometimes puts them at odds with their teachings, leaving them vulnerable to the call of chaos and the maddening whispers of darker gods.

LEARNED DEVOTEE

Monks have spent many candle-lit hours studying the holy writ and ancient histories, laboriously transcribing many languages into the common tongue.

Effect: You can read, write and speak the language of any creature that is classified as a Humanoid (including player Ancestries). In addition, whenever you suffer Corruption, decrease the number you gain by 1 (to a minimum of one). This means that if you suffer 3 Corruption, you gain 2 instead.

MONK ADVANCES

SKILL RANKS	Drive	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Azimuth
SKILL RANKS	Simple Melee	TALENTS	Impervious Mind
SKILL RANKS	Tradecraft	TALENTS	Multilingual

OLD BELIEVER

The Old Believer is a medicine man or woman, sometimes a shaman, who creates folk remedies – poultices and infusions – from the plants and small life in the wilds to aid others. Typically living in rural villages that still believe in the 'old ways', besides making remedies, an Old Believer can serve as midwife, advisor and sometime fortuneteller. Some of their remedies are nothing more than placebos, love potions, potency supplements, stomach virus cures and the like, but every once in a while, an Old Believer will tap into some of the world's ambient Magick and produce a tincture or ointment that is purely supernatural. Many of those who do become Hedgewise, and eventually turn towards the Druid's path.

As new empires annex the wilderness, ancient villages are subject to indoctrination of new faiths and so many Old Believers find themselves no longer welcome in their homes at risk of imprisonment. Some give up, but others leave in search of herbs and new places to practice their faith. Their base skills in medicine, natural healing, and survival are a boon to any party in the wilderness, but the Old Believers have a dire secret, one that they are not even aware of. If you look hard enough, you can find indisputable links between the old ways and proto-worship of old Abyssal gods. Many Old Believers have taken their own eyes upon discovering the links between their Magicks and pure chaos.

WHITE WITCHERY

You are able to call forth strange, eerie powers from beyond the Æther. Although you do not have a true understanding of where they come from, you pay tribute to older gods nonetheless for such miracles.

Effect: Select any one Generalist Magick spell (providing that it does not cause harm to another). When you attempt to cast this Magick, you do not need to roll percentile dice to make a Skill Test. Instead, you Critically Succeed at the Incantation Test you intended to make. Furthermore, you may select one additional Generalist Magick spell at both Intermediate and Advanced Tier with the aforementioned limitations.

DRAWBACK: ABSTAIN FROM VIOLENCE

You have given yourself to the god's mercy, taking no part in the selfish passions nor acts of violence. You are a pacifist at heart and it brings you great sorrow when you do hurt another – even if they would intend to kill you.

Effect: Should you intentionally bring harm upon a creature classified as a Humanoid (including player Ancestries), you are unable to call upon your White Witchery abilities for three days.

OLD BELIEVER ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Survival	TALENTS	Determination
SKILL RANKS	Toughness	TALENTS	Indifference
SKILL RANKS	Tradecraft	TALENTS	Secret Signs

OUTRIDER

Outriders are by necessity, hardy individualists, spending their days as the forward for armies, always scouting for possible dangers, ambushes or signs of the enemy. Having to ride miles ahead of the main column means they must be

both resourceful and courageous, skilled scouts and masters of both the wilderness and their mounts. Many of the rank-and-file see Outriders as cowards and the first to run away from battle, but countless Outriders have died so that their companies could live. Outriders often carry signals with them to alert their allies, either small flutes or gunpowder-fueled flares of different colors to provide different warnings.

Journeying, travel and exploration are second nature to the Outrider, and when not at war, some will join adventuring parties. Their skills in navigation, weaponry, stealth and survival can lead a lost group out of the most dangerous situations. Not all Outriders adventure willingly; some have been discharged from service, fled the battlefield in disgrace or lost their animal companion. The life of an Outrider is often a lonely one as well. They find little companionship outside of their mounts, and the long distances and hours separated from their battle group often makes them feel alone and watched. It is when they feel at their most forsaken that servants of chaos strike, subtly affirming their insignificance.

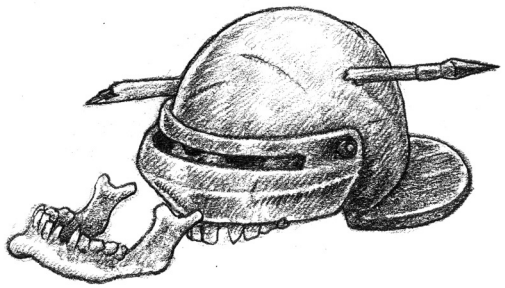
SITUATIONAL AWARENESS

Your road-weariness has turned into a wariness unseen amongst others. You have attuned yourself to the smallest of sounds in the wilds, and can react quickly and efficiently.

Effect: When you fail an Awareness or Stealth Test, you may re-roll to generate a better result, but must accept the outcome.

OUTRIDER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[BB]
SKILL RANKS	Navigation	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Stealth	TALENTS	Azimuth
SKILL RANKS	Survival	TALENTS	Rural Sensibility
SKILL RANKS	Toughness	TALENTS	Saddle-born



PEASANT

Not all heroes come from upstanding knightly orders or students of arcane lore – the real heroes of the realm are the Peasants who work the fields, trying to provide enough food for their families and their lieges. Most Peasants are hardworking and happy with their lot, finding joy in the repetition of plowing, sewing and harvesting their fields, tending and slaughtering their herds, gathering nuts and berries from common land, then selling their wares and repeating the process the next year. This is a simple life, little changed for generations, but not an easy one. Your work determines if your family will live through the winter and though more children means more mouths to feed, it also means more hands to work the fields. Peasants are a common sight in a grim & perilous world.

Some despise this life and want more than another season of drudgery, perhaps even aspire to become a folk hero of legend. Others flee after suffering spoiled crops from one year to the next and from seeing their families suffer from hunger and disease. This is made worse by seeing others who have more despite not having worked as hard. The heart of the simple Peasant is easily as inflamed by valorous deeds, as it is lured into sin. Armed with sickle and sword, Peasants may rally to strike off the head of the very lord they'd previously served before!

MORE WORK?

The long, arduous days a Peasant faces never seem to end. Rustic in your ways, you're well-acquainted with the hardships of labor and have developed a specific tolerance towards backbreaking drudgery. And when you rest, you sleep soundly and always awaken refreshed.

Effect: Adjust your Peril Threshold by +3. In addition, you always recover your Peril Condition Track to Unhindered after resting.

DRAWBACK: SALT OF THE EARTH

Despicable wretch! Lowly worm! Kneel before your betters, and polish my boots while you're at it!

Effect: When you enter this Profession, immediately change your Social Class to Lowborn.

PEASANT ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Drive	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Stealth	TALENTS	Rural Sensibility
SKILL RANKS	Survival	TALENTS	Secret Signs
SKILL RANKS	Toughness	TALENTS	Supernatural Paranoia

PILGRIM

Pilgrims devote themselves to their faiths entirely. They are religious wanderers, moving from village to village, preaching the gospel and visiting holy shrines. Whether in the deepest reaches of old ruins or great city temples, the Pilgrim actively seeks out miracles, relics and saints they can hold dear in their soul. Although often denounced as fanatics, they know within their heart of hearts that they are the closest of all mankind to the gods. This cannot be disputed, for despite not having taken holy vows and principles, they seem resistant to the dark pull of Abyssal promises of power.

If a Pilgrim needs more than their faith for protection, they take up their walking stick as a cudgel or fall in with a band of adventurers. Their calling's need for them to be self-sufficient means they have skills useful in the wilderness, in healing and in social situations, so they are often welcome traveling companions. While the Pilgrim is a bulwark of his faith, chaos loves picking at their insecurities. Any flinching away from the Pilgrim's divine certainty is like finding a chink in the armor for Corruption. Chaos thus feeds on a Pilgrim's self-doubt, replacing their once beloved gods with new gods of blood, decay and perversion. A Pilgrim never loses their love for their old gods, but it lessens as their devotion to a sicker, more Abyssal lord festers.

ROAD TO ENLIGHTENMENT

The Pilgrim is a spiritual aspirant whose faith secures them a place at the side of those they revere in the afterlife. However, this spirituality can be compromised by the unwanted attentions of Abyssal terrors. Fortunately, their shield of faith safeguards them at opportune times.

Effect: When you suffer 1 to 3 Corruption, make a (Routine +10%) Resolve Test. If you suffer 4 to 6 Corruption, make a (Standard +/-0%) Resolve Test. If you suffer 7 to 9 Corruption, make a (Challenging -10%) Resolve Test. If successful, you suffer no Corruption.

PILGRIM ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[FB]
SKILL RANKS	Heal	BONUS ADVANCES	[FB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Ride	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Impervious Mind
SKILL RANKS	Survival	TALENTS	Long-winded
SKILL RANKS	Toughness	TALENTS	Sprint

PIT FIGHTER

The Pit Fighter does not engage in combat on the field of battle, but before baying crowds in acts of spectacle and butchery, sweat and viscera. Some are free, others slaves, but both slaughter criminals and beasts in the arena for the entertainment of others. In the simplest of fights, two men enter, one man leaves, but some arenas increase the spectacle and the danger by placing traps to pin the unwary, holding fights against beasts – or worse, mutants and demons or even as bloody sacrifices to the gods! Regarded as little more than butchers or sadists, Pit Fighters are adaptable in combat and skilled in a variety of fighting styles. Formidable fighters whatever implement is put into their hands, the Pit Fighter's skill in sadism often drive crowds into an uproar as they scream "FINISH HIM!" in anticipation of the *coup de grâce*.

Whether they are criminals that fight simply for the right to stay alive or mercenary entertainers who get a cut of the proceeds from the betting circuit, Pit Fighters are without question ruthless killers. With each vicious act, it eats away at their humanity bit by bit. Sure, a Pit Fighter may find fame in eviscerating opponent after opponent, but it rarely means they find friendship outside of the pit circuit. Theirs is a lonely life, one that can only end in death, but some reach celebrated heights, their names chanted aloud as the blood of fallen foes drip from their hands. That is when they become less of a man and more of a monster, following the call of the crowd for just a moment of acceptance.

BLOOD & SAND

The roar of the crowd inspires the Pit Fighter to greatness. Let the lavish spectacle of the sport begin and rally the people to your favor!

Effect: Whenever you spend a Fortune Point, you move one step up the Damage & Peril Condition Tracks positively.

PIT FIGHTER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[CB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Hard to Kill
SKILL RANKS	Simple Melee	TALENTS	Indifference
SKILL RANKS	Toughness	TALENTS	No Mercy

PREACHER

In the endless suffering, both mental and physical, of a grim & perilous world, the Preacher plays the role of spiritual advisor, leader and confidante. Their testimony can bring hope to the weak, despair to the unfaithful, joy to the pious, sorrow or penitence to the sinner. Blessings be to those willing to shepherd the lost flock through their darkest hours, with the hope that they may see yet another dawn. Preachers stand behind their altars, spouting the word of their gods and beseeching blessings from on high. Tithe bowls are passed, thanks are given and solemn prayers are sung. Some Preachers do not settle for one flock, but travel to god-forsaken lands, preaching gospel and saving heathens from themselves. Such priests are rarely greeted with open arms, being intrusive, pushy and too ready to reveal the light to 'non-believers' – meaning anyone not within their faith.

The Preacher's position of moral authority gives them an almost unprecedented ability to mislead, manipulate and extort their congregations. It only becomes more dangerous when their proclamations actually carry divine power, as they sometimes do. They may mistake divination for madness, their own weakened minds seen as their god's will, a charge that no man can ever disprove. And woe to the Preacher when the people forsake their gods. As their earthly proxy, killing the messenger may bring peace to the downtrodden!

FIRE AND BRIMSTONE

A Preacher's sermons are filled with impassioned words, evoking vivid images of sinners in anguish and torment.

Effect: You may flip the results to succeed at Leadership Tests. When you succeed, it is always considered a Critical Success. Furthermore, you always influence a number of people with the Leadership Skill equal to three times your [FB] – this includes use of Inspiring Words during combat. You also understand how to use the *Ritual of Blessed Sacrament*.

SPECIAL TRAIT: DIVINE MAGICK

You are a proxy to a distant god, calling for divine intervention with the utterance of sacred prayers.

Effect: You are solely a practitioner of Divine Magick. As a consequence, you may never adopt a Profession which has Arcane Magick as a Special Trait. In addition, you immediately learn three Generalist Magick spells when you enter this Profession. If you gained Divine Magick from a previous Profession, you learn an additional Generalist Magick spell instead.

DRAWBACK: LURE OF POWER

The wellspring of Magickal power is immeasurable. It woefully draws its practitioners deeper and deeper into its embrace, corrupting both the soul and the world around them.

Effect: When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. See **Chapter 10: Grimoire**.

PREACHER ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Leadership	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Impervious Mind
SKILL RANKS	Scrutinize	TALENTS	Silver Tongue
SKILL RANKS	Simple Melee	TALENTS	Worldly

PROSTITUTE

As the world's oldest profession, Prostitutes hold an uncertain position within society. Most are employed in brothels, making little coin once their services have paid for room and board. These brothels range in quality from roadside stop overs to a concubine's lavish chambers. Some Prostitutes serve in temples where their service to the faith carries no social stigma. The more ambitious Prostitutes may be pimps, retire to become madams or service violent 'pleasures', but some rise to become courtesans with official positions at court. Prostitutes may offer more than sexual comforts; many are an understanding ear to their client's problems, a few have learned the exotic massage arts of the east and a minority even entertain without using their bodies.

The life of a Prostitute is hardscrabble. Some run away from abusive madams or pimps, taking to following roving armies to ply their trade or even become adventurers in search of independence and wealth. Here they can pick up martial skills uncommon to the underclass. Unfortunately, Prostitutes make prime targets for corruption by the Abyssal servants of pain and pleasure. There are even rumors that corrupted Prostitutes spread their damnation through sexual congress, carrying deadlier plagues than mere venereal disease. Even if untrue, a Prostitute's honeyed words have seduced more than one victim into the seething corruption that waits in the darkest of shadows.

THE FULL MONTY

Prostitutes use suggestive body language, risqué acts and innuendo to convince others to do their bidding.

Effect: All Skill Ranks you acquire in the Charm Skill modify your Base Chance by +20, instead of +10. In addition, when you perform acts of carnal knowledge with another, you both 'get lucky', gaining 1 Fortune Point each to personally use. This benefit cannot be given or gained more than once per day.

PROSTITUTE ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor (Fellowships)	TALENTS	Ambidexterity
SKILL RANKS	Scrutinize	TALENTS	Holdout
SKILL RANKS	Simple Melee	TALENTS	Larceny

PROVOCATEUR

In the games of prestige and power played at court, at masquerades and salons, in gambling halls and drug dens, there is one figure that the nobility and the well-to-do must watch and listen for – the Provocateur. Mysterious and manipulative, the Provocateur is capable of infiltrating and schmoozing any social circle, extracting information and even dispatching foes with elegant efficiency. They combine seductive charm, worldly knowledge and secret motives in one deadly but attractive package. Many a lord or lady has been found with their pantaloons down – both literally and figuratively – as a result of a Provocateur's scheme, only for the culprit to have fled or plead ever so convincing innocence.

The Provocateur makes many enemies, and one misplaced kiss or ill-conceived plan could land them in hot water. Banished from their comfortable yet dangerous lifestyle, their guile, proficiency with disguise and knack at parlaying grants them advantages in both the slimiest of dens and the most gilded of halls. Of course, their overconfidence and brazen attitude can just as easily land them in hot water here and whether that ends up with them bare knuckle brawling in an alligator pit or chasing a wagon down a crowded street, trouble follows them. It also increases their chances of suffering injury, sickness and the even darker whispers of Abyssal fiends, seeking to lure them towards corruption.

SHAKEN NOT STIRRED

Play it cool, hold your cards close to your chest and roll the dice only when you are absolutely certain you'll win. But when all else fails, you always find another in-road for your ambitions.

Effect: When you fail a Charm or Eavesdrop Test, you may re-roll to generate a better result, but must accept the outcome.

PROVOCATEUR ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[CB]
SKILL RANKS	Disguise	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Doppelganger
SKILL RANKS	Simple Melee	TALENTS	Holdout
SKILL RANKS	Simple Ranged	TALENTS	Impervious Mind

PUGILIST

The Pugilist fights with his fists for money. Perhaps they were always a scrapper and joined a traveling circus, or they learned to fight in the army and found no other career, or they learned to fight protecting their family against the Bailiffs or they are just a rowdy drunk. Now they are able to win fights with their bare fists by strength of will and atrophy of nerve. A rare few make their living as prize fighters, living off hefty purses as prizes, while the washed-up end up in the back alleys fighting for a handful of pennies or as bouncers in lowly winesinks. Regulated matches leave the fighters looking only slightly better than pounded beef, while amateur bouts can end with one – or both – participants dead. Not to mention lingering pain, blackouts and confusion; pugilism is a sport where sacrifice is key.

What does a Pugilist do though, when they can no longer, or no longer want to, fight? Aggression being their forte and their livelihood, the Pugilist finds it very challenging – nigh unto impossible – to sire and raise a family or improve their station to more gentile callings. They can no more change their nature than a bull in a china shop. Many a lover or child has fallen bloody prey to their own attempts to disprove this; truly, a grim end for even the mightiest of Pugilists. All that's left is the fight, and the Pugilist is willing to bring it on until their own bitter end comes.

MORTAL COMBAT!

Pugilists rarely know one end of a sword from the other, but they can rely on their fists and feet to get the job done. Brutal palm strikes, ferocious kicks to the groin and bone-shattering head-butts make up their fighting style.

Effect: You ignore the Pummeling and Weak Qualities when fighting with Brawling type of weapons. In addition, you may refer to [BB] or [CB] when inflicting Damage with this type of weapon, whichever is more favorable.

PUGILIST ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Beatdown
SKILL RANKS	Simple Melee	TALENTS	Clinch Fighter
SKILL RANKS	Toughness	TALENTS	Ground & Pound

RACKETEER

The one figure that every shopkeeper dreads is the over-dressed thug done out in cheap finery and knocking at their door to collect their monthly protection fee. This is the Racketeer, a thug who portrays themselves as just an honest businessmen wanting to "protect the community we all live in". Most Racketeers run solo operations, backed by a small gang or even a Pugilist, but some landlords employ them as rent collectors, as do some aristocrats as aggressive tax collectors. Although the Racketeer will be the first to tell you they hate violence – "it's bad for business!" – if veiled threats have no effect, then they will readily leave a few bruises with their sap, threaten a loved one or take a club to a shopkeeper's knees. Or get their muscle to do it. Though ready to resort to violence, Racketeers rarely kill. Better to take their cut and keep people alive, so they can continue to collect.

If shopkeepers can collectively find enough courage to stand up to a Racketeer (and how dare they?), then the Racketeer will find themselves run out of town and penniless. This is when the adventuring life looks to be a better prospect, offering opportunities to employ their honeyed words on the unsuspecting or unleash any pent-up aggression upon the hordes. Though they think themselves the masters of business acumen and deception, the downside is that when their violence and trickery fails, the Racketeer is left revealed as nothing more than the two-bit thug they always were.

MASTERMIND

You're no fool when it comes to interpreting the letter of the law, as you take advantage of the sanctions that support the business and amnesties afforded to 'lawful' pursuits. However, when the law falls short, you lean on your lawless roots, resorting to bullying and threats to pave the way to largesse and lucre.

Effect: When you fail a Folklore or Intimidate Test, you may re-roll to generate a better result, but must accept the outcome.

RACKETEER ADVANCES

SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Incredible Numeration
SKILL RANKS	Scrutinize	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Menacing Demeanor

RACONTEUR

In the modern age of a grim & perilous world, the Raconteur is a *jack of all trades*, but a master of none. They regard themselves as being students of the world and although their attention spans are short, their drive to experience life is large. Never focusing on any one field, Raconteurs are professional amateurs who take in knowing just enough and being always ready with the right quote to join any conversation or give any considered, seemingly informed opinion. Thus Raconteurs make interesting additions to any guest list, spinning the most outrageous of stories and anecdotes. Unfortunately, they are also busybodies, bohemian and feckless, enjoying a privileged life free of social responsibility, free of obligation and free of debt.

Free of debt, you say? Oh, we didn't tell you? Raconteurs are the world's biggest freeloaders. You'll come home from working in the fields to find them lazing about your cottage, having eaten your larder bare or taken your horse for a joyride with "that rather randy fellow" or "a bonnie lass they met in the village", only to have lost the horse on the way back. Simply put, Raconteurs are charming malingerers, shirking duty at their own discretion, sponging off everyone. Once the well of charity has run dry, they move on to find the next 'friend' who can be taken advantage of. Only the most desperate of Raconteurs take to adventuring, and even then, their 'gift' of gab doesn't serve them very well when faced with the stark realities of a violent world.

JACK OF ALL TRADES

The Raconteur can apply the fundamentals of most abilities, even without formal training. They are true factotums, dedicating themselves as a jack of all trades but a master of none.

Effect: You gain a +5 Base Chance to all Skill Tests you do not possess Skill Ranks in.

DRAWBACK: NOTORIOUS MOOCHER

Living off the hard work of others, you manage to get by with but what's in your pockets or what's been given to you. Unfortunately, this casts an ill-light upon your reliability as you burn through your associates' charity all too quickly.

Effect: When interacting with people who you know, you must flip the results to fail Fellowship-based Skill Tests.

RACONTEUR ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	TALENTS	Carousing
SKILL RANKS	Simple Ranged	TALENTS	Forked Tongue
SKILL RANKS	Skulduggery	TALENTS	Worldly

RAKE

What becomes of a person who has lost everything? A life of leisure squandered and lost in but a moment of misfortune or a carried grudge? The Rake knows, for once they lived a life of wealth, if not one of great status, but no longer. Now they rub elbows with gutter trash, salty dogs and scurrilous cads, forced to live amongst the *hoi polloi* while sneered at by their former peers. The only thing Rakes detest more than the poor surrounding them are their rich and fashionable former friends. Although Rakes yearn to return to their old fortune and friends, if that's not possible, then as far as they are concerned, no-one deserves to be rich or in charge.

As outcasts, Rakes trade in their canes and fancy clothes for saps and leathers, living as both

brawlers and gamblers and able to toss off a quip just as easily as an uppercut. Although their journey of redemption can lead them to odd places, the Rake knows that however far they slip down the social ladder, they will climb back up – eventually. Nothing will stand in their way and this is their greatest weakness. So strong is their lust and greed, they will destroy any threat or obstacle in their way, including those around them. Thus blinded to the fate of their compatriots, even those who actually care; this is when chaos of rebellion worms its way into their mind until they crumble like the high society they hate.

MAGNIFICENT BASTARD

A Rake lives a riotous life, rubbing elbows with miscreants of all stripe. As the threat of violence rears its ugly head, a vicious punch to the kidney may buy you some time to get away.

Effect: Select one foe in combat. That foe is left Defenseless to all Perilous Stunts you make until they are defeated. You may select another foe afterwards.

DRAWBACK: WASHED UP

Leaving behind the life they once lived, the Rake is now forced to rub elbows with the friends they've got, as opposed to the ones they had.

Effect: When you enter this Profession, immediately change your Social Class to Lowborn.

RAKE ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[BB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	TALENTS	Carousing
SKILL RANKS	Simple Melee	TALENTS	Forked Tongue
SKILL RANKS	Toughness	TALENTS	Lightning Reaction

RAT CATCHER

The Rat Catcher may not have the most execrable job in a grim & perilous world – that arguably is the 'gong scourer', but it is unpleasant. They travel from village to village, wading through rivers of human filth and trash or ducking into warrens where they bait, trap and ferret out vermin like rodents, moles, snakes and the like. With the aid of their ubiquitous 'small but vicious dog', they help prevent the spread of disease through their necessary work. During plague outbreaks, Rat Catchers are much in demand and famously can make money aplenty, but they rarely spend it flagrantly. Instead squirrelling it away for when rat and other vermin populations are thin, they maintain a penny-poor appearance and a reputation for miserliness.

Being associated with plague outbreaks means that Rat Catchers are seen as ill-omens. Some whisper of the strange and crude chalk markings left above rat holes that Rat Catchers have worked, that these are homage to a forgotten god, borne of filth and excrement, while others tell of the tale of the Pied Piper, a vivimancer reputed to have lured both rats and children into the wanton arms of the Skrzzaks' mysterious god. The Rat Catcher simply smiles grimly at such rumors, but perhaps there may be some truth to them?

GUTTERSPEAK

Maintaining congress with mangy dogs, wild rodents and tending to other varmints, Rat Catchers are often seen talking to themselves. However, they are in fact conversing to the animals they catch and hunt alongside with. They often reply to each squeak, chirp or hiss they hear. Having spent years in tunnels and warrens, they interpret them just as if they were talking to any other person.

Effect: You may use any Fellowship-based Skill to directly communicate with Small Animals (specifically moles, rats, rabbits, rodents, snakes, weasels and dogs). This interaction is not always beneficial: many creatures are skittish, ignorant,

confused, cunningly deceptive or even openly aggressive. This empathy acts as an all but supernatural type of communication; the complexity determined by the GM. In addition, you are immune to specific Diseases such as Filth Fever and Grey Plague.

RAT CATCHER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Stealth	TALENTS	Gallows Humor
SKILL RANKS	Survival	TALENTS	Instincts
SKILL RANKS	Toughness	TALENTS	Streetwise

REEVE

The modern roads of a grim & perilous world are plagued by bandits, highwaymen and worse. It is the duty of Reeves to patrol these roads, a duty that they carry out with brutal efficiency, scrutinizing every passerby, merchant caravan, coach, wagon and aristocrat's train for signs of criminal activity – or worse. This scrutiny is one that even the boldest of nobles would prefer to avoid, but grim and stony-faced, Reeves still go about their duty. Of course this is all a front, for Reeves are like any other men, they have homes to go to and families just like any other. When they holster their flintlock pistols and climb astride their horses, they almost an entirely different people.

A Reeve would never be seen consorting with the likes of Burglars, Sellswords and Diabolists. Those that do are usually running from something in their past – a false arrest, murder or even failure to carry out a brutal order given by a cruel baron, all could set a Reeve back on the road they once patrolled, their duty forsaken. Their duty invariably comes back to bite them – hard! Many times the thoughts of a con artist, Vigilante or road agent have readily turned to taking revenge on an ex-Reeve. If the servants of chaos don't take them down first, their old enemies will be their death knell.

I AM THE LAW!

The Reeve is so cold, they bleed ice – when they speak, they never need to repeat themselves. There are times when patrolling the roads over windswept moor and through dark forest, when a distinct show of force is necessary to cow a brigand or highwaymen, all it takes is a flash of their badge.

Effect: You may flip the results to succeed at Intimidate Tests. When you succeed, it is always considered a Critical Success. Furthermore, you always influence a number of people with the Intimidate Skill equal to three times your [BB] – this includes use of Litany of Hatred during combat.

REEVE ADVANCES

SKILL RANKS	Interrogation	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Menacing Demeanor
SKILL RANKS	Simple Ranged	TALENTS	Shoot From The Hip
SKILL RANKS	Toughness	TALENTS	True Grit

SCRIBE

Although there are wealthy nations that have developed fledgling printing-press technologies, elsewhere both the creation and replication of messages, proclamations, verbose legal texts, books and educational works as well as letters and deeds, remains the province of the Scribe. As professional readers and writers, Scribes work for those who can read – because they can afford to hire a Scribe – and those who cannot. They also need to be fast and to be able to write plain text as well as elaborate calligraphy. Many Scribes also serve as translators, turning one language into another, so that understanding can be reached between nation and Ancestries. Though the humble Scribe rarely admits it, the lives and fates of hundreds of thousands rest in their quills and ink pots.

It is rare that a Scribe is ousted from their work hunched over their desk, possible reasons include the forging of fake documents, the spreading of false information or propaganda, even anarchist screeds. Well-educated and quick of both wit and hand, one glance at noble's hand and they can copy the script style as if it was a simple drawing of a flower. So many a Scribe has made themselves extra money by writing fake pardons. Such talents can land them in trouble, as many Scribes with broken and worthless hands can attest. Once ousted, the dark corners of reality their skills can take them to rarely appreciate those who can read dread scripts and translate their meaning; ask a blind Scribe how they lost their sight, and see them weep as they tell their tale of hubris and woe.

SCRIVENER'S SPEED

You are trained to both to read and write at an alarmingly fast rate, which when combined with your lightning quick intellect, means you understand the written word quickly and easily and are able to replicate just as quickly and accurately.

Effect: You reduce the time required to use Education Tests by half (examples include research, speed-reading, writing, etc.). In addition, you automatically succeed at all Skill Tests to decipher cryptographs in languages they understand.

SCRIBE ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Determination
SKILL RANKS	Simple Melee	TALENTS	Incredible Numeration
SKILL RANKS	Tradecraft	TALENTS	Multilingual

SELLSWORD

When battle looms near, a normal person will ask what they're fighting for. Their king? Their god? Their countrymen? Whatever they decide, the Sellsword knows it to be lie. Instead, these grizzled mercenaries brandish steel for the coin it will put in their pocket. After all, if you're good at something you should never do it for free. For many a Sellsword an early death, unsung and unloved, followed by an unmarked grave awaits them. Wiser Sellswords have found brotherhood and a nod towards safety in banding together as mercenary companies. With gruff names like the 'The Bloody Mummers' or 'The Black Company', they live and die by their reputation and results, serving as platoons in undermanned armies or garrisons, moving between employers or simply waiting for the next war.

A Sellsword's reputation means more than their skill. Do they honor their contracts or solicit bids from the competition? Are they cold, calculating veterans or do they seek out and revel in violence? They are rarely trusted. Soldiers doubt their loyalty. Peasants revile them for their brutality. Lords tighten their purse strings once battle is done. Sellswords take contracts that no one else will – put down a peasant revolt, evict blue-bloods from their manors or ransack a shopkeeper's premises for a rival guild; sometimes this is the only paid work available. After all, it is the characteristic 'clink' of coins in the hand that drives them to murder others for profit.

DOGS OF WAR

*Every scar a Sellsword bears has a story behind it. Every disfigurement speaks to their history of violence. But war... **war** never changes. And every mercenary must debase themselves for survival, doling out barbarity with reckless abandon.*

Effect: You never suffer Serious Injuries.

SELLSWORD ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Leadership	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Indifference
SKILL RANKS	Toughness	TALENTS	Second Skin
SKILL RANKS	Warfare	TALENTS	Tough As Nails

SERVANT

Prospects are lean in a grim & perilous world and for the unskilled and those with no chance of learning a trade or joining a guild, the opportunity to enter service as a servant offers chances to support their families and better themselves. They sweep gutters, carry pints across a tavern, scrub gongs below the city, cook banquets and help dress lords and ladies many times a day. Their hours are long and exhausting, with respite found only in the small shacks or rooms under the stairs or eaves where they sleep. A lucky few work and live in better circumstances at a manor, but they are few in number, often recruited by the lords in question instead of being picked from the street. They're jobs that someone must do, but rarely are they remembered for doing them.

Their invisible presence means that Servants get involved in events quite unexpectedly, they hear secrets best left unsaid, witness acts of heinous violence or find tangible evidence of indiscretions. Overlooked by their superiors – unless they screw up a job – some Servants have turned it to their advantage. Even if they cannot find a way to profit from such titbits (for their employers surely would not suspect them?), they can at least take some pleasure in the gossip they have to spread. Found out, whipped and thrown out, in general, a Servant makes a poor traveling companion for adventurers. However, they find themselves perfectly content to tag along after being disenfranchised from their former master.

TOWN GOSSIP

The Servant is an invisible presence, able to blend into the background around their employers and less reputable members of society. This provides them ample opportunity to eavesdrop, covertly observing others while picking up juicy rumors.

Effect: When you fail an Eavesdrop or Rumor Test, you may re-roll to generate a better result, but must accept the outcome.

SERVANT ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Drive	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	TALENTS	Carousing
SKILL RANKS	Simple Melee	TALENTS	Silver Tongue
SKILL RANKS	Stealth	TALENTS	Worldly

SLAYER

There are things in the dark that mean ill to all, but there are a few who dedicate their lives to hunting such things. Taking up the mantle of Slayer never comes about under joyous circumstances. It always begins in blood, a mind-shattering experience that leaves the Slayer in pain and on a path that invariably ends in their bloody demise. Each Slayer vows to aid all those who need monsters slain. The best survive great battles unseen and unsung, their offers of aid seen as a means to scare or exhort the peasantry out of ale and coin. There is no such thing as a bad Slayer; should one make even a single mistake, then they will probably end up as another skull littering the bloody lairs of the things that still stalk the night.

The path of the Slayer takes them into dark corners where they often discover the naked and ugly truths of the world. They know the sins that birthed monstrous creatures that lurk; have seen the shadowed undead on the periphery of reality; and faced demonic hordes in mortal combat. Few escape such encounters unscathed, mentally or physically, only for the Slayer to search out the deadly after deadly encounters until sweet death takes their last breath. This path can also lead a Slayer's comrades to their doom, for the Slayer possesses a death wish that can only be fulfilled by a vainglorious death!

THE SLAYER'S PATH

The world is a dark place, filled with loathsome abominations. When these fiends appear, the terrified populace calls upon madmen known as Slayers to kill them. They are foe hammer to such beasts, attacking with relentless furor!

Effect: After you have successfully defeated a creature (providing it is not a Humanoid or of a player Ancestry), its kind then becomes your chosen enemy. When attacking your chosen enemy, you always add a 1D6 Fury Die to melee weapon attacks. In addition, you are immune to the Intimidate Skill – along with Stress, Fear and Terror – used by these creatures. Note that there is no upper limit to the number of chosen enemy types a Slayer can have.

DRAWBACK: DEATH WISH

Unfortunately, the path of the Slayer is a difficult one that only the truly insane would possibly follow.

Effect: In order to follow the Slayer's Path, you can never wear armor as it violates this tenet. Should you don armor, you do not gain the benefits of any Professional Trait – Slayer or otherwise – that you possess.

SLAYER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[BB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Ambidexterity
SKILL RANKS	Survival	TALENTS	Bad Axx!
SKILL RANKS	Toughness	TALENTS	Die Hard

SMUGGLER

Draconian laws, xenophobia and social taboos are a boon to some, but they are the bread and butter of the ever-elusive Smuggler. Any Smuggler worth their salt knows every port, seedy tavern and crime family; and if they don't, they are a dead man walking. Selfish and greedy, but only because they and their customers know their time is valuable, Smugglers often have debts to pay or families that rely on their criminal ways, but as long as they can make Kessel's Trade Run in twelve days, they can put food on the table. Not all Smugglers are noble at heart, breaking blockades and serving the needy. Many trade in illegal goods: hallucinogens, dangerous animals from distant lands and illegal arms. Such black market goods sell for high profits, but come with high risks of imprisonment or execution.

Smugglers and adventurers have skills in common. Quick reflexes, weapons and negotiation skills, and expert vehicle control means that if they can't convince someone or defeat them, they can certainly outrun them. Since not every deal goes down, this means that many Smugglers are constantly on the run from their pasts, with skeletons in the closet and ghosts of the dead lurking behind their shoulders and on empty stretches of the road, wearing nerves thin. This is an opportunity for chaos to play on doubt and paranoia and worry fester until it seems that all the Smuggler ever does is run.

HÄNS SHOT FIRST

Every Smuggler is ruthless at heart, resorting to villainy when the situation necessitates.

Effect: When combat begins, you gain 3 APs that must be used immediately at the top of the Initiative Order – even if you were Surprised. Once spent, determine your place in the Initiative Ladder and take your Turns normally. If more than two Smugglers are present, the one with the highest [PB] goes first.

SMUGGLER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Disguise	BONUS ADVANCES	[FB]
SKILL RANKS	Drive	BONUS ADVANCES	[IB]
SKILL RANKS	Pilot	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	TALENTS	Larceny
SKILL RANKS	Simple Ranged	TALENTS	Light Sleeper
SKILL RANKS	Stealth	TALENTS	Streetwise

SQUIRE

Squires undergo long hours of training to develop both martial and scholarly skills, performing rote tasks to instill strict discipline. They serve mentor knights, performing mundane duties such as caring for their horse, cleaning and maintaining their arms and armor, helping them into their armor and even fighting alongside their patron in battle. Some even attend forming schools, academies which pride themselves on equestrian arts, military history and strategy. Naturally, their students were all born with a silver spoon in their mouths, though it is not unheard of to find those born of lower status or bastardry serving as Squires to lowlier knights. On the battlefield, they are taught to value strength in numbers over personal might, reflected by their adherence to tactical warfare.

War never changes, but it changes those who make war. Each battle takes its toll on the Squire in the form of lost companions and shattered sanity. Then Chivalric altruism gives way to selfish survivalist instincts, the fresh-faced recruits turn jaded, intent on butchering their enemies. It is of no great surprise to find that the most murderous and sanguine of gently-born warlords began their tutelage as a Squire. Disenfranchised soldier-squires are even more dangerous as having lost both honor and wages, they often turn to brigandage and pillage – or worse. Some even look to found their own baronies, perhaps enslaving the local population in the process. This bothers them little, for they acutely know how demoralizing it is to serve without recompense.

METTLE & STEEL

Squires undergo harsh and rigorous training, lessons which a knight instills into them with vicious beatings at the end of a wooden sword. This regimen teaches them the skills they need both on and off the battlefield through practice, evolving into muscle memory.

Effect: At your option, you may substitute the Warfare Skill in place of Resolve. In addition, you may substitute Warfare in place of any Skill required to Resist Perilous Stunts.

SQUIRE ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Education	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Ride	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Arbalest's Speed
SKILL RANKS	Simple Ranged	TALENTS	Fencer's Panache
SKILL RANKS	Warfare	TALENTS	Silver Tongue

TRAPPER

In a grim & perilous world's colder climes, a good fur-lined coat could be all that separates you from life and death. The Trapper is a fur and pelt hunter, but instead of using guns or blades that could potentially ruin a good fur, they use traps and then dispatch their quarry with a cut across the jugular. Most Trappers make their living off of killing 'necessary' game; wolf or bear pelts for the cold, seal pelts for waterproofing and so on. Some trade in the luxury furs, such as mink or fox normally reserved for the elite. The most fearless trappers have their eyes on dangerous or illegal game, like the lions of the south or great basilisks and their diamond-hard scales. Despite being a necessity to many, some Trappers are subject to the ire of other rangers and nature types, accused of exploiting, rather than serving, the natural world.

Trappers travel far and wide for their quarry, following migration patterns or delving into lost ruins or caves to find rarer game. Others are run off of lands, either by territorial animals who have sensed a threat or a Gamekeeper who has had too many animals killed. Trapper are adept at not only making and laying traps, but spotting and disarming them too, from simple snares to complex arrow traps. They also possess great survival instincts and are excellent guides, but the stress of adventuring is entirely different from that gained from hiding in a tree waiting for your mark to approach. When a Trapper sees humans flayed or eaten alive by fodderlings, or see their allies succumb to injury from traps, they may slowly realize that they are no different from the monsters they fight.

IT'S A TRAP!

With an eye for the minutest of details, traps cannot confound you.

Effect: You automatically spot hidden traps without having to make a Skill Test. Furthermore, you may flip the results to succeed at Skill Tests to create and disarm traps.

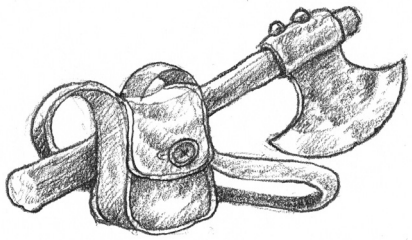
TRAPPER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[CB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Skulduggery	BONUS ADVANCES	[PB]
SKILL RANKS	Stealth	TALENTS	Azimuth
SKILL RANKS	Survival	TALENTS	Rural Sensibility
SKILL RANKS	Toughness	TALENTS	Take 'em Down

VAGABOND

A rolling stone gathers no moss, but you could say otherwise about the Vagabond. Vagabonds are wanderers, storytellers and well-weathered vagrants who find more solace on the roads between villages than they do settling into a dull drudgery. Wandering hither-and-yon, hopping on ships or tagging along with wagons to see what the world has to offer, Vagabonds live at the whim of their wanderlust and that is how they like it. Often strange and somewhat aloof, the Vagabond tends to pick up little mannerisms, stories and attitudes from places they visit, becoming more worldly and independent in the process.

Vagabonds are already adventurers in a sense, though they would rarely delve into tombs or walk alone into badlands. They are hardy and crafty individuals, having a smattering of skills from all walks of life they picked up on the road. The Vagabond is no stranger to tragedy, though, and sometimes the people they meet end up dead or worse. At times, having nowhere to call your own is rough on a wanderer, and Abyssal servants love tormenting these souls with visions of a life the Vagabond will never have, but one they will always chase after.



AIMLESS DRIFTER

Consigned to the life of a wanderer, you have seen far-flung places, shook hands with strange people and picked up odd affectations along the road, but as an experienced traveler, you know that road. In that, you're oftentimes viewed with apprehension or adoration, depending on who you speak with.

Effect: When you fail a Folklore or Navigation Test, you may re-roll to generate a better result, but must accept the outcome.

VAGABOND ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[WB]
SKILL RANKS	Stealth	TALENTS	Azimuth
SKILL RANKS	Survival	TALENTS	Rural Sensibility
SKILL RANKS	Toughness	TALENTS	Worldly

VALET

Being a Valet is not just a profession, but a fine art. Trained for years at academies that teach the intricacies of manners, traditions and social maneuvering, the Valet is far more than a simple household servant. They are intellectuals, mentors and companions that not only show that you have wealth, but that you know how to use it properly. The Valet is just as much a figurehead as the manor lord and a proper Valet takes utmost pride in their work. Quick with advice or a sly word, confidantes that keep secrets that would get others killed, some are closer to their lieges than their parents were. Either such parents took little interest in their offspring or their lieges were orphaned at a young age – perhaps their parents killed in an alley after a night on the town – but they are responsible for raising their lords into more than capable leaders and heroes.

Sometimes the secrets the Valet knows or a new upstart lordling inheriting a family fortune finds no use for a dusty old codger, leads to the Valet's dismissal. With fine tastes and dapper suits, Valets are ill-suited to a life of poverty, so often seek income or treasure elsewhere (or at least a new lord to ward over). Impeccably mannered, some Valets are not above spying on conversations, a useful skill in the halls of power. Yet the Valet can also be trusting to a fault, and in a time when the stench of corruption can waft from every dark alley or manor cellar, excess trust can lead to stained reputations, slit throats or even unimaginable demonic horrors.

ALFRED PFENNIGWORTH

Valets embody impeccable grace and confidence, attending to their duties with professional charm while galvanizing the presence of those whom they serve. Their presence mollifies reputation, lends credit to business dealings and ensures seamless social maneuvering.

Effect: When you Assist others with Skill Tests, they gain two Assist Dice instead, choosing the better of the two to use. In addition, when you Assist them, they may ignore any Critical Failures they roll, treating them as regular failures instead.

VALET ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	TALENTS	Meeting of the Minds
SKILL RANKS	Simple Melee	TALENTS	Multilingual
SKILL RANKS	Stealth	TALENTS	Silver Tongue

VIGILANTE

Vigilantes can be 'heroes of the people', handing out justice when the law fails to, but others are nothing more than paid ruffians, beating up others at the behest of some guild or simply the amusement of some petty noble. Some choose this path to right the wrongs they have encountered in their day-to-day lives, others take it up to be able to deal out violence and get paid for it. Whether professional bully or enforcer of justice, Vigilantes adopt colorful monikers, costumes and flourishes, creating an alter ego to protect their livelihoods and family. A few infamous Vigilantes from history include 'Guido Fawkes' and 'Spring-heeled Jack'.

Whether driven to right wrongs or mete out beatings and slayings, a few Vigilantes come to crave violence of its own sake, their knack for mayhem and murder transforming them into sadistic madmen or killers. Masked Vigilantes of this caliber include 'Jack the Ripper' and 'Whipping Tom'. When this happens, they may end up becoming a part of a villain's gallery, opposed by other Vigilantes whose drive for justice will invariably draw them into a fight with these would-be antagonists. In the end, there is a dark place within every Vigilante; a hole that cannot be filled by a life of sedentary peace.

MORTALITY WORK

With the tools of murder, a Vigilante savors all the 'little' emotions of the kill. In their last moments, people show you who they really are, particularly when you have a knife pressed against their throat.

Effect: When you inflict an Injury with a weapon, your foe also suffers 2D10+your [WB] mental Peril.

DRAWBACK: ALTER EGO

The powers-above will not cast their favor upon you, until you don the mask of a Vigilante.

Effect: When in places where you may be recognized as anyone other than your moniker, you cannot use Fate Points.

VIGILANTE ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Indifference
SKILL RANKS	Simple Ranged	TALENTS	Knifework
SKILL RANKS	Stealth	TALENTS	Strangler's Union

WATCHMAN

From the poorest rural hamlets to the largest of cities, Watchman are trusted to keep a keen eye out for trouble. Trained to repel unwanted elements, to rally to the hue and cry and to act quickly when danger is detected, Watchman patrol amongst the people and stand alone against the night. Trusted to keep the dark things out of settlements and to act as society's moral backbone, Watchmen are thought to be an elite force with seemingly endless numbers, but the opposite is true – no more than two dozen Watchmen patrol the largest cities, and even then they are usually underequipped. Watchmen have a knack of stretching out their numbers and warning against the largest threats, but even they cannot prepare for every eventuality that may befall a city's walls.

Watchmen are seen as pillars of law and order, but not all Watchmen stand so tall. Rough pleasures come with rough work, for it is not uncommon to learn that a Watchman visits the illegal brothels and gaming dens that they should be policing to indulge their vices. This can lead to their being blackmailed or bribed with a few farthings and the bribes can be even bigger when a Watchman has to look the other way as an aristocrat hurriedly exits a brothel! Greasing the palms of these petty sentinels is all but part and parcel to the stench of corruption that passes in and out of the city gates.

HUE & CRY

A Watchman relies on preternatural instincts to sniff out danger. They are quick to rally in the face of lawlessness, vigilant and alert.

Effect: When combat begins, roll 2D10, instead of 1D10, to determine your place in the Initiative Order.

WATCHMAN ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Arbalest's Speed
SKILL RANKS	Simple Melee	TALENTS	Eagle Eyes
SKILL RANKS	Simple Ranged	TALENTS	Light Sleeper

EXPERT PROFESSIONS

Unlike regular Professions, Expert Professions have specific requirements in order to enter them. Those which gain access to Magick are indicated below with an asterisk (*) beside its name. Expert Professions are arranged alphabetically.

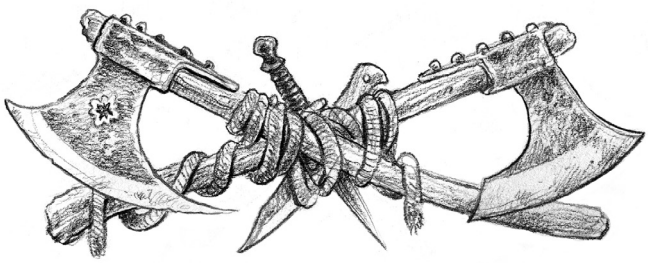
EXPERT PROFESSIONS

Archmage *	Hermetic *
Assassin	Hierophant *
Augur *	High Lector *
Badlander	Illusionist *
Barrister	Inquisitor
Black Magister *	Iron Abbot *
Bloodmonger *	Merchant Lord
Chattel Slaver	Military Officer
Crime Boss	Necromancer *
Dark Disciple *	Pistolier
Demagogue	Plague Doktor
Drowned One *	Pledged Guard
Druid *	Pyromancer *
Duelist	Revered Mother *
Dungeoneer	Rune Thane
Elementalist *	Scholar
Executioner	Shaman *
Explorer	Soothsayer *
Funerary Mage *	Truthsayer *
Godsworn *	Veteran
Grail Knight	War Dervish
Grey Guilder *	Warlock *
Guildmaster	White Wolf *

ARCHMAGE

You must possess at least two Skill Ranks in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick. Finally, you must sacrifice one Fate Point upon entering this Profession.

Magick holds many dangers, but it also grants many boons – warmth, benisons, defense, healing and more. It has become a great tool in a grim & perilous world, but the Magick practiced today is not that practiced in ages past. Secrets of the original arts have been lost to the ages, consumed by war or destroyed by natural disaster. Rumors abound of still ancient mages, living centuries beyond their time in remote locations where they study the origins of Magick. Much like Black Magisters, practitioners of arcane Magick uses the combined Ætheric Winds, but where the Black Magister crushes them into a swirling mass, the Archmage refracts and refines them into a separate, but together form known as Silver Magick. It takes decades to fully master this technique. In doing so, they reach heights unimagined by most other Magick users, yet in comparison to the Archmages of the past, they still remain apprentices in the high arts. The large majority seek knowledge and experience, striving for the real purity beyond the Material Realm and perhaps even the nascent energies that formed reality at its core.



Traditionally aloof and cloistered behind walls of esoteric know-how, the Archmage's might remains unrivaled. This explains why national armies attempt to conscript them to serve as dreaded battle wizards on the battlefield. The searing light of the combined Winds can bore a hole into the Archmage's soul, making them a lightning rod for Ætheric power rather than its commander. Long have the Abyssal Princes worked to sway Archmages to their side, as having a servant with the might of refined Magick on their side could spell ruin for the entire world.

MASTERY OF THE HIGH ARTS

You have successfully unraveled the confusion of the Ætheric Winds, able to 'separate' them as you call forth Magick. These strands are then re-woven into perfect, silvery order; their warp and weft woven together to achieve spectacularly perfect feats of Magick.

Effect: Select one Petty, one Lesser and one Greater Magick spell over the course of your Profession. When you succeed at your Incantation Test to cast these spells, treat them as Critical Successes instead.

SPECIAL TRAIT: ARCANE MASTERY

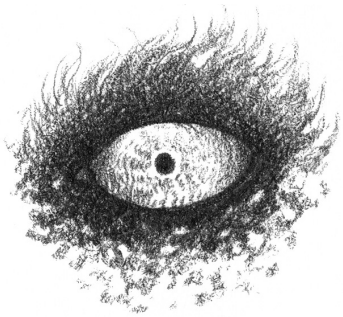
Having reached the ultimate stratum of Magickal practice, you now understand the deeper secrets of the Æthereal. Unraveling these arcane mysteries, you call forth powerful, world-altering Magicks, but at the risk of corrupting yourself and harming your allies in the process.

Effect: You can now attempt to learn Greater Magick from the list of Arcana your Expert Profession granted you, providing you possess at least three Skill Ranks in Incantation. In addition, you automatically learn one Greater Magick spell from this same list of Arcana.

DRAWBACK: WARP DISSONANCE

The mind reels at the complexities of the Ætheric Winds and how they pass into the Material Realm. The mortal soul is not properly equipped to deal with these confounding majesties and can easily overwhelm even its most learned of practitioners. It takes solemnity and inner grace to properly balance oneself against the buffeting Winds of the Æther, one that must be unburdened by woe.

Effect: Whenever you are suffering from 6 or more Corruption, you cannot Channel Power.



ARCHMAGE ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[FB]
SKILL RANKS	Coordination	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Battle Magick
SKILL RANKS	Simple Melee	TALENTS	Higher Mysteries
SKILL RANKS	Scrutinize	TALENTS	Winds of Change

ASSASSIN

You must possess at least two Skill Ranks in Stealth in order to enter this Expert Profession.

A cold body with their throat cut by a garrote; a noble suffering a seizure and foaming at the mouth; a heretical priest shot in the head from afar. These are all victims of the Assassin, a professional killer of the highest caliber. The most famous assassins are Bloodmongers who worship the Crouching One, but they only commit their crimes for the sake of their god. A true Assassin is the consummate professional – all business and confidence in their abilities. They wear immaculately inconspicuous wardrobes, move with a poise and posture that enables them to act at any moment and conceal a small armory about their persons – though they can strike with their hands

just as much as they can with blades and bolts. Their tasks are simple: get in, complete the job, and get out: no muss, no fuss. Every Assassin has their favored tools, but all use disguises, concealment and forgery to accomplish their goal.

Assassins rarely adventure into the wider world – their home is in the city, full of wealthy benefactors and spurned lovers. Those that do are fleeing something – often with another Assassin hot on their tail (Assassins see other Assassins as the targets truly worthy of cold calculated methods). Assassins kill without being there and with people hearing what they want them to, making them useful in countless situations. The true hindrance to any Assassin is too much evidence, too many witnesses, too little alibi. When Assassins lose their poise and composure, they often come to enjoy the kill for kill's sake, relishing the death as much as their skills used. Corrupted they come to worship death itself and are thus ripe for conscription by the darkest of powers.

ART OF INVISIBILITY

Using closely-guarded arts of the Assassin, you can disappear before others' very eyes.

Effect: You can attempt to use the Stealth Skill to escape from plain sight, providing you have a distraction. In addition, you automatically succeed at all Skill Tests to blend into crowds, unless you give yourself away by running through them or failing to conceal a drawn weapon.

DRAWBACK: ASSASSIN'S CREED

One must have a callous indifference towards the sanctity of life to become an Assassin. This career tends to draw the bloodthirsty and insane to its ranks. Assassins who are consumed by the act of killing are utterly corrupted, while others who maintain proper decorum will remain untainted by their grisly work.

Effect: When you take an innocent life unprovoked, you automatically gain 1 permanent Chaos Rank.

ASSASSIN ADVANCES

SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[CB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[CB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Doppelganger
SKILL RANKS	Simple Ranged	TALENTS	Gruesome Shot
SKILL RANKS	Stealth	TALENTS	Indifference

AUGUR

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

There are two barriers between the Well of Souls and our Material Realm. One is the Æthereal Veil, the other is the realm of dreams, a borderland where sleepers can see the unreality inherent in the universe. The Custodian – the mysterious goddess of dreams and death – uses dreams to speak to Her devoted priesthood, the Augurs. As priests of the lady of death, Augurs hold that death is a part of the great cycle and grateful for the life given to them rather than the ending they must brood upon. Reserved rather than morose, Augurs serve as attendants to the dead – embalming and burying them for their journey to the Well. They also spend their lives in reflection of their dreams, and have obtained gifts of revelation and insight into the future and the nature of dreams. From under their dark and bilious cloaks, they prognosticate the fate of all men. It is even said that Augurs know the nature of the death that awaits every man, though their descriptions of such events are vague.

Augur temples are dark and cold, for this is where they prepare the dead for burial and the afterlife. The Custodian is an inevitability, rather than a welcomed figure, and it is rare for anyone other than Augurs to actively worship her. To Augurs, the supernatural is the highest blasphemy against their lady, stealing souls that rightfully belong to the Well of Souls. Those Augurs who become utterly obsessed with the mysteries of death become Dark Disciples, transforming their once-holy rites into foul necromancy.

SHADES OF THE PAST

When you brush your hand over the dead, your head fills with visions from their life. From both joyous and traumatic events of their personal history, your mind reels with memories of the life once lived by the corpse you touched.

Effect: When you touch a corpse, make a successful Incantation Test to learn three important facts about their past. However, you may only ever exert this power over an individual corpse once.

SPECIAL TRAIT: PRAYERS OF THE CUSTODIAN

Terrible dreams haunt the Augur; however, within these dreams comes hidden meaning and secrets. This is the way the Custodian speaks to Her followers, allowing them to prognosticate the future. Through these portents can Her Augurs begin to understand the higher mysteries of the universe and call upon the Custodian's full body of blessings.

Effect: You can now attempt to learn Magicks from the Prayers of the Custodian, as listed in **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Custodian. You cannot cast Lesser Magick from the Prayers of the Custodian until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Custodian and cannot adopt any other Profession that gives different Prayer types other than Prayers of the Custodian.

DRAWBACK: THE CUSTODIAN'S COMMANDMENTS

The Custodian makes specific demands from Her priesthood. They must remain steady foes to the befouled Crouching One, taking all means to bring their cult to an end. They must defend places where the dead are buried and cannot disturb those who have been chosen by the Custodian to enter Her sacred realms. But of all Her strictures, none is more demanding than that which states all necromancers and those who'd raise the dead unnaturally must be hunted down.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Custodian. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

AUGUR ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[BB]
SKILL RANKS	Bargain	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Indifference
SKILL RANKS	Scrutinize	TALENTS	Secret Signs
SKILL RANKS	Toughness	TALENTS	Supernatural Paranoia

BADLANDER

You must possess at least one Skill Rank in Survival in order to enter this Expert Profession.

The wilderness is full of dangers, both mundane and fantastic, and only the Badlander truly knows the best ways to survive under soaring canopies or in frigid valleys. Die-hard survivalists, trackers and hunters, Badlanders are consummate rangers that can follow tracks that are weeks old and navigate by the stars on overcast nights. They are often hired as scouts by mercenary units or armies, their task to forge ahead of the main vanguard, using stealth and observation to watch and report on enemy movements. Badlanders are also hired

as caravan guides and navigators. They are expert marksmen, never being seen without their longbow and a full quiver of arrows. Individualists who believe that civilized society only exists to hold them back, when not working, Badlanders live alone, honing their skills in the wilderness they fear and respect. Most haunt a specific wilderness, often working along with Druids and Gamekeepers as its protector.

Badlanders are loners at heart, so it rare that they leave their solitude to become adventurers. Most do so out of a sense of duty to protect people in the wilds and protect the wilds from them. Independently-minded rather than dour, Badlanders are fantastic fighters, able to target an Orx at a thousand paces and nestle an arrow between their eyes with hardly a thought. Their solitude can be their undoing – endless nights stalking enemies, eating spoiled food to survive and the eerie silence they must keep is enough to drive anyone to madness. Those that break become true wildmen – xenophobic outlaws who will attack anyone they see as a threat.

LEAF ON THE WIND

You are rarely comfortable in one place, possessing a strong sense of wanderlust. You have learned to live off of roots and bark when necessary. The dangers of the wilds persist and just a few minutes of shut-eye here and there are enough to live by.

Effect: You are always able to provide enough food and water to live on, never suffering from the effects of Starvation or Sleep Deprivation.

DRAWBACK: ENJOY THE SILENCE

Badlanders enjoy the solitude of the wilderness more than others. They treat others with extreme discrimination, seeing their presence as more a distraction than a boon.

Effect: You never Critically Succeed at Fellowship-based Skill Tests, even if you roll a Match. In addition, you cannot take advantage of Talents, Traits, Magick or Fortune Points to modify any Fellowship-based Skill Test.

BADLANDER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[CB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	TALENTS	Light Sleeper
SKILL RANKS	Stealth	TALENTS	Long-winded
SKILL RANKS	Survival	TALENTS	Nerves of Steel

BARRISTER

You must possess at least one Skill Rank in both Bargain and Guile in order to enter this Expert Profession.

The Law is a fickle mistress; at times draconian and labyrinthine, at others, suddenly revised by one emperor or ignored by the next. The Legal system never tires though, people are tried, acquitted, jailed or even executed, worked and driven by the much maligned Barrister. Barristers are lawyers, litigants and mediators, spending their lives studying the law in order to convince the often waif court of their pledge's innocence. Theirs is a thankless job – they go through years of training and study, only to be spat upon if they lose a case despite the impossibilities stacked against them. Most work for those who can afford their often extortionate fees, but some Barristers specialize in legal interpretation, criminal prosecution or become the official representatives of the nobility or even royalty. The rewards for serving as such legal representatives is high – elevation to minor nobility and with it, lands, titles and income. When such legal representatives fail to successfully represent their masters in court, the punishment is very rarely death. Usually they suffer the sentence that their masters would have, had they been found guilty instead. Unless the Barrister can prove their innocence, this usually marks the end of their legal careers.

Barristers would appear to be ill-equipped for a life of exile, but they know how to protect themselves, both verbally and physically, having learned to defend themselves against their more unhinged clientele. Those that do not go into exile, stay and play a role as society's inside man – easily researching legal loopholes, forgiving debts or even bending the ear of a noble or royalty. When they do work, most Barristers have their clients' best interests in mind, but the power to ruin lives, to gouge clients for unpaid fees and seeing the innocent unjustly sent to their deaths, begins to grind most Barristers down. Eventually, they grow uncaring of their clients' fates, interested in the bribes they can take and place, the power they can wield and so they become susceptible to the honeyed words of the foul.

POUND OF FLESH

Where desperate attempts to bargain fail, you are there to demand harsh compensation.

Effect: You may flip the results to succeed at Intimidate Tests. When you succeed, it is always considered a Critical Success. In addition, when you successfully Intimidate someone, you inflict 1D10+your [WB] in mental Peril. Finally, you may substitute Fellowship in place of Brawn when determining Base Chance of success with the Intimidate Skill.

DRAWBACK: UNTRUSTWORTHY

Despite having both the backing of the law and schooling, you are roundly mistrusted by others. Many see you as a blood-sucking, money-grubbing parasite of society. Inquisitors may even believe you may be, in fact, a blood-sucking vampire!

Effect: When you fail any Fellowship-based Skill Test, you suffer 1 Corruption.

BARRISTER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Determination
SKILL RANKS	Simple Melee	TALENTS	Forked Tongue
SKILL RANKS	Resolve	TALENTS	Menacing Demeanor

BLACK MAGISTER

You must possess at least two Skill Ranks in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Every peasant and burgher knows of the inherent dangers borne of Arcane Magick. Its power flows from the Æthereal Veil and wraps around the world in invisible but destructive zephyrs – Winds that arcanists mold and control according to their whim. Tapping into even one Wind is dangerous enough, as it carries the risk of caster's body and soul being ripped apart, but there are some arcanists who wish to amplify this power, opening themselves up to a ravaging storm of Ætheric Winds. Those who risk everything for these dark arts are called Black Magisters, at first warned, then shunned by the arcane community at large for meddling in powers they fail to understand. Such warnings often fall on deaf ears as Black Magisters are too self-centered and narcissistic to care for anything beyond their own quest of real, ultimate power. They seek out natural pools of Magickal energy, where all the Winds swirl together in a lightless, fetid mass – known as Void Magick.

Black Magisters are nearly always outcasts, perhaps running from zealous Inquisitors or on a spirit quest to understand demonic might from its immortal practitioners. They are not all power mad though, some Black Magisters' intent is only

to learn and discover more about Void Magick. However, regardless of their intent, the arcane might they study or seek is dangerous and a bane to all who wield or are affected by it. Of course, many Black Magisters are driven to seek the power they desire, but worse, others do traffick with Abyssal demons in the search for all that is dark and corrupt. Either way, one false step and they transform from learned arcanist into gibbering wretch, one knocked about by the Winds of Æther for all of eternity in damnation.

MASTERY OF THE VOID

You 'crush' the unstable Winds of the Æther, forcing them to coalesce into chaotic yet powerful combinations with dramatically amplified effects. However, even as you bend these deeply destructive Winds in the shapes you desire, they can have wildly unpredictable side effects that can unravel the thin veil between the Material Realm and the Abyss, creating unstable rifts.

Effect: When you Channel Power and succeed at your Skill Test, you Critically Succeed instead.

SPECIAL TRAIT: ARCANE MASTERY

Having reached the ultimate stratum of Magickal practice, you now understand the deeper secrets of the Æthereal Veil. Unraveling these arcane mysteries, you call forth powerful, world-altering Magicks, but at the risk of corrupting yourself and harming your allies in the process.

Effect: You can now attempt to learn Greater Magick from the list of Arcana your Expert Profession granted you, providing you possess at least three Skill Ranks in Incantation. In addition, you automatically learn one Greater Magick spell from this same list of Arcana.

DRAWBACK: DAMNED

Unfortunately, the power you wield is highly destructive – not only to others, but to your very soul.

Effect: Any time you gain a Disorder, you gain a Malignancy as well. Malignancies are covered in **Chapter 10: Grimoire**.

BLACK MAGISTER ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[FB]
SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[WB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Æthereal Alignment
SKILL RANKS	Scrutinize	TALENTS	Appalling Mien
SKILL RANKS	Simple Melee	TALENTS	Higher Mysteries

BLOODMONGER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

In deep warrens below the earth and the riotous fighting pits of the south, from the dark wastelands ruled by Mutants to the lands stalked by coldly-neutral Siabra, the priests known as Bloodmongers make blood sacrifices to their reviled deity, The Crouching One. Worship of The Crouching One has been almost entirely outlawed and Bloodmongers are almost universally despised; devoting yourself to murder holds little sway in the civilized world. Despite this, the Crouching One's name is often invoked over death sentences and vendettas or whispered by the poor and desperate appealing to the Bloodmongers for revenge. This is not as surprising as it sounds, as there are clearly legends of heroic Bloodmonger killers that perform their deeds upon the villainous with a gross sense of justice. These are only legends though, and only the Bloodmonger priesthood utters His name aloud with any relish.

Bloodmonger initiation involves ritual bathing in the viscera of an exquisitely slaughtered oxen. In their hidden temples, their rituals are long and deadly, animal sacrifice is common, since regular sacrifice quickly attracts the Inquisition's attention. Where blood sacrifice is demanded, but impossible, Bloodmongers ritually leech themselves of their own blood as petty offerings. Either way, spilling too much blood draws the Crouching One's ire and spilling too little does the same. Bloodmongers hide their

worship of the Crouching One, communicating amongst themselves in public via discrete hand signs every worshipper knows, and suppress their madness so as not to draw the Inquisition's attention. Eventually, this madness cannot be suppressed and most Bloodmongers slip into the dark crimson of their worship, becoming relentless serial killers or devoting themselves wholly to chaos, wholly taken by their bloody ways.

EXSANGUINATOR

To spill blood is to please the Crouching One. It invigorates His power from beyond and brings great stillness to the universe. Although a purely chaotic act, it can fill the Bloodmonger with divine jubilance and heal them from their ailments.

Effect: When you render the killing blow to any creature that is classified as a Humanoid (including player Ancestries), you move one step up the Damage Condition Track positively, but in exchange must suffer 3 Corruption.

SPECIAL TRAIT: PRAYERS OF THE CROUCHING ONE

The invocations given to the Crouching One are of sanguinity and violence. Priests of their order are able to cause wounds to fester from Ætheric disruption and render death-dealing blows, enhanced by the Crouching One's power.

Effect: You can now attempt to learn Magicks from the Prayers of the Crouching One, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Crouching One. You cannot cast Lesser Magick from the Prayers of the Crouching One until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Crouching One and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE CROUCHING ONE'S COMMANDMENTS

The Crouching One makes specific demands from His priesthood. His Bloodmongers must spill the blood of animals in contrition and bleed themselves of foul humours often. Sometimes, they must carry out dangerous, ritualistic missions to assassinate specific people who displease the god. Rarer still they must indoctrinate their victim's children into their sacred order, turning them into hired killers or worse.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Crouching One. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

BLOODMONGER ADVANCES

SKILL RANKS	Eavesdrop	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[CB]
SKILL RANKS	Incantation	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Blood Magick
SKILL RANKS	Stealth	TALENTS	Die Hard
SKILL RANKS	Toughness	TALENTS	There Will Be Blood

CHATTEL SLAVER

You must possess at least one Skill Rank in Interrogation in order to enter this Expert Profession.

It is not just the incursions of Chaos and Orx hordes that those living on the fringes of society have to fear. There is also the danger that might be kidnapped and sold into slavery. Although slavery no longer exists as an institution in most civilized lands, there are some regions that are still run off the

backs of slave labor and there is constant demand for slaves in these regions. Supplying this demand is the Chattel Slaver, a villainous figure who rounds up and sell others, but also works as a slave master and pit boss. Some Chattel Slavers simply deal in bondsmen or indentured servants, who work for them a certain time until their debts are paid, but most exploit the peoples of other lands, capturing and shipping them far away to be worked until their deaths. The very worst of them take vile delight in subjugating others, lashing their slaves for the slightest infraction or forcing themselves upon their slaves. Chattel Slavers are rarely tolerated in civilized lands, but this does not stop their dark trade continuing in the furthest recesses of the world.

Chattel Slavers who turn towards adventuring find use in their cruelty and violence, using their sword to speak when the crack of a rawhide whip is not loud enough. They also find a strange kindred with Ancestries that power their economies with slaves, such as the Siabra and the Dvergar. Some Chattel Slavers actually revoke their ways and try to reform themselves, becoming abolitionists who seek to undo slavery and all its consequences, but they are rare. The dark gods love a Chattel Slaver, for they are basically already doing their work for them – instilling fear, hatred and uprising among the weak. Vile demon lords will often welcome a Chattel Slaver with open arms, giving them red-hot brands and barbed whips to continue with their foul duties.

MASTER'S WHIP

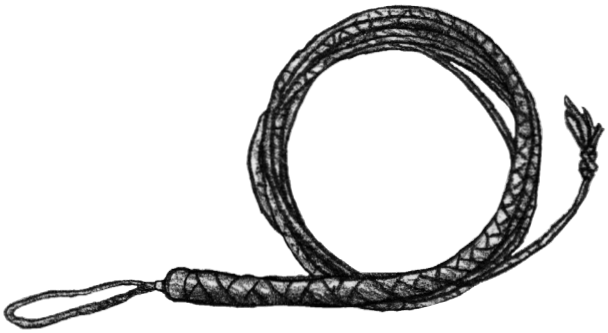
With every vicious lash of the whip, with every rod unspared and arm broken, the Chattel Slaver continues their disdainful drive to subjugate and oppress.

Effect: You ignore the Ineffective and Pummeling Qualities when fighting with Brawling type weapons.

DRAWBACK: CALLOUS ATTITUDES

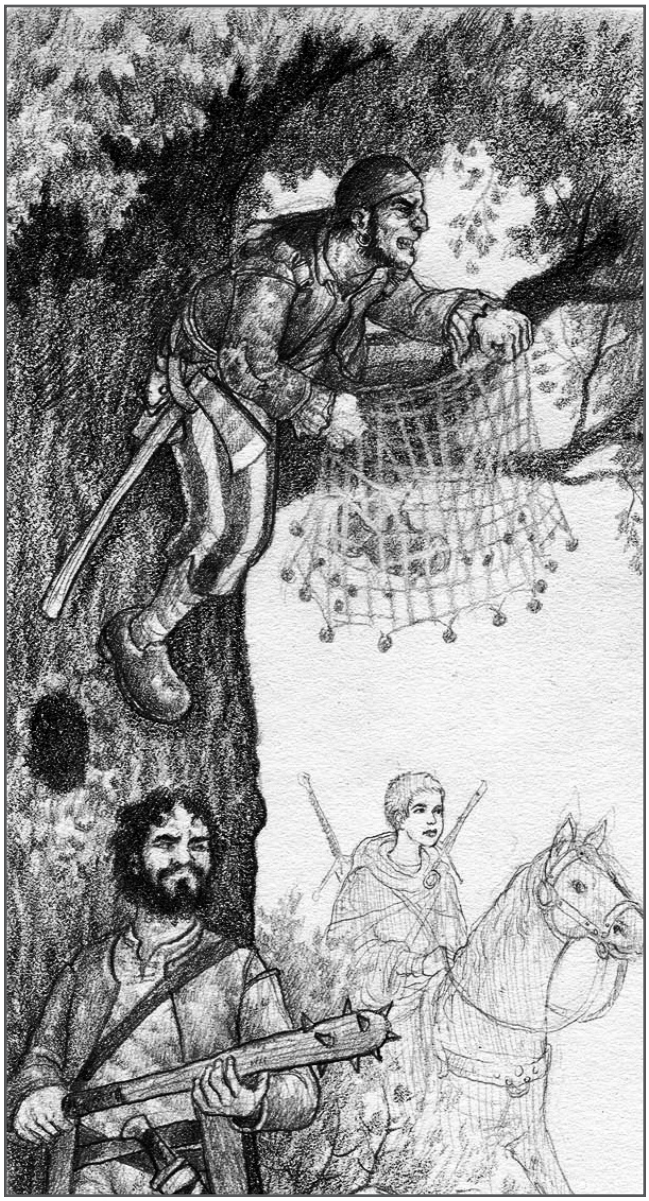
Slavers who relish in subjugating others often take to this trade. Each vicious act of the Chattel Slaver eats away at their precious humanity bit by bit.

Effect: When you suffer Corruption, increase the number you gain by one. This means that if you suffer 3 Corruption, you gain 4 instead.



CHATTEL SLAVER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Drive	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[FB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Beatdown
SKILL RANKS	Simple Melee	TALENTS	Indifference
SKILL RANKS	Skulduggery	TALENTS	No Mercy



CRIME BOSS

You must possess at least two Skill Ranks in Skulduggery in order to enter this Expert Profession.

The world abounds with professional thugs and leg-breakers, but few ever realize that they are part of a larger enterprise. In the long run, few make a long and prosperous life out of crime, but the Crime Boss is one who has. They have risen from their hard-scrabble start on the streets to make something of themselves, to better themselves, to even become respectable. Crime Bosses lead entire networks of gangs, directing their activities, keeping them paid while taking a cut and with a bribe or three, protecting them from the law. They often achieve wealth and influence, even as much as any lord or lady, as few wish to incur the wrath of a band of cutthroats and bruisers. Those Crime Bosses that survive are not foolish or brash, often being subtle strategists, knowing when to eliminate threats; who to intimidate, bribe or blackmail; and where and when to expand their business interests and their territories. They always seem like friends at first sight, but they are ruthless behind the smile and they know where the bodies are buried – and where the bodies should be buried.

Crime Bosses possess low cunning and perplexity, but their cleverness is not the only reason why they lead city-wide criminal networks – they are quick and stealthy, able to slit throats and coin purses with a skill beyond the men who work for them. They live paranoid lives, fearing betrayal from below and arrest from above, but they know how to survive close scrapes and near misses and are ready to retaliate should the need arise. Their paranoia claws at the Crime Boss' mind, pushing them to acts of brutality, not as acts of retaliation, but as a pre-emptive strike before some upstarts makes a jealous and inevitably bloody bid for power (just as they once did before they were Crime Bosses). This drives them to take a tighter grip on their gangs and their operations and so they turn from what was once a despised but necessary evil into a maniac who controls a town's underworld with a bloody iron fist.

SKIN O' MY TEETH

In times of desperation, in the most difficult of situations, you're able to escape... somehow alive. However, the repercussions for the actions you took that got into such a scrap – and out again – will inevitably catch up to you someday.

Effect: Whenever you use a Fate Point, make a Resolve Test. If successful, you retain the Fate Point.

DRAWBACK: PUBLIC ENEMY

Your face and name are well-known. Very likely, there's a reeve, bounty hunter or worse on your tail. As such, you are forced to live a life in the shadows, using trusted confidantes to carry out your tasks in public.

Effect: When in places where you may be recognized, you cannot use Fortune Points unless you make means to hide your true identity. The GM will likely ask you to make a Secret Test for Disguise when in public, only revealing the results at the most inopportune of times.

CRIME BOSS ADVANCES

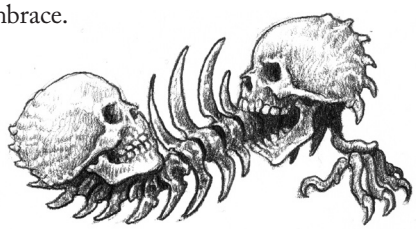
SKILL RANKS	Interrogate	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Skulduggery	BONUS ADVANCES	[WB]
SKILL RANKS	Toughness	TALENTS	Appalling Mien
SKILL RANKS	Simple Melee	TALENTS	Gangster Grip
SKILL RANKS	Simple Ranged	TALENTS	Menacing Demeanor

DARK DISCIPLE

You must possess at least two Skill Ranks in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

In a grim & perilous world, the gods have grown distant, only answering the prayers of their most faithful rather than appearing in the material realm as they did long ago. Many of the priests who question why this is, come to hear not their gods, but the 'worms of ruin' that whisper a terrible truth – the gods do not exist. Manifestations of the terrible Abyssal Princes of the endless pit, these worms convince such priests that their life-long faith has been a lie, their true devotion to a clever ruse created by the forces of chaos and they are the only true deities. With this realization, the faith that these priests had in the gods grows loathsome and twisted and they become Dark Disciples. Some wander from town to town as crazed scaremongers, preaching the end of reality as we know it; some reject the gods entirely, coming to see themselves as the focus of earthly god-like might; others simply supplicate themselves before the newly-revealed Abyssal powers.

Dark Disciples must hide their change in faith, as even the hint of their worshipping Abyssal powers is reason enough for them to be burned at the stake. Yet when their Abyssal masters actively respond to them in ways their former gods no longer do, Dark Disciples have little choice but to look over the edge of ruin, staring into the ever-roiling maw of the Abyss and questioning not whether, but when, to jump. Only the strongest and most insane resist the call while still trying to make sense of its whispering. Most though, will eventually plunge head first into the sickening, torturous and blood-soaked orgy that is the realm of the Abyss, fully wrapped in its dark embrace.



FAUSTIAN BARGAIN

Your prayers are no longer answered by the god you once knew, but instead one of the vile Abyssal Princes. These personalities whisper dark secrets in your ear, telling of terrifying things to come. To see these ends come to fruition, they have given you a gift of their favor… you just dare not comprehend what they will require of you in return.

Effect: When you Critically Succeed at an Incantation Test, a single, hand-sized shard of Wytchstone appears in your palm. In addition, you may ignore the divine commandments your previous Expert Profession required of you through its Drawbacks.

SPECIAL TRAIT: DIVINE MASTERY

You have learned the deepest of secrets in the universe and share an unshakable bond with the gods above. As a result, you have gained (or perhaps earned) the watchful gaze of unsavory deities. Despite this, you are unable to call forth the most earth-shattering of Magicks, invocations unseen by other rank and file priests.

Effect: You can now attempt to learn Greater Magick from the list of Prayers your previous Expert Profession granted you, providing you possess at least three Skill Ranks in Incantation. In addition, you automatically learn one Greater Magick spell from the same list of Prayers.

DRAWBACK: DIABOLICAL MARK

You have denied the gods outright and they have now denied you in return. It doesn't necessarily mean that your prayers go unanswered. In fact, they're still granted, but by new masters. For your subservience, you are branded with a mark, sealing your obedience to the Abyssal Princes of the endless pit.

Effect: You no longer suffer from Divine Punishment, but instead invoke Chaos Manifestations as if you were using Arcane Magick. In addition, you must always Channel Power when casting Magick, costing 0 AP to do so in combat. When you Critically Fail an Incantation Test to cast Magick, your skin is branded with a permanent 'devil's mark'. For each mark, you automatically gain one Chaos Rank.

DARK DISCIPLE ADVANCES

SKILL RANKS	Disguise	BONUS ADVANCES	[AB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Doppelganger
SKILL RANKS	Simple Melee	TALENTS	Indifference
SKILL RANKS	Stealth	TALENTS	Left-handed Path

DEMAGOGUE

You must possess at least one Skill Rank in Leadership in order to enter this Expert Profession.

Demagogues are politicians and bureaucrats, holding positions of power, but not nobility – though they aspire to title and more in return for their service – in the feudal and imperial governments of a grim & perilous world. Some are honorable and want to serve their communities, helping them guide their futures. Others are corrupt, accepting bribes and passing draconian laws that benefit themselves, their masters or both. Most are appointed to their position, while a rare few are elected. Either way, Demagogues require both charisma and flattery to hold their offices, to wield power and to find favor with their master and the nobility and smallfolk. Of course, should they displease their masters, they will quickly find themselves out of a job.

Most wandering Demagogues are out of a job, often campaigning or petitioning for a new position. In office or out, honest or not, Demagogues are extremely influential and well versed in the darker political arts – extortion, bribery, promises and lies – as well as in making impassioned speeches. In the eyes of chaos, however, all Demagogues lie, cheat and steal, some openly, some in secret. This makes them ripe for corruption, the Abyss plucking at their mortal minds driving them from being benevolent leaders into becoming murderous despots.

DISTINGUISHED SPEAKER

A Demagogue's authority is widely recognized and they often abuse this privilege. Their voice carries weight, motivating those who'd call them an ally and instigating hatred in those who disagree with their policies.

Effect: You influence any number of people who can see and hear you clearly with Fellowship-based Skill Tests. In addition, change your Social Status to an Aristocrat.

DRAWBACK: POLITICAL RIVALRY

In the course of your career, you've earned a powerful political enemy. Both they and their followers have goals opposed to yours and will defame, embarrass and shame to achieve them. They may even be willing to kill you!

Effect: You gain the Nemesis Drawback upon entering this Profession. If you already have a Nemesis, you gain another.

DEMAGOGUE ADVANCES

SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	Willpower +
SKILL RANKS	Rumor	TALENTS	Meeting of the Minds
SKILL RANKS	Scrutinize	TALENTS	Multilingual
SKILL RANKS	Simple Melee	TALENTS	Worldly

DROWNED ONE

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

"We were born from the sea, and to the sea we shall return" is the litany of the Drowned Ones, the dour priests of the enigmatic Leviathan. They claim their church is older than the Old Believer's, their faith one of penance for all those who have forsaken their lord by taking to the land. Their initiation involves being drowned in the sea with only those revived by the sacred kiss of life being considered worthy of the Leviathan's blessing. Drowned Ones trust in the mercy of the sea and storms, subsist solely on the bounties of the sea and drape themselves in rough-spun cloth to best allow salt to stick to their flesh. Many who do not worship the Leviathan see Drowned Ones as odd monks who whisper to fishes and waves, but their influence among sailing communities is not to be trifled with.

For the most part, Drowned Ones are a placid lot, rolling with events, but they can erupt in bouts of fury much like their beloved ocean. Their rituals involvef chanting and communion, holding worship on a beach next to rock-carved idols of obscene aquatic beasts they claim are manifestations of the Leviathan. Drowned Ones prayers are almost a certainty on long ship voyages, but the lord of storms also offers them fell Magicks from the depths that seem almost like the blackest of sorcery. If ever betrayed by their god, Drowned Ones become even more radical, drowning infidels in buckets of saltwater they carry ashore or by offering them to schools of sharks, the Leviathan's most holy of animals.

THRICE-DROWNED

You have been blessed by another of your order, forcibly drowned three times. Thrashing as the Leviathan's salty brine filled your lungs, you saw the truth of the world below the water. Darkness came, and then enlightenment. Each time you were revived by the Kiss of Life, a new mystery was revealed to you. Each dream you had while dead showed you strange, terrible visions of a world that will end in deluge. You must prepare for the end times.

Effect: You cannot drown, never suffering from Suffocation when below water. Once you go unconscious, you instead float to the surface. In addition, you may add your [WB] to your [BB] to determine how many minutes you can hold your breath.

SPECIAL TRAIT: PRAYERS OF THE LEVIATHAN

Whereas most maritime shanties are sung while passing time aboard a ship, the chanting of the Drowned Ones are haunting invocations. They call forth both below the sea and to the sky, invoking blessings to ensure safe harbor and passage aboard the water.

Effect: You can now attempt to learn Magicks from the Prayers of the Leviathan, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Leviathan. You cannot cast Lesser Magick from the Prayers of the Leviathan until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Leviathan and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE LEVIATHAN'S COMMANDMENTS

The Leviathan makes specific demands from Her priesthood. Whistling aboard a ship is considered unlucky, as is leaving any port with a lad aboard named Jonah. Meat of animals born on the land cannot be eaten. For the most part, these demands are traditional sailor's superstitions only exacerbated by their cult tenfold and heavily ritualized.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Leviathan. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

DROWNED ONE ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Incantation	BONUS ADVANCES	[FB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Pilot	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Azimuth
SKILL RANKS	Rumor	TALENTS	Higher Mysteries
SKILL RANKS	Simple Melee	TALENTS	Mariner

DRUID

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

Though no religion can agree how the world was formed, it's agreed that the hermaphroditic Demiurge is the source of life and nature – they birthed the myriad creatures of the world and caused the land to take seed and grow. Priests of the Demiurge call themselves Druids and theirs is a faith that grew out of the worship of older, more elemental ways. They have no center of worship as most are individualists who simply heard the call of the wild and returned to her bosom. Druids are mystical and possess an unmatched lust for wildlife that sees them often consort oddly with flora and fauna – and each other. They also come to embody the fury and gentle nature of the Demiurge, taking on their god's dualistic nature in their actions and their sex. Druids dress simply in clothing that the Demiurge gives to them from nature. The Demiurge is both the god of nature and the god of childbirth, so those who wish to carry child often seek counsel from a Druid.

Druids worship in primordial areas that predate mankind – old growth glades, amidst bones of enormous long-dead behemoths and before ancient stone monoliths that have stood for time immemorial. Here they feel their beloved Demiurge's primal warmth and can engage in passionate worship, love, and copulation – though not excessively so. Druidic prayers draw from nature, for example, communicating with animals or tapping into nature's primal fury. If a Druid feels the pull of the Abyss, they turn their backs on primeval worship, jubilantly worshipping in ancient forbidden ways: mass orgies with animals, human sacrifice and offering up newborns to the Demiurge by abandoning them in the wild.

OLD FAITH'S CHOSEN

The' Old Faith' is far more ancient than today's religions; just as it has survived to this day, there are also creatures who have lived these long ages. Such beings recognize your devotion to the old faith and although they will not necessarily regard you as friendly, you are at least harmless, much in the same way that an elephant will regard an ant. In addition, a spirit animal becomes your constant companion, never far from your presence.

Effect: Animal creatures classified as Critters will never make you a target of attacks, until you initiate violence towards them or their allies. In addition, you gain the loyal service of a liaison to the Demiurge called a Spirit Animal. This Spirit Animal takes the shape of any small, common creature you can envision. You share an empathic link to the Spirit Animal, up to one mile away. In addition, you can use the Spirit Animal as an Æthereal conduit, using it as an extension of yourself for sight, hearing and touch when it comes to casting Magick (providing it remains within your line of vision). Fortunately, the Spirit Animal can see

perfectly in the dark – much to your advantage. The Spirit Animal always miraculously avoids harm by others, turning Æthereal at will. It possesses extremely high intelligence and you can commune with it at any time. Finally, you can project your voice through the Spirit Animal.

SPECIAL TRAIT: PRAYERS OF THE DEMIURGE

Druids are followers of the Old Faith, a religion that stretches back to the origin of all mankind. You pray at long-forgotten landmarks, such as towering stone monoliths and burial grounds. You now call forth the Demiurge's grace, bringing forth the primal, elemental fury of the world.

Effect: You can now attempt to learn Magicks from the Prayers of the Demiurge, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Demiurge. You cannot cast Lesser Magick from the Prayers of the Demiurge until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Demiurge and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE DEMIURGE'S COMMANDMENTS

The Demiurge makes specific demands from Its priesthood. This includes sacrificial offerings, seclusion during the winter solstice for extended prayer and jubilant exhortation during the spring solstice.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Demiurge. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

DRUID ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Heal	BONUS ADVANCES	[FB]
SKILL RANKS	Incantation	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Azimuth
SKILL RANKS	Survival	TALENTS	Rural Sensibility
SKILL RANKS	Toughness	TALENTS	Saddle-born

DUELIST

You must possess at least one Skill Rank in Coordination in order to enter this Expert Profession.

No one would deny that it takes great skill to be an effective combatant and even creativity in the arts of war in order to think on your feet to avoid mortal blows. Most such fighters serve as soldiers and mercenaries, but there are none who romanticize combat and fighting skill more than Duelists. Dueling is a traditional and effective means of settling legal disputes, typically to first blood, but sometimes to death. The current fashion requires duels to be settled with a quick finality using pistols, but sword duels remain popular amongst traditionalists. Whether brash and swaggering swordsman or serious and dour professionals, Duelists typically make a living serving as intermediaries for quarreling nobles. Depending on their skill, Duelists can fight each other for almost an hour, but against brasher or ill-experienced marks, Duelists will easily run them through with a single thrust before wiping their needle-like blade clean of blood with a single flourish. Considered a step above novitiate Bravos, the best Duelists are often classically trained at fencing or swashbuckling schools, their styles and methods all varied but deadly.

Duelists are quick fighters who wear little to no armor to best move on their feet and thus avoid blows. Men and beast alike have a hard time pinning down these flighty fighters. The Duelist's main weakness is their confidence: they often see themselves as indestructible or a cut above the rest, but they bleed just as easily as the many foes they have laid low. Most Duelists hire their skills out to those unable or unwilling to fight on the dueling ground, but others simply seek out worthy opponents to prove their skills or those who have slighted them. As the stresses of life and battle weigh upon a Duelist's mind, they grow increasingly wanton with their challenges, ever ready to demand an apology or satisfaction for the slightest of affronts or impunities.

MASTERS OF DEFENSE

Whether through grueling training regimen or disciplined schooling, you have become a master of military techniques. You expertly avoid blows with ease, eviscerating an opponent's flurry of blows with steady parries and deft maneuvers.

Effect: When you are struck by a melee weapon, roll a 1D6 Chaos Die. If it lands on face '6', you ignore it as you automatically Parry it for 0 AP. Otherwise, you can attempt to Parry as usual. You must be armed with a weapon possessing the Finesse Quality in order to use this Trait.

DRAWBACK: CRAMP MY STYLE

The art of fencing demands some particular joie de vivre; an exuberance of quality in flourish and style. As such, you refute the use of all armaments which do not fit into this worldview.

Effect: You can only ever wear quilted armor to augment your Damage Threshold. Otherwise, you cannot use any of your Traits or Talents conferred by this Profession.

DUELIST ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[CB]
SKILL RANKS	Coordination	BONUS ADVANCES	[CB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Fencer's Panache
SKILL RANKS	Simple Melee	TALENTS	No Mercy
SKILL RANKS	Toughness	TALENTS	Lightning Reaction

DUNGEONEER

You must possess at least one Skill Rank in Folklore in order to enter this Expert Profession.

The world is built upon the ruins of the old – deep below modern streets lie aged sewers, ancient catacombs, and antediluvian caverns, infested with all manner of unspeakable threats to the world above. Few dare to think of the horrors below, let alone be prepared to delve into the depths unknown. Those who are, like the Dungeoneer, are regarded as foolish or mad. Dungeoneers are professional spelunkers and defenders, having trained themselves to fight in enclosed spaces and drive threats back into an underworld that is rife with beasts and other terrors that would love to spread their stench to the world above. Armed with little more than a torch, fifty feet of rope, a ten-foot pole and a few henchmen, a rare few make it back alive. Those who've lived to tell the tale are celebrated in fantastic stories, such as the famous Uncle Gygax and Arneson the Forgotten.

Most Dungeoneers get their start with, and are employed by, a city to defend its sewers and its under-reaches, but some strike out to delve into ancient necromantic crypts, the vine-crawled ziggurats of the Aztlan and temples to gods long thought dead. Trained to stand stalwart, turning aside all threats at cost – even at the cost of their lives – Dungeoneers grow used to the rumblings of crumbling caverns and the dead whispering in their ears at every turn or twist of a passage.

When all this proves too much for the Dungeoneer, they act in blind panic, perhaps fleeing upwards, perhaps downwards from the dungeon. Their fate may only be learned weeks later when another hapless Dungeoneer encounters the bones of a pack mule, a torch-bearer and their former colleague.

GYGAXIAN NATURALISM

Dungeoneers have spent an inordinate amount of time learning the ins and outs of traps, whether mechanical or human. As a result, they exhibit an uncanny knack for escaping deadly snares and ambushes – invariably by the skin of their teeth.

Effect: At any time, you may spend 1 Fortune Point to avoid a trap or other contrivance intended to cause you harm, or cancel the effects of being Surprised following an ambush. Additionally, treat a result of 20% on percentile dice as a Critical Success, no matter whether you would have failed or Critically Failed the Skill Test.

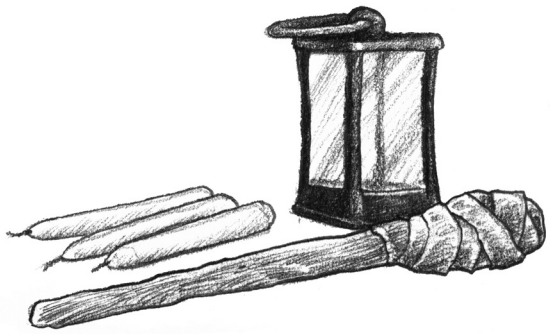
DRAWBACK: FOOLHARDY

Dungeoneers are generally stout-hearted people, possessed of the will to do good and right wrongs. However, their heroism sometimes borders on insanity, driven by the predilection to destroy all that is foul below. They'd make martyrs of themselves, if only to have their names spoken of in stories and song.

Effect: Immediately change your Order Alignment to Heroism and your Chaos Alignment to Martyrdom.

DUNGEONEER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Mine Craft
SKILL RANKS	Skulduggery	TALENTS	Secret Signs
SKILL RANKS	Simple Melee	TALENTS	Supernatural Paranoia



ELEMENTALIST

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Mages of the plants, the land and of weather, Elementalists take an almost wild and unhinged approach to their Magick. Like nature itself, it can be placid or explosive – a calming breeze one minute, a crop-destroying deluge the next. As they let elemental energy flow through and ravage them, they can split the ground with enormous rifts, bring down storms of hail and change the very atmosphere around them with lighting storms. Elementalists have much in common with Shaman, but embrace nature as a primal force rather focusing upon animals and creatures. Many Elementalists believe in the inevitability of nature's triumph, the more that the wilds are destroyed, the more they will push back. Nature has always been there and always will be, and they know retribution can be swift. Most Elementalists favor one season or natural disaster and so both garb themselves and have attitudes to fit – Elementalists who favor winter and blizzards wear thick furs, while those of summer and heat waves wear robes of thin linen.

Elementalists are volatile, prone to mood swings, and often mercurial and aloof when in their right minds. As their power grows they become more unstable, causing the wind to blow and the ground to shake and they are capable of knocking down forts with mighty hurricanes or sundering cities with massive earthquakes. At their most radical, they came to see civilization as a blight upon the world and they will not hesitate in striking down those who transgress against nature and the wilds.

SEASONS TO PASS

During certain seasons, your Magick grows immensely in power – particularly when you attempt to draw deeper from the wellspring of Elementalism. You can more accurately guess how the Winds of the Æther will impact your ability to cast, as you withdraw a power untold among other Magickal orders.

Effect: Whenever you enter this Expert Profession, select two seasons of the campaign world. During the first season, subtract one Chaos Die when you Channel Power. During the other season, subtract two Chaos Dice when you Channel Power.

SPECIAL TRAIT: ARCANA OF ELEMENTALISM

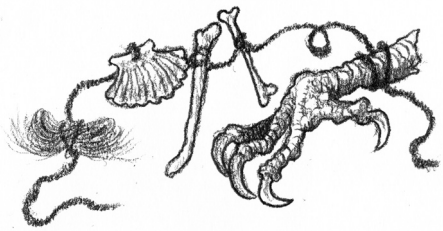
The Material Realm is made up of four classical elements. Manipulating 'Chesed', the green Ætheric wind, Elementalists are able to use the elements to their advantage. When melded together, they are a force that is both beautiful and destructive.

Effect: You can now attempt to learn Magicks from the Arcana of Elementalism as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Elementalism. You cannot cast Lesser Magick from the Arcana of Elementalism until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Elementalism and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: GREEN TEMPERAMENT

Elementalists must maintain harmony with nature in order to draw from the Æthereal Veil. Should they disrupt the forces of order and tip the balance towards disorder, it brings about an internal turmoil which cannot easily be ignored, outside of intense meditation and reflection.

Effect: If you are suffering from 6 or more Corruption, you cannot cast Magick.



ELEMENTALIST ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[FB]
SKILL RANKS	Awareness	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Impervious Mind
SKILL RANKS	Simple Ranged	TALENTS	Left-handed Path
SKILL RANKS	Survival	TALENTS	Light Sleeper

EXECUTIONER

You must possess at least one Skill Rank in Interrogation in order to enter this Expert Profession.

As the last figure seen by the condemned, the Executioner bears a most onerous and grisly task. They carry out acts of capital punishment – hanging, drawing, quartering and

beheading – and in meting out justice, raise a hand that a king never would against their subjects. Although the grim spectacle of bloody execution draws great crowds and some Executioners become as famous as they are feared, their ghastly duties and their role as the king's justice, means that they are feared and hated, even shunned by the community when their axe is laid to rest and their hoods removed. Most executions are performed on the chopping block, but new technologies mean new cruelties – crosses, gallows, firing lines, guillotines and more. Though they hold positions of wealth and privilege, Executioners rarely take any joy from their gruesome work. A rare few are reviled more than others and often the subject of reprisals from the families of those who died at the hands of their sloppy axe work. Some Executioners even accompany rulers or Inquisitors, serving as handy disposers of prisoners of war or heretics.

Performing executions is not for the faint of heart, so Executioners are invariably grim, adamant and cruel. Their weary work means many turn to alcohol and other drugs to help them forget, but this may not be enough to prevent the most lawful justicar from turning into a grim-hooded fiend. Then they may cut their bonds to lawfulness and sanity to engage in a gruesome, bloodthirsty rampage.

COUP DE GRÂCE

An Executioner deals the death stroke to those that kneel before them.

Effect: When you inflict Injuries with melee weapons, they are always considered to be Grievous Injuries unless you're using a weapon possessing the Ineffective, Pummeling or Weak Qualities.

DRAWBACK: A GRIM CAREER

The life of an executioner means they are shamed and feared by the smallfolk, despite their grisly (yet lawful) task.

Effect: Permanently lower your Fellowship by 9%.

EXECUTIONER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Disguise	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[CB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Appalling Mien
SKILL RANKS	Rumor	TALENTS	Beatdown
SKILL RANKS	Simple Melee	TALENTS	No Mercy

EXPLORER

You must possess at least one Skill Rank in both Education and Navigation in order to enter this Expert Profession.

Where the Antiquarian journeys far and wide in search of artifacts and history, the Explorer sets boldly forth to make a name for themselves and their country. Bearing a trademark "explorer's hat", they are often independently wealthy scholars, diplomats or traders that have been given royal writ to discover new lands, seek out new trade routes and found distant colonies. Great navigators and leaders, Explorers have the charisma to mount grand expeditions, to rally failing morale enough to drive men to explore just a little further and to mollify suspicious natives or the distrusting rulers of far nations with an extended olive branch – metaphorical and literal. No matter the identity of their sponsor, Explorers are really only doing it for the fame and glory – and if a modicum cultural vandalism or the death of a tribe results from their meddling, they care little as long as they are in a history book and their discovery on a map.

The egotistical Explorer is always ready to lead an expedition that could result in the discovery of a new civilization, a lost city or the fabled fountain of youth. Though they brave great dangers, their luck is invariably with them – if not with those under their command – and whatever sticky situation they find themselves in, a wisecrack, a crack of the whip or just plain luck are enough to get them out of it. They can be quite erratic and dogmatic however, seeing their possessions and discoveries as god given rights, their superiority as divine and savages as backwards and in need of education. Explorers presage the coming of imperialism, using rapine to take from collapsing nations and underdeveloped countries to bolster not only their patron's prestige, but their own as well.

PULP HERO

Explorers are women and men of action; if their derring-do lands them in trouble, then it will get them out again – even if only by the skin of their teeth.

Effect: When you fail an Awareness or Coordination Test, you may re-roll to generate a better result, but must accept the outcome.

DRAWBACK: FORTUNE & GLORY

Explorers are inexorably led, by their own egotism, to seek and recover artifacts, unearth lost knowledge and set forth their discoveries and theories about the world as the only truth. They'll oftentimes forget that there are more powerful forces in the world that would keep them from revealing such knowledge, for curiosity kills the cat (and the Explorer).

Effect: Immediately change your Order Alignment to Adaptation and your Chaos Alignment to Mayhem.

EXPLORER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Azimuth
SKILL RANKS	Simple Melee	TALENTS	Strangler's Union
SKILL RANKS	Survival	TALENTS	Worldly

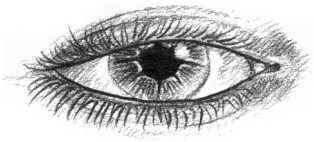
FUNERARY MAGE

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Funerary Mages and Necromancers alike understand the meaning of death, but where Necromancers fight against the march of time to live unto eternity, Funerary Mages believe in the sanctity of death as part of the natural order. Their daily interaction with the dying and the dead give Funerary Mages an acute understanding of how death comes to us all and although they embrace the certainty of death, they do not seek to wield power over it. As custodians of the dead, they guide the souls of the recently departed as they transcend from the Material Realm into the Well of Souls. This gives them a profoundly deep connection to the spirits of the world, both in life and in their passing. Funerary Mages though, do possess a vehement dislike of those that sit on the threshold between the Material Realm and the Well of Souls and they seek to banish such imbalances, for undeath does not fit into the natural order.

Given their preoccupation with the two realms, Funerary Mages are austere, disciplined and fatalistic. They are often accused of being otherworldly, for they are taught dark secrets

as part of their duties. These almost verge on necromancy, a practice Funerary Mages revile, but which spiritually corrupted and renegade Funerary Mages often turn to. For not only do they have the base knowledge that might extend their own life, but their understanding of how time and destiny works is only the beginning of a path that may see them made a god, cast between both worlds as their own master.



SPIRIT SIGHT

You've developed an affinity with the Æthereal Veil, as you now exist somewhere between this Magickal membrane and the Material Realm. As such, your sight and Magicks can reach both betwixt the Material Realm and the Veil.

Effect: You can always affect Æthereal creatures with your Magicks, regardless of whether they are in Æthereal form or not. In addition, you can attempt to visually sense the presence of Æthereal creatures with a successful Awareness Test.

SPECIAL TRAIT: ARCANA OF MORTICISM

The practitioners of Morticism have a reverence for life and a deep understanding of death. It is the cessation of unnatural endings – such as with Necromancy – an understanding of how time flows, and how destiny affects mortal kind. Morticism is the dusty murk between both that which is living and that which is not; a veil between both the Well of Souls and the Material Realm. If life were summer and death is winter, then Morticism is the fall – a path between where both twains shall pass.

Effect: You can now attempt to learn Magicks from the Arcana of Morticism, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Morticism. You cannot cast Lesser Magick from the Arcana of Morticism until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Morticism and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: PURPLE TEMPERAMENT

Rumors persist that Funerary Mages are nothing more than Necromancers in disguise, seeking both paths to find the truth to unlife. Given this unsavory (and unfair) reputation, it is no wonder that Funerary Mages are curt, grim and detached from the rest of the world. They do not make friends easily, nor are their words ever seen as friendly given their grave nature.

Effect: You never Critically Succeed at Fellowship-based Skill Tests, even if you roll a Match. In addition, you cannot take advantage of Talents, Traits, Magick or Fortune Points to modify any Fellowship-based Skill Test.

FUNERARY MAGE ADVANCES

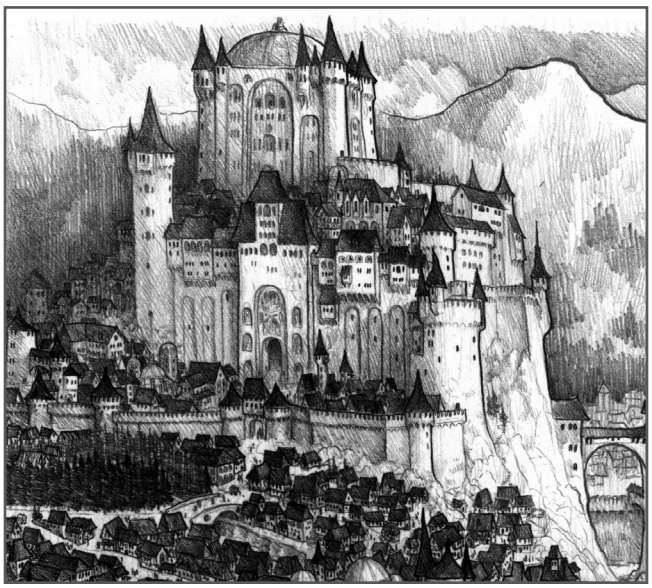
SKILL RANKS	Awareness	BONUS ADVANCES	[BB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Appalling Mien
SKILL RANKS	Toughness	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Knifework

GODSWORN

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

Of all the faithful in a grim & perilous world, the Godsworn are perhaps the most recognizable. Branded with the burning

star of their god and wielding oversized war hammers as their holy weapons, these warrior-priests make it their sole mission to protect civilization at all costs. The Godsworn are more a crusading order than a church – even their frailest of priests constantly train for war. They despise all inhumans, their hammers and their prayers striking down Mutants and any other creature that dares threaten the sanctity of civilized life with a searing divine light. Though they are a terror to behold in battle, Godsworn also uphold the other generous qualities of the God-Emperor: many are charitable and devoted, going above and beyond their duty in any situation, battle or no. Their god, The God-Emperor is the most relatable of the gods; He too was once a person and as in life, as a god, He embodies courage, valor, honesty, and swift justice.



The God-Emperor is the most widely worshipped of the gods and this shows in His often lavish and beautiful temples with their gold statues and ivory pillars surrounding the burning pyres Godsworn priests maintain day and night. Godsworn services are full of pomp and circumstance, with prayers that start long before and after each ceremony. However, their prayers extend beyond their temples. Some Godsworn take their zealotry too far though and start killing anyone of a different creed and race so as to maintain the purity of their faith and their people. Such 'dark' Godsworn, burned free of all hair and scarred by their righteous zealotry, brook no defiance. They carry out sanguine tasks without impunity and with extreme discrimination.

ARMOR OF GOD

Put on the whole armor of the God-Emperor, that ye may be able to stand against the wiles of chaos.

Effect: Armor never prohibits or further penalizes your Difficulty Rating when you cast Magick or Rituals. This also means you can ignore the Heavy Quality for purposes of casting Magick.

SPECIAL TRAIT: PRAYERS OF THE GOD-EMPEROR

You wear the armor of your god and can invoke His prayers. They speak of judgement, righteous fury and execution. You are the God-Emperor's priest elect and forces of chaos best step aside or else suffer from your holy incantations.

Effect: You can now attempt to learn Magicks from the Prayers of the God-Emperor, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the God-Emperor. You cannot cast Lesser Magick from the Prayers of the God-Emperor until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the God-Emperor and cannot adopt any other Profession that gives different Prayer types.

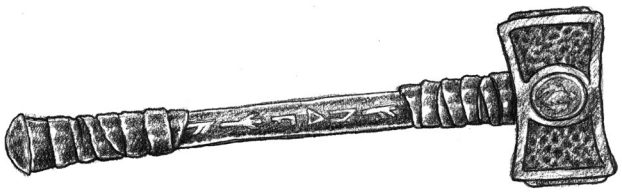
DRAWBACK: THE GOD-EMPEROR'S COMMANDMENTS

The God-Emperor makes specific demands from His priesthood. Some of these include obeying your king. Others may be rooting out the Mutant incursion. You must befriend dwarves, and do your best to ally with them. Most of these edicts require you to sacrifice personal liberty so that justice is fulfilled for all.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the God-Emperor. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

GODSWORN ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Incantation	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Toughness	TALENTS	Impervious Mind
SKILL RANKS	Simple Melee	TALENTS	Mounted Defense
SKILL RANKS	Warfare	TALENTS	Supernatural Paranoia



GRAIL KNIGHT

You must possess at least one Skill Rank in Martial Melee in order to enter this Expert Profession.

There are legends of a band of noble knights that sought out an ancient relic of great power – a holy grail. Even though no one can say if their quest was fulfilled, these tales continue to enthrall the smallfolk and inspire the sons of the nobility in a grim & perilous world. So inspired they join fraternities and pledge themselves to a great quest – protecting a land, going on a crusade or indeed, discovering the whereabouts of some holy artifact. Their connection to the old tales means that they are known as Grail Knights, and whether for their lord, their faith or their quest, their shared kinship, training, heraldry and spilling of enemy blood forges bonds between them that last far beyond the grave.

Grail Knights are skilled warriors, excellent tacticians, and knowledgeable about their quest. Their personalities and mannerisms vary between orders: the 'Order of the Gryphon' consists of fierce warriors, the 'Order of the Stoat' are sly tricksters and 'Order of the Black Knights' are forbearers of death. Not only honorable and skilled, Grail Knights find that fortune favors them in their quests. Grail Knights have strong hearts, but their fanaticism can be lured by Abyssal cravings into wanton destruction. Entire orders have twisted their 'grails', turning from stalwart defenders to xenophobic murderers, while still maintaining the same devotion to their cause. Hearing of a fallen order is an ill-omen, as even just one Grail Knight who has given in to chaos is a threat.

BLESSING OF AVALON

Grail Knights are no mere run-of-the-mill knight; they are so much more – stalwartly compassionate, honorable and chivalrous. They are the embodiment of justice, as holy warriors given jurisprudence by the gods above. As a reward for their virtuous ways, fate has decided that Grail Knights alone have a higher cause to serve. Of course, that 'quest' is more dangerous, even life-threatening than their standard duties, but with it comes glory and honor for both themselves and their order.

Effect: When you would gain a Fate Point due to your Order Alignment, you gain two instead.

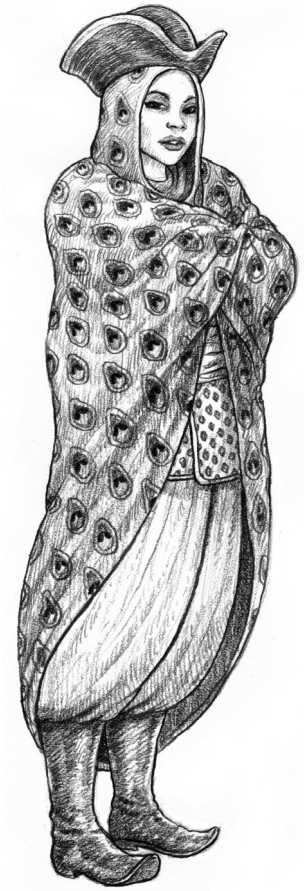
DRAWBACK: CODE OF HONOR

Grail Knights hold themselves to a higher standard in comparison with other knights, and indeed, the rest of civilization. They thoroughly despise the use of bows, pistols and the like, seeing them as the weapons of cowards and unskilled warriors. Nor will they attack an enemy unseen.

Effect: You cannot use ranged weapons whatsoever, nor attack during a Surprise Turn or from ambush.

GRAIL KNIGHT ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Toughness	TALENTS	Impervious Mind
SKILL RANKS	Survival	TALENTS	Mounted Defense
SKILL RANKS	Warfare	TALENTS	Nerves of Steel



GREY GUILDER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

Money underpins civilization and society. Gold and shillings make the wheels of commerce, the hands of power and the machinery of war turn. Money speaks to power and when it does, it is with distrust and betrayal, for there are two sides to every coin. To the Grey Guilders, priests of the trickster god the Nightfather, these two sides are commerce and trickery. They believe heavily in chance, luck, deception and the almighty crown, exalting in mischief and mayhem, with many Grey Guilders having been bards, jesters or thieves reformed and turned over a new coin or leaf. Or rather they have found faith, for 'new leaf' does not mean that they have given up their old tricks. Now those are tricks dedicated to the Nightfather. Indeed, some see the Grey Guilders as nothing more than a religiously-organized thieves' guild. Grey Guilders can only be identified by the crow's eye carved from onyx worn around their necks. While their worship is not outlawed and every traveler says a prayer to the Nightfather for good luck, the priesthood is rarely trusted due to their furtive and unscrupulous nature.

Grey Guilders operate and worship in independent cells, communicating with each other in their cant of slang and secret signs. They worship in secret behind the storefronts of 'honest' merchants, ceremonies being subtle and rare, little more than a tithe paid and a quick invocation for luck. Their prayers either confuse and misdirect or meddle directly in the flow of commerce, but whatever money is made a tithe is always paid. Grey Guilders who fall from grace embrace fully chance, decisions being made by flips of a marked coin, either to steal from you or kill you. These two-faced criminal priests are reviled and should be feared.

'X' MARKS THE SPOT

Grey Guilders oftentimes mark a characteristic 'X' upon their religious tokens or clothing, though never where a discerning eye would readily identify it. This 'X' is a silent invocation of luck and steadfastness, one that the Nightfather has heard. He marks His blessed followers with an invisible X Himself, as Grey Guilders are unnaturally lucky.

Effect: When you intend to sacrifice a Fortune Point, roll a 1D6 Chaos Die. If the result is face '6', you don't have to use the Fortune Point to gain its benefits.

SPECIAL TRAIT: PRAYERS OF THE NIGHTFATHER

Those who worship the Nightfather have no prescribed document of faith nor do they adhere to a religious body. They operate semi-independently of any formal church, although they do maintain a number of 'shrine clubs' dedicated to the god of luck. Those lucky enough to be blessed by him can call upon His powers to change the outcome of events in both minor and life-altering ways.

Effect: You can now attempt to learn Magicks from the Prayers of the Nightfather, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Nightfather. You cannot cast Lesser Magick from the Prayers of the Nightfather until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Nightfather and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE NIGHTFATHER'S COMMANDMENTS

The Nightfather makes specific demands from His priesthood. This includes participation in gambling, theft and graft. The use of violence is highly discouraged; even muggings and petty crimes where others are brought to harm is looked down upon. Informing upon criminal activities of others, however, is the most egregious of sins in the eyes of the Nightfather.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Nightfather. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

GREY GUILDER ADVANCES			
SKILL RANKS	Bargain	BONUS ADVANCES	[IB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Doppelganger
SKILL RANKS	Simple Melee	TALENTS	Gallows Humor
SKILL RANKS	Stealth	TALENTS	Forked Tongue

GUILDMASTER

You must possess at least two Skill Ranks in Tradecraft in order to enter this Expert Profession.

Although there exists many an independent craftsman or scholar, control of manufacturing, craftsmanship, academic subjects and so on rests with the guilds. These fraternal, sometimes maternal, organizations monopolize specific trades or fields of study, from glassblowing and masonry to astronomy and medicine. Each guild inducts apprentices who spend years, even decades, studying their trade or subject until eventually they learn 'the mysteries' known only to each guild. Leading each guild in each town and city is a Guildmaster, perhaps a trusted librarian, a reputable merchant or a master craftsman, but all renowned for their knowledge and expertise. Together they control who engages in their trade or field of study, often denying guild membership or the right to trade to independent scholars and craftsmen They set prices too, brooking no competition, but they also present a united front against those who exploit them. Nevertheless, many have become wealthy and in the process, members of the newly burgeoning middle classes – the bourgeois burghers.

A Guildmaster's skills will vary according to the trades they represent, but all have leadership skills and know the ins and outs of their craft, trade or field of study. In a grim & perilous world, guilds have even arisen to control banking and mercenary bands, their leaders exercising great influence at court and on the battlefield. All Guildmasters work to protect their guild's monopoly, but some take their ambitions beyond this, seeking power for the sake of it. This can lead to disaster, as trade shortages leave people hungry and angry, sometimes causing violence to erupt in the marketplace.

MAKER'S MARK

Tempered and honed by an experienced hand, the equipment a Guildmaster forges with their hand is strong. Their items withstand the test of time and deterioration, treated almost relic-like in the quality of their craftsmanship.

Effect: Any time you produce a weapon, armor or shield using your Focus, it gains the Maker's Mark Quality. This Quality can be found in **Chapter 7: Trappings**. If the trapping is not one of the aforementioned, it adds +5 Base Chance to Skill use it's related to (examples include an *astrolabe* used for Navigation, *coach* used for Drive, *rope* used for Athletics, etc.).

DRAWBACK: GUILD RESPONSIBILITIES

A Guildmaster's life is one of constant expenditure – loans, bribes, banquets, the latest fashions for their significant other and so on – for the work they do is not enough to sustain their political power. It may be used for graft, further investiture and the training of new apprentices.

Effect: You must donate one out of nine coins you have to your guild.

GUILDMASTER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Determination
SKILL RANKS	Simple Melee	TALENTS	Incredible Numeration
SKILL RANKS	Tradecraft	TALENTS	Meeting of the Minds

HERMETIC

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Hermetics study the science of alchemy, with their primary study based on the properties of the four basic elements. However, they also recognize that the Æther permeates everything around them and is thus the primary element. They see it as a universal solvent, breaking down the traditional elements into lesser substances such as gases and matter. This influences their understanding of how Magick affects both the makeup of the Material Realm and their primary concern – the transmutation of metals and ore. Hermetics are metallurgists without peer, able to weave elements of the Æthereal Veil in subtle – and not so subtle – ways to change substances. Despite them being able make such transmutations, there is still one transmutation that eludes them all, that of one base metal into another, of nickel into iron, of lead into gold and so on. Discovering the secret of 'true transmutation' remains every Hermetic's dream.

Pursuit of the secret of 'true transmutation' has also been many a Hermetic's downfall. Younger Hermetics who lack the training and knowledge can spend years searching for it without success. It can drive some into madness – or worse, lead them onto darker paths, especially if they are seeking to transmute lead into gold. Their desire for the secret can transmute into a lust for gold to equal that of any dwarf and a Hermetic may end up using unsavory substances or making pacts with the Abyssal princes. One needs only to remember the tale of Midas to understand what becomes of a person whose greed consumes them.

ALCHEMICAL THAUMATURGY

With alchemical instruments, you have learned to mix Wytchstone into liquid, distilling it into a usable Elixir. However, the risks associated with concocting your Elixirs is severely diminished by your innate know-how.

Effect: Immediately after concocting an Elixir, roll D100 three times and pick the one you prefer best. In addition, you never suffer the ill-effects of Critical Failures when preparing Elixirs, instead treating it as a failed Skill Test.

SPECIAL TRAIT: ARCANA OF TRANSMUTATION

You have adopted the thaumaturgic arts, learning to Magickally-manipulate metals to bend, shape and twist to your very desire.

Effect: You can now attempt to learn Magicks from the Arcana of Transmutation, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Transmutation. You cannot cast Lesser Magick from the Arcana of Transmutation until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Transmutation and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: YELLOW TEMPERAMENT

Hermetics possess coldly logical minds and as hyper-rational individuals, they find it exceedingly difficult to entertain ideas which may not be theoretically sound or reasoned. As a

consequence, they prefer to plan everything and invariably they find themselves grossly underequipped to deal with factors that they cannot predict.

Effect: When your Chaos Ranks exceeds your Order Ranks, you must flip the results to fail all Fellowship-based Skill Tests. This lasts until your Order Ranks exceeds your Chaos Ranks.

HERMETIC ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Ambidexterity
SKILL RANKS	Survival	TALENTS	Determination
SKILL RANKS	Tradecraft	TALENTS	Impervious Mind

HIEROPHANT

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

When the smallfolk talk favorably of wizards, it is usually Hierophants they are praising. Hierophants devote their lives to studying and mastering the Arcana of Luminescence, the school of Magick that has proven time and time again to be anathema to the powers of the Abyss. Where demonic beings propagate chaos, disaster, darkness and destruction, Hierophants bring radiance, order and healing, their power being derived from light. Many give off an air of scholarly knowledge and wisdom, but while quiet and reserved, they can be judgmental and deem themselves more important or influential than other wizards. This is because of the intense pride they take in both their Magick and its purity. Their arrogance does not go unnoticed by other arcanists, but the proof is in their abilities; they can heal the sick, protect those in danger and bring hope where there is none.

Besides their superiority and aloofness, Hierophants are typically zealous when it comes to opposing the forces of chaos. Steeped in the study of purity and enlightenment, there is always a certain detachment to Hierophants, a detachment that can grow in battling the forces of chaos. If it grows too much, it can be joined by a fascination with their foes and all too readily, a Hierophant is not just battling chaos but attempting to understand and master it. Such apostates become Luminescence's harshest critics and servants of a 'universal law of purity' that only they can envision. Enacting their sense of twisted order generally leads to terrible endings for the 'unenlightened', made victim to the Hierophant's misguided understandings.

LIGHT THE DARKEST HOUR

The Arcana of Luminescence and thus Hierophants are most potent during the daylight hours, for this is when they absorb the Ætheric power of Luminescence. They can then focus this into immense, often violent, explosions of might and power when they cast Magick.

Effect: During daytime, you may Channel Power without suffering the risk of Chaos Manifestations.

SPECIAL TRAIT: ARCANA OF LUMINESCENCE

Luminescence is the most difficult of Ætheric Winds to control. It requires a potent mind, with a deep connection to the inner light of consciousness. When harnessed though, it can be bent into immense displays of light, healing and arcane power.

Effect: You can now attempt to learn Magicks from the Arcana of Luminescence as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Luminescence. You cannot cast Lesser Magick from the Arcana of

Luminescence until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Luminescence and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: WHITE TEMPERAMENT

Possessed by an unyielding quest for enlightenment – quite literally – as their bodies become a vessel for Luminescence. This unification of spirit, mind and body attunes them to the Ætheric Winds of the Material Realm. When the sun sets, however, the light is sapped from them, and they are made victim to the encroaching darkness.

Effect: At nighttime, you cannot cast Magick without Channeling Power.

HIEROPHANT ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[FB]
SKILL RANKS	Awareness	BONUS ADVANCES	[IB]
SKILL RANKS	Bargain	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[PB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Determination
SKILL RANKS	Scrutinize	TALENTS	Instincts
SKILL RANKS	Simple Melee	TALENTS	Light Sleeper

HIGH LECTOR

You must possess at least two Skill Ranks in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick. Finally, you must sacrifice one Fate Point upon entering this Profession.

Each church is headed by a High Lector, the most holy and trusted of any faith who has communed directly with the heavens and now serves as a holy vessel. To hear the word of the High Lector is to hear the word of god, be it of the Nightfather to a Grey Guilder, the Martyr to a Revered Mother or the God-Emperor to a Godsworn, they all supplicate before their High Lector's divine guidance. Accession to the position of High Lector almost always involves a vibrant vision and guidance from the gods. They are told to shepherd their people towards a higher order, to be a leader in both spirit, body and mind. They often take on attributes of their beloved deity, such as the God-Emperor's golden locks or the Nightfather's cloaked visage. The laity often treat High Lectors as both powerful priests and living avatars – true earthly embodiments of their god, as close to divinity as they are likely to get.

Some High Lectors revel in the power and ego of their position, but most are humble, mere servants, chosen for a lifetime of pain and glory. They are advisers and leaders, lending their prayers to the smallest of churches and the highest of temples, yet few ever journey beyond their apartments or the halls of power. A rare few take to the road, observing the grim & perilous world through their own eyes to better understand how they can serve a higher purpose. Often this is because their faith has wavered, they have fallen from grace or their prayers have fallen on empty, god-forsaken temples. As close to divinity as they are, High Lectors remain at the whimsy of their gods and those who become too enthralled in their gods tend to disappear forever. Whether this disappearance is an exaltation into the hallowed halls of the heavens or a corruptive descent into the Abyss is yet to be understood.

LIVING AVATAR

To the laity, the most obvious signs of a god's divine grace is the Magickal power, or prayers, they grant. Unlike the laity, however, you have attained the succor of your god and a benediction of the favor. Etched deeply within your soul and physically upon your body, a series of stigmata illustrate that you are truly favored above all others.

Effect: When you sacrifice a Fate Point, permanently add **6%** to any one Primary Attribute of your choice.

SPECIAL TRAIT: DIVINE MASTERY

You have learned the deepest of secrets in the universe and share an unshakable bond with the gods above. As a result, you have gained (or perhaps earned) the watchful gaze of unsavory deities. Despite this, you are unable to call forth the most earth-shattering of Magicks, invocations unseen by other rank and file priests.

Effect: You can now attempt to learn Greater Magick from the list of Prayers your Expert Profession granted you, providing you possess at least three Skill Ranks in Incantation. In addition, you automatically learn one Greater Magick spell from this same list of Prayers.

DRAWBACK: NOT LONG FOR THIS WORLD

It is said when the God-Emperor was a mortal man and obtained divine favor with the Winter King, He rose from his golden throne to begin a journey – and never returned, instead ascending into apotheosis. If a High Lector ever becomes so favored, they too wander away never to be seen again. Perhaps they embark on an endless quest or ascend into sainthood, but either way they fade into legend.

Effect: You can never have more than 1 Fate Point at once. Should you ever possess 2 or more Fate Points, you must immediately sacrifice one.

HIGH LECTOR ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Leadership	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Light Sleeper
SKILL RANKS	Scrutinize	TALENTS	Multilingual
SKILL RANKS	Simple Melee	TALENTS	Secret Signs

ILLUSIONIST

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Illusionists rarely congregate or stay in one place. Curious, restless and beset by wanderlust, they spend their lives on the road ever in the pursuit of occult knowledge. Illusionists prefer to remain inconspicuous, for their endless pursuit for the arcane takes them to dark places – dark places that might be seen as 'evil' by those ignorant of the esoteric arts. Knowing that this can bring them to the attention of witch hunters, they

tend to slip into the night and shadows or travel under another guise. Their mix of the esoteric and the practical, scholarship and worldliness, gives them a curious skillset – unheard of for arcanists, they have a knack for swordsmanship, used to travel and are skilled diplomats. Their vow of pragmatism and poverty aids their diplomatic skills, as they cannot be easily persuaded by coin or worldly goods.

However, upon these roads less traveled, these grey pilgrims can become twisted by their own sense of secrecy. The constant need for secrecy and to hide their motives, means that Illusionists feel better prepared to hide their infernal pursuits should their search for knowledge and secrets take them in such a direction. Despite being masters of deception, witch hunters have an uncanny knack to sniff out renegade illusionists.

FACE IN THE CROWD

An Illusionist knows how to pass themselves off as another. You can go unnoticed, and possess an uncanny aptitude to make others forget who you are. It is rare that any take heed by your passing and even if they do manage to remember you, what they remember is vague and inconsistent. Thus they chalk up their lack of recall to indifference, faulty memory or both.

Effect: Strangers and acquaintances alike must Critically Succeed at a Scrutinize Test in order to recognize you, even if they have met you before. You otherwise always succeed Disguise Tests to pretend to not be who you really are.

SPECIAL TRAIT: ARCANA OF SHADOWMANCY

The art of deception, concealment and illusion are the backbone of Shadowmancy. As such, you find the darkness and evening fog more comforting than the light and sunny days.

Effect: You can now attempt to learn Magicks from the Arcana of Shadowmancy, as listed under Chapter 10: Grimoire. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Shadowmancy. You cannot cast Lesser Magick from the Arcana of Shadowmancy until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Shadowmancy and cannot adopt any other Profession that gives different Arcana types.

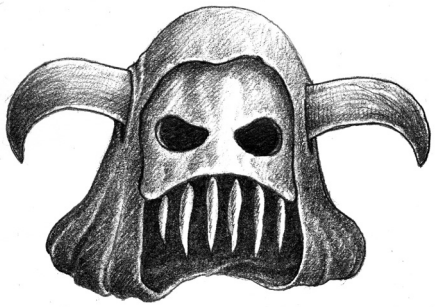
DRAWBACK: GREY TEMPERAMENT

Property, wealth and largesse is of little use to the Illusionist. To them, they regard the aesthetics of the world around them as their bounty, carrying only what is necessary on them to survive.

Effect: You cannot accumulate property, except for what you may be able to carry upon yourself. Violation of this sacred tenet causes your Magick to automatically fail otherwise.

ILLUSIONIST ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[CB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Incantation	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Doppelganger
SKILL RANKS	Survival	TALENTS	Meeting of the Minds
SKILL RANKS	Stealth	TALENTS	Rural Sensibility



INQUISITOR

You must possess at least two Skill Ranks in Resolve in order to enter this Expert Profession.

Since the dawn of time, the forces of chaos have sought to corrupt the seeds of life and twist the soul of mankind. Locked within this eternal struggle, the Inquisitor knows there is no place for half measures. Vows of unwavering faith and fealty drive them to face the abominations of this world and beyond, and perhaps more importantly, to be the scourge to those tainted souls that would lead their kin down the path of destruction. It is their duty to be ever watchful, ever prepared, and ever ready to use any means necessary to keep their vows. Varied and dangerous duties see them hunting down apostates, rooting out local heresies and taking sword and flame into the depths of cult lairs. In staring down the heretic, the mutant and the supernatural, many Inquisitors come to be touched with madness themselves, an unwelcome side effect from exposure to fell ideas and dark energies.

They must soldier on though, as they are the last line of defense when all other measures would be too extreme or too dangerous.

Pious warrior or self-justifying madman, it matters little when an Inquisitor arrives on your doorstep. For ill tidings are abroad, so doors are locked, neighbors accused and pyres prepared in readiness to cleanse witches in holy fire. In pursuit of the greater 'good', no sacrifice can be too great – many Inquisitors find themselves maimed or much less of a person than the one that took their vows of purity. And those who choose to stare into the heart of darkness often find it stares right back at them in the light. Some remain stalwart champions of the faith. Others find themselves embraced by the welcoming arms of chaos and destruction they once battled. An Inquisitor knows no deadlier foe than their fallen brethren.

WITCH HUNTER'S INSIGHT

By all that is divine, the Inquisitor metes out justice upon those who offend the gods. You are therefore protected against corruption, in its many forms. You can sniff out all forms of chaos, Ætheric or otherwise.

Effect: You are always under the effects of the Generalist Magick called *Wytchsight*. However, you retain your normal vision, able to 'turn off' this sight on command. You can learn more in **Chapter 10: Grimoire**.

DRAWBACK: RELIGIOUS ZEALOTRY

Inquisitors are a dogged folk, zealous to the point of posing danger to themselves and their friends around them.

Effect: Immediately change your Order Alignment to Zeal and your Chaos Alignment to Fanaticism.

INQUISITOR ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Menacing Demeanor
SKILL RANKS	Simple Melee	TALENTS	No Mercy
SKILL RANKS	Simple Ranged	TALENTS	Supernatural Paranoia

IRON ABBOT

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

There are many subtleties to war. Maneuvers, morale, when to attack, when to retreat; it's all a deadly dance that culminates in death, defeat and victory. No one knows this more than the Iron Abbots, the priesthood of the god of war and strategy, the Steward, who devote themselves to battle and order. Their armor emblazoned with symbols of the sun and wielding their trusty, blessed spears, these battle priests serve as aide-de-camps to generals or lead regiments themselves. When they do, the Steward's blazing sun banners fly proudly alongside the banners of the nobility. When battles end, Iron Abbots tend to wounded soldiers and often facilitate parleys between the opposing sides – though ideals may be different, war and honor are universal languages. In times of peace, Iron Abbots lead pilgrimages to ancient battlefields to witness the horrors and beauty of warfare.

Although nearly every guardhouse and encampment has a shrine to the Steward, His steely temples are usually found in barracks and military academies. Iron Abbots worship consists of drills and exercises, each spear thrust and shield block a prayer to their lord of war. These prayers ensure that Iron Abbot soldiers stand firm when other regiments falter, bolstering their morale and rallying them under continued assault. The Steward demands His followers to be disciplined and honorable, so discord is rare among His ranks. Those who give into more dishonorable and chaotic ways become vehicles for bloody, senseless destruction.

SHIELD OF THE BLAZING SUN

Emblazoned upon your shield is the symbol of a golden sun. When this holiest of symbols of the Steward is held aloft it serves as both a signal to those who'd dare trespass against you and a means to gird against incoming missile fire.

Effect: When you suffer Damage from a ranged weapon, roll a 1D6 Chaos Die. If it lands on face '6', you ignore the Damage as you automatically Parry the missile for 0 AP. Otherwise, you can attempt to Parry as usual. You must be armed with a shield in order to use this Trait.

SPECIAL TRAIT: PRAYERS OF THE STEWARD

Utterances to the Steward are always militaristic in nature. They are ordered, well-structured and highly ritualistic. Breaking any of the sacred rites can cause disruption from the Æthereal, potentially bringing forth chaos due to your fumbling of instruction.

Effect: You can now attempt to learn Magicks from the Prayers of the Steward, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Steward. You cannot cast Lesser Magick from the Prayers of the Steward until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Steward and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE STEWARD'S COMMANDMENTS

The Steward makes specific demands from His priesthood. They must always obey their superiors, always honor surrender, and never kill their prisoners unless in self-defense. Unfortunately, this often puts them at odds with the followers of the Winter King, who embrace warmongering as a means to an end.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Steward. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

IRON ABBOT ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Incantation	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Battle Magick
SKILL RANKS	Simple Melee	TALENTS	Impenetrable Wall
SKILL RANKS	Warfare	TALENTS	Military Formation

MERCHANT LORD

You must possess at least two Skill Ranks in Bargain in order to enter this Expert Profession.

There is no one economy in a grim & perilous world, but many. Each country has its own currency, standards and mercantile classes, but only one figure has the wherewithal to not only learn the ins-and-outs of each country, but also exploit them – the Merchant Lord. The Merchant Lord balances supply and demand between nations, diverting their trade fleets and caravans to where their masters can buy low

and sell high. Merchant Lords are venture capitalists and risk-takers, with coffers deep enough to influence kingdoms and empires – and damn the consequences on those deprived of goods and staples. This influence often makes Merchant Lords haughty and egotistical, but that only drives them to make yet more money.

Merchant Lords travel widely, from city to city, country to country, making trade deals that fill their coffers with thousands of gold and locating exotic and rare goods to sell. Merchant Lords are well travelled, used to dealing with members of all social classes, and have coin enough to buy their way out of – and probably into – trouble. Their greed though, is often their undoing, as they make trades both legal and illegal, corrupted into committing human trafficking, animal poaching and outright thievery to fill their coffers to overflowing.

WHAT'S YOURS IS MINE

Merchant Lords buy what they want, running roughshod over all those who'd stand in their way. For them, there are no critical errors or failure; there is only opportunity.

Effect: When you Critically Fail any Skill Test, immediately turn it into a Critical Success. However, you suffer 3 Corruption in kind.

DRAWBACK: THE WORLD IS MINE

With an air of affluence and confidence, Merchant Lords have few perceived weaknesses, save for their indulgences in coin, food and flesh.

Effect: Immediately change your Order Alignment to Sophistication and your Chaos Alignment to Indulgence.

MERCHANT LORD ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[PB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Appalling Mien
SKILL RANKS	Simple Ranged	TALENTS	Impervious Mind
SKILL RANKS	Tradecraft	TALENTS	Indifference

MILITARY OFFICER

You must possess at least one Skill Rank in both Leadership and Warfare in order to enter this Expert Profession.

Military Officers hold ranks in armies and navies, from sergeants to generals and first mates to admirals. Some have risen from the ranks, others have attended military academies, but they now command small mercenary bands, naval vessels or fleets and army regiments or whole armies. The Military Officer ensures those under their command are kept supplied and plans their maneuvers and strategies in battle, but when the war horns sound, they still don their mail and take up their swords to wade into battle alongside their men. Military Officers are brilliant tacticians, fighters and leaders, often rising to become statesmen and diplomats. Well respected, dedicated to their cause and the leading figures in any campaign, Military Officers are also valuable targets. Sadly, the successful kidnap or assassination attempt of a great captain can break the morale of an entire army.

Most Military Officers are intelligent soldiers, renowned for their skills and knowledge and their courage and skill on the battlefield. This makes them useful when temporarily assigned to small parties for specialized missions and when they leave military life. Some even sell their skills to the

highest bidder, serving one nation, then another, perhaps even fighting a nation they previously served. Others eschew a life of service, rallying their own personal armies to set out and establish their own kingdoms or take existing ones, turning them into militaristic autocracies. These dictators are often cruel, using the only thing they know as a means to rule: excessive force, violence and a cult of terror.

CALL OF DUTY

The Military Officer is the consummate soldier: they make their beds nightly, they spit-shine their boots with a mirror-like finish, they sharpen their blades razor sharp and they fletch their arrows until the shaft is true. This level of perfection is rarely ever seen among the rank and file, marking Military Officers as more than just a warrior – they are soldiers!

Effect: When you fail a Martial Melee or Martial Ranged Test, you may re-roll to generate a better result, but must accept the outcome.

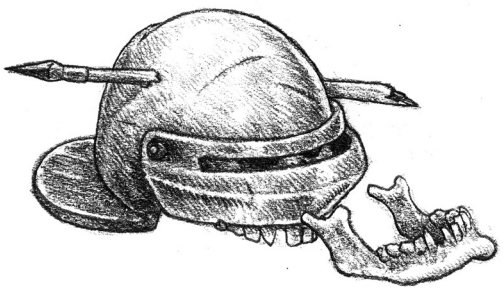
DRAWBACK: YOU CAN'T HANDLE THE TRUTH!

It takes a certain kind of personality to become a Military Officer. One must be highly disciplined, be able to take orders and carry out even the most unusual or morally questionable acts without question.

Effect: Immediately change your Order Alignment to Ferocity and your Chaos Alignment to Hatred.

MILITARY OFFICER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Impenetrable Wall
SKILL RANKS	Toughness	TALENTS	Instincts
SKILL RANKS	Warfare	TALENTS	Military Formation



NECROMANCER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Most arcanists draw the Ætheric Winds through the Æthereal Veil to manipulate and improve the Material World around them. The Necromancer draws the Ætheric Winds through the Æthereal Veil for one base goal – to live forever. Their life's work is to cheat death, living into eternity either in their current body or a more 'divine' form able to withstand the march of time. Rejecting the ideas of godly dominion, Abyssal service and the wheel of fate, their singular task is to bind their spirit permanently to the Material Realm. To them, there are no gods, only men and through Necromancy, they seek to ensorcel their bodies with the darkest of Magicks to live forever. Not an inherently evil aim, so much as a selfish one. Preserving themselves for all eternity to see the fruit of their labors – whether for lineage, largesse or their innovations – is the ultimate goal of every Necromancer.

A combination of inherently dangerous Magicks and the ceaseless trafficking with the dead cannot fail but corrupt the Necromancer. Controlling death is a prerequisite to understanding how to prolong life, which involves inhuman experiments upon the living, grave-robbing and desecration of the recently deceased. Eventually their experiments include

that most deplorable of necromantic practices – the creation of the undead. It takes a dark mind to set out on this path and by the time a Necromancer has created their first undead, they are utterly corrupted. To further explore the secrets to eternal life, the Necromancer must read fouler tomes and swallow their pride to seek audience with Abyssal creatures. They offer the Necromancer the blackest of Magicks and in return, the Necromancer offers their service.

RISE FROM YOUR GRAVE

Your mastery over life has given you limitless power over the dead. Calling them forth from their graves is a natural part of your research. A host of the undead awaits, ready to heed your call to rise forth, for they are legion.

Effect: Anytime you attempt to create or control creatures classified as Supernatural, you may flip the results to succeed at Incantation Tests. In addition, you automatically understand how to use the *Ritual of Awaken the Dead*. Finally, you can use any Ritual which brings Supernatural creatures under your control within one minute, instead of the normal casting time required.

SPECIAL TRAIT: ARCANA OF NECROMANCY

You wield the most unnatural of arts: command over the undead. In your 'noble' pursuit to live forever, you have learned to extend life and end it at a whim.

Effect: You can now attempt to learn Magicks from the Arcana of Necromancy, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Necromancy. You cannot cast Lesser Magick from the Arcana of Necromancy until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Necromancy and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: BLACK TEMPERAMENT

Unfortunately, the power you wield is highly destructive – not only to others, but also upon your very soul. Bit by bit, your spirit is consumed by the dark sorcery you wield. You begin to develop odd affectations and side effects from using the destructive powers of the blackest Ætheric Winds.

Effect: When you Critically Fail an Incantation Test to cast Magick, you gain a Malignancy. Malignancies are covered in **Chapter 10: Grimoire**.

NECROMANCER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Larceny
SKILL RANKS	Toughness	TALENTS	Left-handed Path

PISTOLIER

You must possess at least one Skill Rank in both Coordination and Martial Ranged in order to enter this Expert Profession.

As much as cannons and artillery have changed the battlefield and how war is waged, there is no single figure that has benefited from the advances in gunpowder and firearms technology more than the Pistolier. They have wholeheartedly adopted the musket and wheellock as their own, and though they can use any gunpowder weapon with alacrity, they favor

handguns above all else. Though such weapons are rare, and many regard them as brutal, Pistoliers see them as elegant and the way of the future. Many Pistoliers find service in mercenary companies, often wading into battle wielding, with intimidating ferocity, a gun in each hand and many more strapped to a bandolier draped across their chest. Others hire out their expertise as duelists or bodyguards, while simply making a spare shilling or three from public displays of their skill.

Many are naturally intimidated by Pistoliers, for certain death lies at the end of the barrel of their guns. Yet they are romantic figures too, quick-draws who take pride in their skills and cocksure in their fantastic twirls of their guns and trick shots that would leave even the greatest jesters agape. Their skills end at the end of their gun's barrels; few carry other weapons larger than a knife and regard bows as archaic. Some consider Pistoliers obsessed with their guns, in that they treat their weapons almost like children, and when Pistoliers fall into madness' grip this is often true. They collect and hoard guns, cooing at them and aching to fire them in aggressive displays of dominance. They display these weapons openly, and are quick to pull – and shoot – at a moment's notice. They are loose cannons, stuck permanently on the edge between tension and utter ruin.

GUNSLINGER

With quick hands and practice, you have learned to reload practically every gun with blinding speed. No one can match your skill with gunpowder weapons – save for other Pistoliers. And when Pistoliers test their skills against each other, it all boils down to the draw.

Effect: You can Load any weapon possessing the Gunpowder Quality as an action for 0 APs. In addition, you ignore the Volatile Quality of weapons that also possess the Gunpowder Quality.

DRAWBACK: BLACK HAT

Every protagonist of the story has a rival; an implacable villain that haunts their every turn. You are no different, and this heel will follow you to the ends of the earth to see you humiliated or killed.

Effect: You gain the Nemesis Drawback upon entering this Profession. If you already have a Nemesis, you gain another.

PISTOLIER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Guile	BONUS ADVANCES	[CB]
SKILL RANKS	Marital Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Gangster Grip
SKILL RANKS	Simple Ranged	TALENTS	Gruesome Shot
SKILL RANKS	Warfare	TALENTS	Shoot From The Hip

PLAGUE DOKTOR

You must possess at least one Skill Rank in Heal in order to enter this Expert Profession.

As much as culture and technology have advanced in recent years, medical sciences have lagged behind and remain a relative mystery. Indeed, the discovery that sickness and

disease is natural, almost a living creature that could be spread by breathing, is only a recent one. This discovery was made by Plague Doktors, who make made it their life's calling to devote themselves to this new science and aid the science. Though many have standard training and can set bones, lance boils, and so on, Plague Doktors spend most of their time researching disease. Wearing a long, bird-like mask stuffed with herbs and spices to block out the smell of decay, Plague Doktors explore festering sores, amputate limbs, apply leech therapy and watch people die from hundreds of nasty illnesses. This includes Magickal diseases born from mutation and the stench of the Abyss that bring a host of new challenges. For patients, treatment can be as deadly as the disease – there are no antibiotics or anesthesia; the only alternatives being a prayer to the gods and a bottle of rotgut.

Some Plague Doktors rarely leave their surgical theaters, but others are natural wanderers, traveling the world looking for cures and discovering even stranger diseases. The entire countryside is sick, so they have little remorse leaving behind 'regulars' in search of new breakthroughs. Highly intelligent and inquisitive, Plague Doktors employ scientific methods in their research and while some are amazing healers, their abilities are limited by their scientific knowledge. Being a Plague Doktor is grim and gruesome work; hearing the screams of your patient as you burn the stub that was once their hand, watching children cough up blood or seeing a friend succumb to mutation places a massive strain on their mental state. This can make some Plague Doktors erratic and unstable – and worse, drive others to see that the only way to find cures is to examine their symptoms again and again, which means spreading disease after disease. Then they truly become Plague Doktors!

BLIGHT-BORN IMMUNITY

Long has the Plague Doktor wandered among the sick and infirm. Both a life-giver and death-dealer, a Plague Doktor is both an omen of death and a portent to life.

Effect: You always succeed Skill Tests to Treat Disease. In addition, any time you Critically Succeed a Skill Test to withstand Disease, you are forever immune to it in the future.

DRAWBACK: DEATH HAS COME TO TOWN

When a Plague Doktor comes calling, the people scatter. They hold an inalienable fear of their grim practice, as their beaked masks and black garb are oftentimes conflated with images of the Custodian himself. As such, you have found it difficult to keep close friends, as most perish in your company as you are undeniably a plague carrier.

Effect: When you fail Fellowship-based Skill Tests, they are treated as if they were Critical Failures instead.

PLAGUE DOKTOR ADVANCES

SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Ambidexterity
SKILL RANKS	Simple Melee	TALENTS	Impervious Mind
SKILL RANKS	Toughness	TALENTS	Indifference

PLEDGED GUARD

You must possess at least one Skill Rank in both Athletics and Toughness in order to enter this Expert Profession.

Where there is any person of import – or at least one who has the funds – then standing close by is a Pledged Guard.

Professional bodyguards and enforcers, Pledged Guards have trained for years to provide protection nobles, guildsmen, priests, scholars and even criminals. They do not incite violence, but move to prevent it – many find a glower and a snarl is enough to send most assaulters or annoyances packing. When their charge's life is in danger though, the Pledged Guard will lay their life on the line, perhaps holding back a mob, taking an assassin's bullet or serving as their champion in a trial by combat. Pledged Guards are invariably imposing physically and personally, and no matter who they are hired to protect, there is no one more important to them.

Pledged Guards sometimes join an adventuring group as an actual bodyguard, while others are on the road looking for some charismatic figure to serve. Pledged Guards specialize in single combat, able to combat and strike down a single opponent with aplomb and a finality that few others can manage. They are direct and menacing, never wasting an action in combat and capable of clearing a rowdy tavern with their presence. The Pledged Guard is easily swayed by coin, however, readily switching alliances for better pay, no matter how foul their ward is. Even if this means the most brutal of warlords or the vilest cultist. This ambivalence leaves them vulnerable, first to coin, then belief – and that may be belief in the darkest of powers.

THE ENFORCER

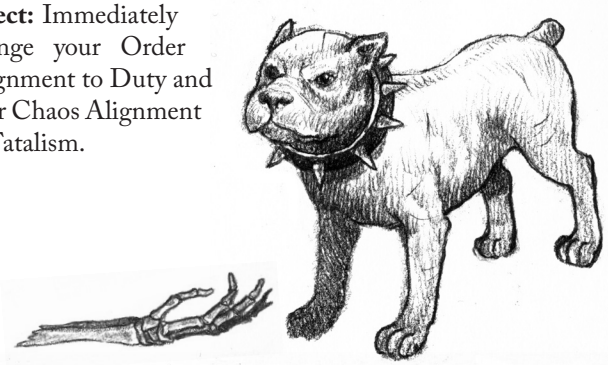
The Pledged Guard is duty-bound to protect and to serve their master. Should they be made a target of assassination, an eel pie or even bird droppings, the Pledged Guard will throw themselves into harm's way to protect their charge.

Effect: When Engaged with an ally and they fail to Counterspell, Dodge, Parry, Resist or cannot do so, you may immediately spend 0 AP and make a Coordination Test. If successful, they are pushed 1 yard away and suffer no effects. You instead suffer in their stead, but cannot Counterspell, Dodge, Parry or Resist its effects.

DRAWBACK: EVER-FAITHFUL

The Pledged Guard, no matter their master, maintains the strictest sense of loyalty. While they may serve many lords and ladies over time, a Pledged Guard has an unerring sense of duty to only one charge at a time, which sometimes leads them down the path to destruction.

Effect: Immediately change your Order Alignment to Duty and your Chaos Alignment to Fatalism.



PLEDGED GUARD ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[PB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Appalling Mien
SKILL RANKS	Simple Melee	TALENTS	Run Amok
SKILL RANKS	Toughness	TALENTS	Second Skin

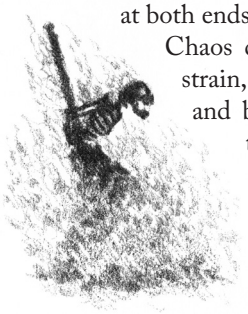
PYROMANCER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Of the arcanists, the Pyromancer is the most imposing, for they embrace and embody fire. A fire that they often bring to the battlefield, putting enemy regiments and hordes to the flame with great gouts of fire. Striding forth in their flowing

red robes, they appear much like a lick of flame, their staff and flaming sword held aloft, a burning crown of flame hovering above their skullcap as a symbol of war, a shining beacon standing against the tide of chaos. Forceful of personality, Pyromancers are renowned for their spectacular appearance and military zeal and successful ones often become Archmages later in their lives. Yet they can also be radical and explosive in personality, and it is said that those who play with fire are often the ones who get burned. The numerous ragged scars and disfigurements that wrap their way around Pyromancers' bodies is testament to that.

Few Pyromancers ever become Archmages and many rarely live long enough to uncover the greater mysteries of their studies. Consumed by their own passions, their heart turns to hatred, to zeal and to lust. Burning the proverbial candle at both ends, the Pyromancer's shelf life is limited. Chaos drives them towards exuberance and strain, burning with vehemence both fast and bright. These practitioners take upon these same elemental desires, burning not from the outside, but within. Chaos – no matter its champion – will have its due, consuming the Pyromancer as fast as a fuse.



THE FIERY HEART

The Winds of the Æthereal Veil burn bright within your heart, invigoratingyour passion.

Effect: You and any non-living possessions carried cannot be harmed by non-Magickal fire.

SPECIAL TRAIT: ARCANA OF PYROMANCY

From the smallest flicker to the largest of conflagrations, Magick from this particular arcana is incredibly destructive. But you are a master of the flames, commanding massive infernos to spill forth into the Material Realm with but a word.

Effect: You can now attempt to learn Magicks from the Arcana of Pyromancy, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Pyromancy. You cannot cast Lesser Magick from the Arcana of Pyromancy until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Pyromancy and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: RED TEMPERAMENT

Pyromancers are famously mercurial, possessing quick tempers and heated emotions. Woe be to others should they stand in your way, for they cannot assuage your anger!

Effect: Whenever you suffer Damage, you must immediately succeed at a Resolve Test or else suffer from Stress.

PYROMANCER ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Incantation	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Battle Magick
SKILL RANKS	Toughness	TALENTS	Indifference
SKILL RANKS	Warfare	TALENTS	Menacing Demeanor

REVERED MOTHER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

The sister of mercy and succor, the Martyr offers up Her own body and health to lead the children of the world from

sickness and suffering. Just as she is well-loved and respected, Her priesthood of the Revered Mothers are equally well-loved and respected. Garbed totally in white – though the white may be stained from spattered blood and bile – Revered Mothers are healers, menders and mid-wives, asking little more for their services than a tithe and a shared prayer. Some are highly trained physicians, others simply rely upon the Martyr's healing Magicks, but nearly all are women. Some men are sometimes accepted into their ranks – they retain the title of 'mother' as a point of pride. No matter their sex, Revered Mothers take strict oaths to never harm another soul, no matter how vile, mutated or diseased. Their matron of healing is a benevolent and loving figure who would never raise Her hand against anyone, so they do the same.

Revered Mothers are passionate and loving, giving off a maternal or paternal glow no matter their attendant. Many are also chaste, knowing pleasures of the flesh distract from their mission. The Martyr's hospices are great places of healing that give as much space to sick beds as they do their grand altar. Their worship is formalized and quite strict, including the needed 'cleansing of hands' between touching patients – a ritual believed to ward off sickness. Those Revered Mothers who see too many horrors begin to crack under pressure, often seeing quick merciful deaths to be the only solution to wounds and illness. These 'red revenants' are blood-stained representatives of the Martyr, valkyries that bring swift death to the dying by misericorde, ushering them towards the Well of Souls.

SISTERS OF MERCY

Blessed are the Revered Mothers, for they radiate an invisible aura of blue-white Æthereal light. This pallor discourages rational-minded folk, even those touched by Corruption, from harming a Revered Mother. Only when the priest makes the choice to embrace violence does this divine aura fade.

Effect: Any creature that is classified as a Humanoid (including player Ancestries) must reduce the Damage they inflict upon you by your [FB], until you initiate violence towards them or their allies.

SPECIAL TRAIT: PRAYERS OF THE MARTYR

Although the Martyr is a very popular goddess, her followers do not preach actively. They merely serve as compassionate volunteers to those truly in need. Water is sacred to every Revered Mother, and is often used to consecrate the thresholds of doors that have been transgressed against by violent people, or used to bless the wounded. Her prayers are of healing and mercy.

Effect: You can now attempt to learn Magicks from the Prayers of the Martyr, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Martyr. You cannot cast Lesser Magick from the Prayers of the Martyr until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Martyr and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE MARTYR'S COMMANDMENTS

Revered Mothers should always offer to heal the sick and give their services without promise of payment in return. Most have never even taken another life, even to defend the weak. However, they remain fervent in their crusade against chaos and are given reprieve from some strictures to defend others against those pained by Abyssal possession or those born of chaos made flesh.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Martyr. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

REVERED MOTHER ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Die Hard
SKILL RANKS	Scrutinize	TALENTS	Hard To Kill
SKILL RANKS	Simple Melee	TALENTS	Impervious Mind

RUNE THANE

You must possess at least one Skill Rank in both Resolve and Tradecraft in order to enter this Expert Profession.

Deep underground and in fallen places, carvings in odd languages and scripts have been found. Many remain a mystery, but the most common and oldest letters are the runes, both a complete alphabet for the language of a lost civilization and enchanted primal sounds that produce effects when they are inscribed. These self-described Rune Thanes are artisans of the highest caliber, focusing all their energy and attention on the weapons and runes they produce. They are not quite spell casters, nor mundane researchers, as the purpose and use of runes lies somewhere in between of a nebulous grey area. Rune Thanes make much of their living wage as blacksmiths, as runes are one of the only reliable ways to produce 'Magic Weapons' without terrible drawbacks.

Though most of the runic alphabet has been discovered, many Rune Thanes believe there are yet more eldritch runes waiting to be found. They take to the road, serving as 'enchanters' of a sort for their allies, as well as being well-travelled and conversant in several languages. Where many spell casters are untrusted, the Rune Thane is barely given a glance, their Magick being subtle and only used on objects and not people. Other wizards argue that there is something dangerous within the runes, for Magick in a grim & perilous world is never pure and contains its own destruction. So they warn that the runes are hiding their horrid potential for the right moment. Many Rune Thanes have gone insane studying and staring into the lusty glow of the runes, drawn into a world and a time that no longer exists, becoming furious and choleric when their inscriptions seemingly twist to another purpose.

ELDER FUTHARK

Rune Thanes attest that all language comes from the Elder Futhark, an ancient script found amongst the deepest ruins known. They make it their business to memorize these runes, in hopes of unlocking the secret to ultimate knowledge.

Effect: Anytime you use the *Ritual of Inscribe Magick Rune*, you may flip the results to succeed Incantation Tests during the empowerment cycle. In addition, you automatically understand how to use the *Ritual of Inscribe Magick Rune*. Finally, you may treat the Incantation Skill as a Common Skill for purposes of Rituals associated with the Skill Focus (Runesmith).

DRAWBACK: WALLOW IN MISERY

The Rune Thane devotes everything to their work; they are not just a fair-weather researcher, but a scholar and a champion for the runic arts. Thus, when they fail at their job, they become cloistered and sour for they take the failure particularly hard.

Effect: After a Rune Thane fails the empowerment cycle, they must flip the results to fail all Incantation Tests for one hour if having failed an Apprentice Rune, one day if having failed a Journeyman Rune or one week if having failed a Master Rune. In addition, they cannot attempt to inscribe new Runes during this time.

RUNE THANE ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Ride	TALENTS	Determination
SKILL RANKS	Simple Melee	TALENTS	Impervious Mind
SKILL RANKS	Tradecraft	TALENTS	Instincts

SCHOLAR

You must possess at least one Skill Rank in both Education and Resolve in order to enter this Expert Profession.

From the natural philosopher and the tenured professor to the learned historian and the obtuse alienist, the Scholar values knowledge above all else. Professional academics, Scholars devote their lives to learning, teaching and discovery and in this grim & perilous world, times are exciting. New and interesting branches of study are constantly popping up, and new discoveries are being made from one week to the next. Scholars can be generalists or specialists, though intellectual snobbery means that the latter – especially those who study history, languages and Magick – look down on the former. Scholars are often snooty and arrogant in their knowledge towards both their peers and the ill-educated hoi polloi. Although they lead lives of relative luxury compared to other hardscrabble jobs, some even rising to become royal librarians or political advisors, it does not mean that Scholars do not struggle. Many trudge through endless academic research, scouring dusty libraries and 'trading' in information with other rival Scholars in hopes of attracting sponsorship.

Some Scholars do leave the halls of academia, traveling in the hope of making great discoveries and accruing yet more knowledge. Rarely effective combatants, their knowledge of the world, resilience and wherewithal is often enough to see them through, but their quest to know more can lead many Scholars into dark places and shadowy recesses. Perhaps through anthropological inquiry, the Scholar learns of their own damned heritage; investigation into a fringe cult ends with the Scholar lying naked upon an altar as a knife flashes down; or the answers they want come at foul price... Once acquired though, knowledge is certainly power, but whether the Scholar decides to use that power for good or ill is in the end up to them.

HISTORICAL METHOD

Scholars use primary sources and other evidence to author accounts of the past and the world around them. Their formative knowledge allows them to understand to a preternatural degree the nature of life and the world at large.

Effect: You may treat all Intelligence-based Special Skills as Common Skills instead.

DRAWBACK: INTELLECTUAL RIGOR

Scholars are slavishly devoted to the truth. To speak an untruth or stretch the truth thin is not only grossly negligent towards their studies, but is a mark upon their shield of reputation and stake in the scientific community.

Effect: Any time you tell a lie, cheat or spread a falsehood, you gain 3 Corruption.

SCHOLAR ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[FB]
SKILL RANKS	Bargain	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Light Sleeper
SKILL RANKS	Simple Melee	TALENTS	Multilingual
SKILL RANKS	Survival	TALENTS	Worldly

SHAMAN

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Being a Shaman is more than just respecting nature; it's about becoming one with it. To a Shaman, everything in nature has a spirit and an essence, be it a bear, a babbling brook or a majestic oak. Life to them is a constant battle between these forces, where only the strongest spirits survive. This includes the Shaman, who is also one of these spirits. They are perhaps

mages of the wild, even priests in a sense, but they make no attempt to control the energies of this savage eternal war. Instead, Shaman are proxies to their power, guiding it into the Material Realm as conduits of power. The most potent spirits are animalistic spirits and when the Shaman gathers Magick, they are said to take on the very aspects of the beasts they so cherish. Shamans respect all animals, but many of them will have a 'totem', an animal that they hold in particularly high regard and feel a kinship towards.

Shamans are wild, unkempt and ripe of smell, being closer to a beast of nature than of their own race. Most of these wild arcanists shun civilized society, making homes in the rural villages that accept the Shaman's way. Some find any society too much, retreating into the wilderness and their Magick, and taking on the essence of the animals they respect. They become unhinged, violent and sometimes cannibalistic in order to protect their territory. Those who have been driven even further into madness may try to actually overthrow civilization, believing the only path to true enlightenment resides with learning to unleash the beast within.

FRIEND OF THE WILDLANDS

Predator or prey; to you it makes no difference. From the simplest of creatures to the most unfamiliar beasts of a different age, they are all a creation of nature. In that, you have learned to bring them to heel, to speak with them and live among them as their friend.

Effect: For purposes of Skills, Magick and other interactions you have, treat creatures who are classified as Beasts instead as Animals. This means you can tame them, teach them tricks and ensorcel them with Magicks and Skills. Furthermore, when you fail a Handle Animal Test, you may re-roll to generate a better result, but must accept the outcome.

SPECIAL TRAIT: ARCANA OF ANIMISM

Your arcana is of the bestial essence, untouched by the guiding hand of civilization. It flows freely like water, spilling over rock, rupturing the ground and making way where it can from its source to the sea. Untamed and unchecked, it is neither a force of order or chaos; it is a Wind left free to blow whichever way it wants.

Effect: You can now attempt to learn Magicks from the Arcana of Animism as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Animism. You cannot cast Lesser Magick from the Arcana of Animism until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Animism and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: BROWN TEMPERAMENT

Shamans have little patience for social conventions and are notoriously gruff, rude and grumpy. Shamans have no taste for the trappings of civility and make no means to hide this fact. They almost take pride in aggravating others, taking a sense of accomplishment with the people they scare or frighten due to their savage appearance.

Effect: When interacting directly with those of a Social Class other than Lowborn, you cannot succeed at Fellowship-based Skill Tests. In addition, you immediately move to the Lowborn Social Class once adopting this Profession.

SHAMAN ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Incantation	BONUS ADVANCES	[FB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Azimuth
SKILL RANKS	Survival	TALENTS	Instincts
SKILL RANKS	Toughness	TALENTS	Menacing Demeanor

SOOTHSAYER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Fabulously wealthy, ostentatious and perhaps supercilious of manner, Soothsayers are the most extravagant of star-gazers, turning their divination and prognostication into acts of showmanship. They document the movement of stars beyond the Material Realm, they record their dreams, they gaze into crystal balls and more to divine the future for themselves and others around them. While Soothsayers may give the impression that they know practically everything that there is to be said before it is spoken, this is not so. It takes time to interpret and assemble their divinations, though more for others than themselves. When they gather omens of the people around them – their friends, family and patrons – Soothsayers must carefully and artfully conduct themselves, or else be influenced by the future they prognosticate. Surprisingly, given the weight this knowledge yields, they are not all that grim. Soothsayers are matter-of-factly, and surprisingly pragmatic.

It is not uncommon for a mundane Astrologer to become a Soothsayer, but it takes one of great resolution and willpower to advance very far without crumbling after peering into the realm of infinite knowledge and not be crushed by the bleak outcomes that destiny has woven for mortal kind. The interpretations of Soothsayers are not well-accepted by other churches and both Soothsayers and their interpretations are often squashed by those churches' inquisitorial ranks. As a result, Soothsayers will find often themselves gainful employment with nobles to further shield themselves from the scrutinizing eyes of witch hunters.

THE FINAL PORTENT

The movement of the heavens above reveal secret truths of the world. Interpreting these omens through use of crystal balls, astrology and casting rune stones, you can detect warning signs of endeavors either ill-omened or well-favored by Fortune herself.

Effect: Select one player Character and attempt to foretell their future with an Incantation Test. If successful, when the same ally uses a Fortune Point over the next 24 hours, the Fortune Point is immediately restored to the Fortune Pool. This benefit cannot be given or gained more than once per day.

SPECIAL TRAIT: ARCANA OF ASTROMANCY

Those who have mastered the art of Astromancy can sense disturbances within the Æthereal Veil. The disruptions can be understood as omens and portents. Through Astromancy, the Soothsayer can manipulate a person's destiny, including their own.

Effect: You can now attempt to learn Magicks from the Arcana of Astromancy, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Astromancy. You cannot cast Lesser Magick from the Arcana of Astromancy until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Astromancy and cannot adopt any other Profession that gives different Arcane types.

DRAWBACK: BLUE TEMPERAMENT

It is of no great surprise that Soothsayers are well-paid for their auguries. More so than their Astrologer counterparts, they can factually draw prognostications using their Magick to produce desired, real results. Abnormally wealthy, Soothsayers are ostentatious in their affectations, mannerisms and style of dress.

Effect: You must always purchase the highest quality trappings available. This includes foodstuffs, supplies, weapons, armor and other wares.

SOOTHSAYER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[FB]
SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Azimuth
SKILL RANKS	Scrutinize	TALENTS	Incredible Numeration
SKILL RANKS	Simple Ranged	TALENTS	Secret Signs

TRUTHSAYER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

Education is expensive and hard to come by in modern times, but those who become blessed with the gift of knowledge have the Learner to thank. As the god of knowledge, wisdom and truth, His church is led by the serious and immovable Truthsayers. These priests are academics first and foremost, wearing circlets engraved with eyes to show their all-knowing vision. Truthsayers work alongside Scholars of all sorts, and many are the preeminent authorities on religion and apocryphal histories. Truthsayers also serve as judges and arbitrators: townsfolk who cannot afford Barristers seek the counsel of a Truthsayer to resolve any dispute involving money, land or lineage. Many see Truthsayers as the least religious of all priesthoods, for they take an objective, theological approach towards the divine. This is simply untrue, as Truthsayers believe the purpose of divinity is to reveal all knowledge and truth, no matter how frightening it may be. The Learner's worship also extends to arcanists and craftsmen, as anything that requires knowledge falls under His purview.

Learner temples are massive libraries, chronicling the stories of both their faith and the known world. Truthsayer worship often revolves around deep meditation, communing with their god and chronicling the past and present. Truthsayers also use their prayers to dispense justice and offer rulings. Those that become too absorbed by their erudite ways use their terrible knowledge and insight to give unfair rulings, altering verdicts and condemning innocents for sheer pleasure. Others seek to upend other faiths, condemning them as they counsel inquisitors to erase these perceived 'heretical' religions from the face of the earth. Once destroyed, they'll re-appropriate those religions' Magicks for their own benefit, leading them down the path towards dark incantations of prayers unknown to other Truthsayers.

OGHAM OF TRUTH

Truthsayers are perfect vessels for order, able to control the Winds of the Æther and become perfectly aligned with divine truth. However, when possessed by the inner turmoil of chaos, Truthsayers begin to waver.

Effect: When your Order Ranks are higher than your Chaos Ranks, you never provoke Divine Punishment with Chaos Dice. However, you still gain Corruption by Channeling Power.

SPECIAL TRAIT: PRAYERS OF THE LEARNER

Veneration of the Learner takes many forms. Some author works of truth; others educate the illiterate. However, Truthsayers take this to an entirely different level – they have learned to sift between truth and lies using divine power.

Effect: You can now attempt to learn Magicks from the Prayers of the Learner, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Learner. You cannot cast Lesser Magick from the Prayers of the Learner until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Learner and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE LEARNER'S COMMANDMENTS

The Learner makes specific demands from His priesthood. Truthsayers should always seek to speak the truth under all circumstances and abide by the law. They must volunteer to arbitrate disputes, and must lean on reason before picking up the sword.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Learner. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

TRUTHSAYER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[FB]
SKILL RANKS	Coordination	BONUS ADVANCES	[IB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[PB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Æthereal Alignment
SKILL RANKS	Scrutinize	TALENTS	Incredible Numeration
SKILL RANKS	Simple Melee	TALENTS	Meeting of the Minds

VETERAN

You must possess at least two Skill Ranks in Warfare in order to enter this Expert Profession.

The Veteran's place in society is one of grudging respect, a passing acknowledgement of the horrors they have endured and what few freedoms and luxuries those sacrifices have purchased. Not uncommon among Veterans are false legs, amputated hands and metal noses; a grim reminder of the physical sacrifices they've made. But the spiritual toll is not as outwardly apparent. A haunted look, a thousand-mile stare or even moments of intense psychological disturbance mark the Veteran as more the victim of war. For their sacrifices, they are honored on commemoration days, given at least meager amounts of food when they are hungry and drink when they are thirsty. Their advice in battle is keenly regarded and their ethics in trade are overlooked in lieu of this. They hold a minor place of honor, and while unglamorous, no one can say that it is unearned.

However, in war, there are no survivors – only living victims. The Veteran is one who has lived through this savage brutality. They have seen dead children suckling dying mothers and know the color of flesh charred from the bone. They have

smelled the leavings of their captured enemies, wasting away in cages. Their bodies are hardened and their minds more so, but the damage has been done and cannot be mended. They are sour, lost and cruelly indifferent, unable to acknowledge even the least further suffering in their world. While they may be slightly revered, no one cares to hear the Veteran's stories … and the Veteran cares less to tell them.

I'VE SEEN WORSE

In tense situations, Veterans are well-equipped to get the job done. When facing all but the direst of straights, a Veteran is stoic and unflappable in the face of danger.

Effect: You always succeed at Skill Tests to Resist the effects of Stress and Fear. In addition, you can never be made subject to the effects of the Intimidate Skill.

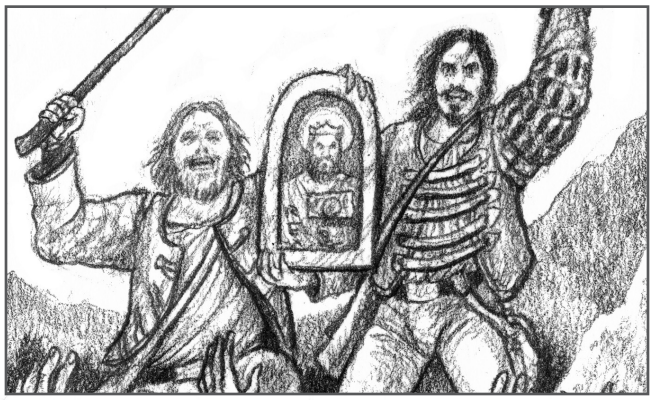
DRAWBACK: SCARRED PSYCHE

Unfortunately, your cynicism is difficult to hide, the scars upon your psyche visible to all. This carries through both in your personal and professional life, triggering during instances of intense stress or pain. This sickness may send you into a blinding rage or cause you to cower in the corner like a squalling babe.

Effect: When you fail Willpower-based Skill Tests, they are treated as if they were Critical Failures instead.

VETERAN ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Gamble	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Die Hard
SKILL RANKS	Toughness	TALENTS	Impervious Mind
SKILL RANKS	Warfare	TALENTS	Military Formation



WAR DERVISH

You must possess at least one Skill Rank in both Martial Melee and Resolve in order to enter this Expert Profession.

Many faiths have splinter religions. Some are dedicated to particular aspects of their gods, others to saints and similar holy figures, some even to heresies. Mysticism sects are devoted to the study of the ways of gods and of mysteries untapped – the nature of reality, the idea of existence, and the idea of the self-related to the godhead. War Dervishes are wandering mystics who travel to learn both about themselves and the world around them. As they pass through village after village, they make no attempt to convert anyone to their faith, but simply share stories, visit the local scholars and trade a little. They are best known for the beribboned swords and spears they carry and the mesmerizing worship rituals they perform with them involving intricate and graceful dances.

Neither priest nor warrior, War Dervish is also a quite imposing combatant – they believe that in order to truly know themselves, they must master their bodies just as they master their minds. They perform their rituals on the battlefield, using graceful weapons and sweeping dances to pirouette from one foe to the next, striking at them with their hardly noticing. The path of a War Dervish is wrought with peril, however. The quest for the truth of the world has led many to

the Abyss and stare too deep into the Abyss, and the Abyss stares back. These 'dark' War Dervishes resort to ever blacker means to see 'the hidden truth' of the world, devolving into drug addled maniacs who swirl and slash at demons they only see in their mind's eye. More often than not, these demons turn out to be the allies they journey with.

THE DANCE OF WAR

Whether they use ribbon-trailed spears, graceful long swords or dual scimitars, the War Dervish confounds their enemies with their fast movement and acrobatic pirouettes.

Effect: For every successful strike, Parry or Dodge you make during combat, increase your place on the Initiative Ladder by +1.

DRAWBACK: QUALITY OF MERCY

War Dervishes are not intrinsically violent, but their training leads to the alignment of both body and weapon. Some use this for the sake of order, whereas some fight against the allure of chaos. Despite whether a justified killing or not, it leaves a stain upon the War Dervish's soul.

Effect: When you slay a creature that is of your own Ancestry, you suffer 3 Corruption.

WAR DERVISH ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[CB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Handspring
SKILL RANKS	Toughness	TALENTS	Impenetrable Wall
SKILL RANKS	Warfare	TALENTS	Lightning Reaction

WARLOCK

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Warlocks are an unpleasant breed of arcanists who have paid a terrible price in exchange for raw, unbridled power. While many may have started out as reluctant Diabolists or Hedgewise, their impatience to grow into their own has lead them down a very dark path. Deluding themselves into thinking that they can negotiate with other-worldly creatures, they foolishly believe that they have the will to control that which they bring into the material world. Unfortunately, they all too quickly learn the error of their ways. Though they are eventually consumed by their own lust for power, striking such Faustian bargains does indeed grant them great power – if only in the short term.

Every practitioner of the dark arts who sets out on this path must strike a deal with an Abyssal master. The powers a Warlock gains is explicitly set down in blood under the terms of an infernal contract. Such a contract is always entangled in doublespeak, esoteric terms and chthonic provisions which must be kept. Striking a deal with an Abyssal master is excessively complex, and rightfully so; the Warlock's very soul is at stake. The contract also requires upkeep, maintenance

and further addendum, which involves a witness, usually an imp sent to observe the Warlock and independently verify that the Warlock is keeping to the agreement. If one or more terms of the contract is broken, the Warlock isn't dragged before an Abyssal court. No, instead the contract receives new infernal addendum, further drawing out the stipulations and requirements that the Warlock must now make in order to stay out of the fiery embrace of their Abyssal master.

INFERNAL CONTRACT

While some arcanists may have difficulties beseeching the powers of the Abyss, the Warlock has long-signed away their soul to those creatures. Their master will lend them aid in times of need by sending a servitor demon as an ally.

Effect: Anytime you summon Abyssal creatures using a Ritual, you may flip the results to succeed Bargain Test to negotiate for the desired service. In addition, you immediately learn the True Name of one Lesser Demon for purposes of summoning. You also understand how to use the *Ritual of Call Demonic Servant*.

SPECIAL TRAIT: ARCANA OF SORCERY

Anointed by the forces of disorder and corruption, Warlocks have the power to inflict suffering upon another with but a word.

Effect: You can now attempt to learn Magicks from the Arcana of Sorcery, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Sorcery. You cannot cast Lesser Magick from the Arcana of Sorcery until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Sorcery and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: BLACK TEMPERAMENT

Unfortunately, the power you wield is highly destructive – not only to others, but to your very soul. Bit by bit, your spirit is consumed by the dark sorcery you wield. You begin to develop odd affectations and side effects from using the destructive powers of the blackest Ætheric Winds.

Effect: When you Critically Fail an Incantation Test to cast Magick, you gain a Malignancy. Malignancies are covered in **Chapter 10: Grimoire**.

WARLOCK ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Blood Magick
SKILL RANKS	Simple Melee	TALENTS	Larceny
SKILL RANKS	Skulduggery	TALENTS	Strangler's Union

WHITE WOLF

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the special Trait of Divine Magick.

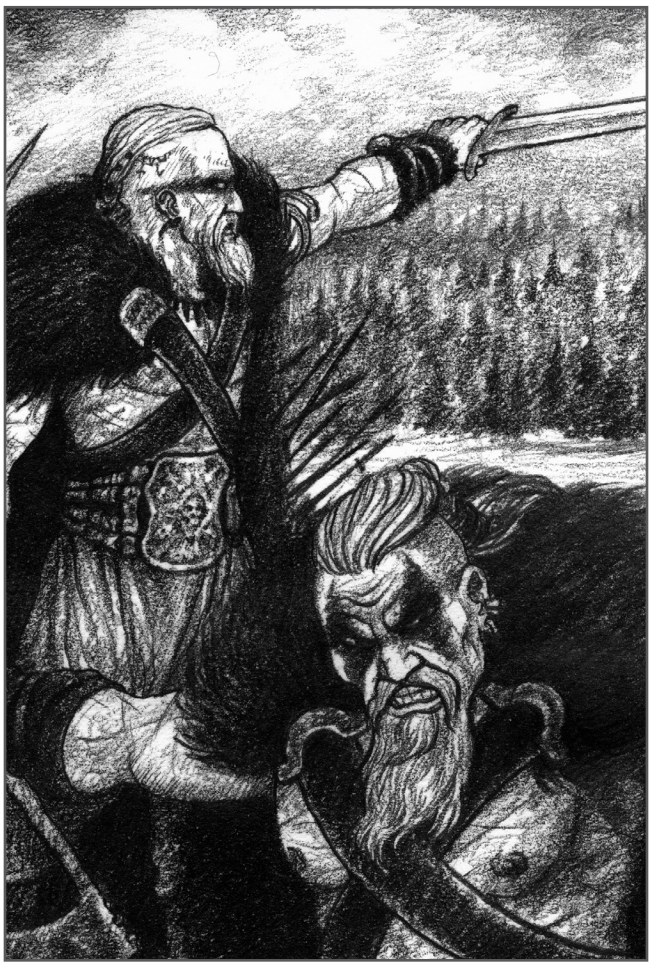
Before the God-Emperor ascended His lordly throne, many paid tribute to the might of the Winter King. Legends state that the God-Emperor himself was a disciple of this frigid god of the north, something many White Wolf priests love to point out to the Godsworn. The White Wolves are berserker priests of the ever-cold and calculating Winter King. They are brutal fighters, decked in the pelt of a white wolf they had to kill as a part of their initiation into the priesthood. Their religion is an ancient one, as the Winter King is brother to the Demiurge – the first god. White Wolves are as cold and steely as the climes they make their homes in, raised by the bite of frost and the ripping of claws.

White Wolves are fiery in their worship, cold in their mentality and hold little mercy for their enemies. They hold worship among ancient stone circles marked with runes of the Winter Kings; circles that many tundra-locked cities were built around. White Wolf prayers are destructive and cold, a boon in any battle their priests fight. Fanaticism is easy to come by in White Wolves, most likely due to their proximity to Corruptive influences; those that succumb turn from battle-hardened soldiers to blood-thirsty berserkers.

ULV-SKINN

To priests of this cult, no other animal is more sacred than the wolf. They represent the primal beginnings of all mankind; intelligent, pack-like huntsmen. By skinning these lupine predators, they can literally 'wear' the powers of the wolf, able to speak the tongue of canines and resist the bitter cold.

Effect: While wearing the skin of a wolf, you may use any Fellowship-based Skill to directly communicate with creatures that are wolves, dogs or other beasts of similar nature. This interaction is not always beneficial: many such creatures are skittish, ignorant, confused, cunningly deceptive or even openly aggressive. This empathy acts as a supernatural type of communication; the exact nature and complexity of which is determined by the GM. In addition, while wearing the wolf skin, you never suffer the ill-effects of cold weather or Frostbite.



SPECIAL TRAIT: PRAYERS OF THE WINTER KING

The Magicks of the Winter King require the loudest of exaltations; a combination of howling, stomping of boots and battle cries. There is nothing subtle about the prayers of the White Wolves. Many say that the terrifying priests of the Winter King could call beasts of all sorts forth from the wilds. They may be right.

Effect: You can now attempt to learn Magicks from the Prayers of the Winter King, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Winter King. You cannot cast Lesser Magick from the Prayers of the Winter King until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Winter King and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE WINTER KING'S COMMANDMENTS

The Winter King makes specific demands from His priesthood. They will not lie, cheat or lay in wait to ambush their enemies. Wolf-skins are sacred and must be worn at all times – even when in bed. Fires must be kept alight while resting, lest Abyssal spirits invade their dreams. Males will not shave their beards until defeated in combat, whereas women will wear their hair braided until they suffer the same fate. Bravery and self-reliance are the watchwords of the White Wolves.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Winter King. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

WHITE WOLF ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Incantation	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Stealth	TALENTS	Bad Axx!
SKILL RANKS	Survival	TALENTS	Hard To Kill
SKILL RANKS	Toughness	TALENTS	Overwhelming Force

Todd
Henkerbaum
Hans Jürgen

SKILLS

Whether commandeering a runaway carriage, pilfering a ledger unnoticed from a workshop, menacing others to persuade them to leave, haggling over the price of a sausage pie, firing a gunpowder weapon properly or honing your mind to withstand the corruption-blasting effects of terrors from beyond the stars, Characters are armed with the ability to overcome such challenges. Skills encapsulate particular kinds of knowledge and training, distinct from one another but all equally important.

Skill Tests represent the core mechanic of the **ZWEIHÄNDER** system in action. The GM will call upon you to make Skill Tests as a reaction to a decision you made for your Character. The Skill descriptions describe in general terms how they can be used. Each Skill is directly associated with a Primary Attribute. For instance, the Interrogate Skill is based on the Willpower Primary Attribute, as it relies on a force of personality to coerce others to tell the truth. Likewise, each Primary Attribute is associated with a particular type of skill and indicates a Character's natural ability to use that skill type. So Characters who possess high Brawn will naturally be better with physical-based Skills, whereas those with a high Perception will be better with observational-based Skills.

SKILL RANKS

Skill Ranks represent an intense dedication to a Skill, providing mechanical bonuses beyond the fold of raw ability. These are clarified as Apprentice, Journeyman and Master. Each of these Skill Ranks provides a cumulative bonus, added together whenever a Skill Test is made. Beyond their mechanical modifiers, they also inform the level of mastery a Character may possess. For instance, it is helpful to distinguish between a Character who's merely an Apprentice of Tradecraft versus one who is a Master. When considering your Character's capabilities and how to refer to them in-Character, they provide a keyword to frame your Character's level of experience.

You should immediately be able to identify these distinctions if you're using the official Character sheet. The Apprentice Skill Rank confers a +10 Base Chance. Journeyman Skill grant an additional +10 Base Chance. Finally, the Master Skill Rank grants a final +10 Base Chance. All Skill Ranks are cumulative, so the most prodigious of Characters will gain a potential +30 Base Chance from their Skill Ranks by Advanced Tier.

SKILL DESCRIPTIONS

This section details all of the Skills your Character may use, listed in alphabetical order. We've included a few common examples of how they can be put to use. However, you may utilize them in unique or different ways other than illustrated here. While the descriptions provide a good guideline, we encourage you to be creative when explaining how you wish to use them or work with your GM to better understand how they can be employed.

COMMON & SPECIAL SKILLS: Skills come in two types, Common or Special. This is indicated in parenthesis following each Skill Name. Common Skills can be used by anyone. They represent a broad base of knowledge every Character may attempt to use without having practiced it. Special Skills are a cut above a Common Skill, as they require a greater level of study and proficiency to use. If your Character has a Skill Rank in a Special Skill, they possess something remarkably different than others. While Special Skills can be used by those without Skill Ranks in them, you must flip the results to fail when Testing them (as indicated in **Chapter 2: How To Play**).

PRIMARY ATTRIBUTE: Each Skill is governed by a Primary Attribute. It provides the first raw value that you add to determine your Base Chance.

FOCUSES: All Skills possess several Focuses, reflecting a particular knack in its use. While it doesn't necessarily encapsulate every way you can use a Skill, they highlight its most common aspects. Whenever you use a Skill with its Focus in synergy, you may ignore any penalties your Character is currently suffering from due to your Peril Condition Track.

You may possess more than one Focus in a Skill. However, you can never have more Focuses than your current Intelligence Bonus [IB]. This means that if your [IB] was 7, you may only ever possess seven Focuses. As your Character grows over the Basic, Intermediate and Advanced Tiers, your [IB] will increase, so that you can purchase additional Focuses. How these are purchased is covered in **Chapter 4: Professions** under Unique Advances.

> Credence Redding has been following his mark for days. As he arrives in Swanzi, he loses track of his prey in a crowd. His player asks the GM if he can continue following him, requiring a Stealth Test to continue. He is currently ignoring 3 Skill Ranks due to his Peril Condition Track. Fortunately, he has a Focus in Shadowing, which allows him to follow his mark into the crowd without penalizing his Skill Test.

SKILL	PRIMARY ATTRIBUTE	TYPE	FOCUSES
Alchemy	Intelligence	Special	Gunpowder, Medicine, Poison, Wytchstone
Athletics	Brawn	Common	Climb, Lift, Row, Swim, Wrestle
Awareness	Perception	Common	Count, Discern Details
Bargain	Fellowship	Common	Bribery, Courtly Intrigue, Diplomacy, Evaluate, Haggle
Charm	Fellowship	Common	Acting, Begging, Comedy, Mime, Mimic, Play Music, Seduce, Sing, Storytelling, Write Poetry
Coordination	Agility	Common	Acrobatics, Balance, Contortion, Dance, Dodge Attack, Juggle
Counterfeit	Intelligence	Special	Clip Coins, Embezzle, Forgery
Disguise	Fellowship	Special	Act, Assume Identity, Hide Social Class
Drive	Brawn	Common	Carting, Coaching, Wagoner
Eavesdrop	Perception	Common	Lip Reading, Listen In, Sign Language, Ventriloquism
Education	Intelligence	Special	Astronomy, Cartography, Geography, Heraldry, History, Law, Politics, Science, Theology
Folklore	Intelligence	Common	Creature Lore, Foreign Lore, Local Lore
Gamble	Intelligence	Common	Ball Games, Cards, Chess, Cockfighting, Dice
Guile	Fellowship	Common	Appear Innocent, Blather, Con Games, Deception, Innuendo, Thieves' Cant
Handle Animal	Fellowship	Special	Animal Care, Calm Animal, Rustling, Teach Trick
Heal	Intelligence	Special	Bind Wounds, Bloodletting, Kiss of Life, Perform Psychosurgery, Perform Surgery, Prepare Bandages, Treat Disease, Treat Injury
Incantation	Willpower	Special	Astrology, Card Reading, Cast Runes, Concentration, Conduct Ritual, Counterspell, Dream Interpretation, Hypnotize, Learn Magick, Palmistry, Scapulimancy, Scrying
Interrogation	Willpower	Special	Mental Torture, Physical Torture
Intimidate	Brawn	Common	Physical Presence, Threaten
Leadership	Fellowship	Special	Incite Rebellion, Military Command, Spiritual Leadership, Stewardship
Martial Melee	Combat	Special	Bladed, Crushing, Parry Attack
Martial Ranged	Combat	Special	Gunpowder, Missile
Navigation	Intelligence	Special	Guide, Orientation, Overland Travel
Pilot	Agility	Special	Boating, Ocean Lore, River Lore, Sailing
Resolve	Willpower	Common	Resist Fear, Resist Magick, Resist Stress, Resist Terror
Ride	Agility	Special	Ride Animal, Ride Beast, Trick Riding
Rumor	Fellowship	Common	Etiquette, Gossip, Linguistics, Public Speaking, Secret Language
Scrutinize	Perception	Common	Cryptography, Detect Lies, Memory, Sense Social Class
Simple Melee	Combat	Common	Bladed, Brawling, Crushing, Parry Attack
Simple Ranged	Combat	Common	Gunpowder, Missile
Skulduggery	Agility	Special	Disable Trap, Lock Picking, Palm Object, Pick Pocket, Window Fishing
Stealth	Agility	Common	Ambush, Hide, Scout, Shadowing, Silent Movement
Survival	Perception	Common	Build Shelter, Find Water, Forage, Game Hunting, Plant Lore, Survivalist, Tracking
Toughness	Brawn	Common	Consume Alcohol, Resist Disease, Resist Flames, Resist Magick, Resist Peril, Resist Poison, Resist Weather
Tradecraft	Willpower	Special	Artistry, Brewing, Carpentry, Engineering, Fine Smithery, Gastronomy, Gunsmithing, Metallurgy, Runesmith, Shipwright, Smithing, Stoneworking, Tailoring, Tanning, Weaponsmithing
Warfare	Intelligence	Special	Fortifications, Military Tactics, War Machines

SPECIFIC FOCUSES: For the Alchemy, Education and Tradecraft Skills, a Focus gives a more direct advantage, and are a prerequisite to use the Skills in a specific way. They lend you insight others may not have – even if they already possess a Skill Rank. For instance, if you intended to create Medicine using Alchemy, practice Law using Education or Brew alcohol using Tradecraft, your Character must first have the Focus in order to do it.

NEW FOCUSES: While we have listed many Focuses, they are by no means an exhaustive list. Feel free to work with your GM to develop new ones for your Character.

SAMPLE DIFFICULTY RATINGS: Each Skill has examples of how a Skill can be used, along with the suggested Difficulty Rating for various circumstances. As always, these Difficulty Ratings may be changed by the GM, but should provide you a good guideline on how hardships and beneficial situations affect your efficacy with Skills.

ALCHEMY (Intelligence)

Alchemy's practitioners spend years divining the hidden secrets of true transmutation, although its everyday use tends to consist of concocting serums, pain relievers, abortifacients and other medicines. Alchemical compounds are created through various processes of heating and cooling substances. Drugs, poisons and other substances useful to adventurers can be crafted using this Skill. An alchemist's laboratory tends to be a strange amalgam of scientific notes, erudite symbols of Magick, smells and boiling baubles. Rules for using alchemy are covered in **Chapter 9: Hazards & Healing**.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Identify an unknown alchemical substance
- (Easy +20%): Assemble an alchemical laboratory
- (Routine +10%): Create one dose of Deliriant, draught of Laudanum or shot of Gunpowder
- (Standard +/-0%): Create two doses of Deliriants, draughts of Laudanum or shots of Gunpowder
- (Challenging -10%): Create three doses of Deliriants, draughts of Laudanum or shots of Gunpowder
- (Hard -20%): Brew a quintessence of Royal Water
- (Arduous -30%): Brew a quintessence of Panacea

ATHLETICS (Brawn)

Athletics measures physical prowess. It reflects your ability to scale up surfaces and ropes, tread and swim water without tiring, propel vessels while rowing, overpower others in contests of strength and push heavy objects. It also aids you when lifting heavy objects or great feats of stamina, such as sprinting and vaulting.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Climb up a tree with many limbs
- (Easy +20%): Swim while wearing quilted armor
- (Routine +10%): Jump over a pit while wearing leather armor
- (Standard +/-0%): Row a boat through rapid water
- (Challenging -10%): Push an object three times your weight
- (Hard -20%): Pull a coach stuck in the mud out with the aid of draft animals
- (Arduous -30%): Climb the sheer face of a tower

AWARENESS (Perception)

Awareness represents the ability to visually notice minute details and sounds, scents within the air, watch for ambushes, find hidden objects and spot contrivances designed to trap or kill. You'll use Awareness not only to visually see, also to sense using smell, taste and touch. You may also use Awareness to estimate numbers and distances.

This Skill doesn't allow you to see through lies, sense motives or innuendo – refer to the Scrutinize Skill in those cases. If you wish to listen in on a conversation or distinctly make something out you heard, refer to the Eavesdrop Skill instead.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Listen for sounds through a thin door
- (Easy +20%): Smell a distinct spice in a dish
- (Routine +10%): Spot an obvious snare
- (Standard +/-0%): Standing watch at a campfire on a clear night
- (Challenging -10%): Find someone obscured by mist or darkness
- (Hard -20%): Count a mound of treasure in under a minute
- (Arduous -30%): Spot a trap melded almost perfectly into the flagstones

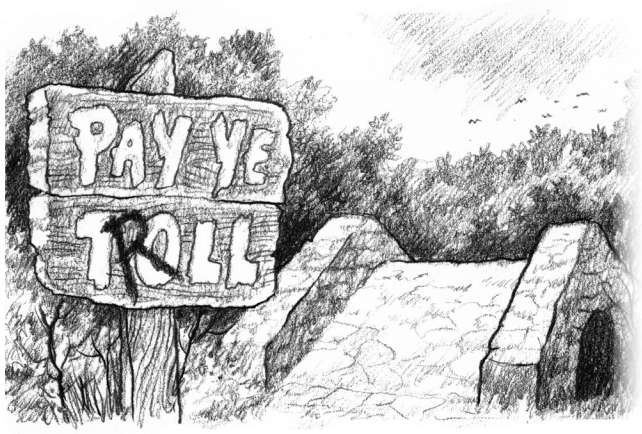
BARGAIN (FELLOWSHIP)

Bargain allows you to interpret the underlying factors of a commercial transaction, barter with trade goods, haggle over prices, find a common ground with another party, grease the wheels of commerce through use of bribery, appraise the worth of *objects d'art* and even procure illegal contraband.

You can use this Skill in many different ways, but its most common use is to haggle over the price of goods. You may also use the Bargain Skill to appraise the worth of jewels, trade goods and even priceless relics of an age long past. Your Difficulty Rating may be improved if you have Skill Ranks in other Skills that may be related to the object you're attempting to evaluate (such as having the Tradecraft Skill with a Focus in Tailoring to determine the value of a bolt of silk). Your GM will always let you know when there may be an existing synergy between two such Skills.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Evaluate the worth of a gem or finery you procured
- (Easy +20%): Broker a trade deal between two merchants
- (Routine +10%): Interpret the profit and loss of a major financial deal
- (Standard +/-0%): Procure black-market goods from a fence
- (Challenging -10%): Find common ground between two people of different Social Classes
- (Hard -20%): Convince an innkeep to not report criminal mischief on your part
- (Arduous -30%): Bribe a guard to walk away from the scene of a crime



CHARM (FELLOWSHIP)

Charm is used to please others with flattery and pleasing words. A kind word, a soft smile, a pleasant handshake or hug may be used to illustrate your personal charms and enchant others. This Skill can modify the mood of others, persuading them towards your favor or causing them to change their opinions about things they may not necessarily support. It can be used to impress others with your affable nature or seduce those who may find you attractive.

This Skill doesn't allow you to produce lies, false accounts or con games – refer to the Guile Skill in those cases.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Whistle or sing a popular song in-tune
- (Easy +20%): Remember and retell a funny joke
- (Routine +10%): Recant a famous story before an audience
- (Standard +/-0%): Read poetry with a straight face in front of a lover
- (Challenging -10%): Seduce someone outside of your Social Class
- (Hard -20%): Pick up an instrument you've never played and learn a song
- (Arduous -30%): Seduce someone who does not share your sexual values

COORDINATION (AGILITY)

Coordination represents dexterity, flexibility, balance and grace in movement. You can use this Skill to perform acrobatic feats, slip out of bonds, avoid falling debris, manipulate objects with delicacy and avoid oncoming attacks by leaping out of the way. You generally use Coordination as a reaction to something else. Its most common application is to evade traps, avoid being pushed off your feet and weaseling out of bonds and shackles.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Catch a small object in-hand as it falls
- (Easy +20%): Walk across a wet tree log over a river
- (Routine +10%): Juggle otherwise innocuous objects
- (Standard +/-0%): Avoid Moderately Dangerous flames
- (Challenging -10%): Perform an intricate dance among higher social circles
- (Hard -20%): Twist your body to fit into a very small space
- (Arduous -30%): Contort your wrists to escape bonds or manacles

COUNTERFEIT (Intelligence)

Counterfeit represents a pool of abilities utilized to falsify documents, making them appear official. This Skill is oftentimes used to duplicate signatures, handwriting styles and author other records. It's also related to your ability to reproduce near-replicas of *objets d'art*, cobbling together a facsimile of a painting, statue, item of jewelry and a host of other items. In addition, Counterfeit can be used to forge currency and shave coins to dupe merchants and other pedlars from their wares and to embezzle money from others.

In the case of most forged documents, you should already know how to read and write (as per the Education Skill). To reproduce other works, you must be able to craft the objects in question (as per the Tradecraft Skill). If you cannot read and write or craft, having the document or object you intend to reproduce will suffice (although your chances to succeed will likely suffer). Most importantly, you will never outright know whether the reproduction was successfully created or not. The only time you'd know whether the copy was successful or not is during the transaction with a Secret Test. Whenever you attempt to resell forged objects or pass them off as official or original, you may be required to employ use of Guile to spin a tale or give credence to the legitimacy of the Counterfeit.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Create a simple reproduction of a ring or other item of finery
- (Easy +20%): Craft a false estimate of work to collect pay
- (Routine +10%): Clipping and shaving coins, producing 1 new one out of 9 others
- (Standard +/-0%): Pass off a painted wooden token as a gold piece
- (Challenging -10%): Forge a signature
- (Hard -20%): Reproduce an intricate artwork without the skills necessary
- (Arduous -30%): Perfectly reproduce the writing style of another

DISGUISE (Fellowship)

The Disguise Skill represents the ability to masquerade as someone else, hide your own identity in public or conceal your true feelings from others. Theatrics and imitation are the foundation of any good disguise. The more you know about the people (or person) you're trying to hide or mimic, the more effective your disguise.

You can use this Skill in its most traditional way by employing tools of the trade to change your appearance – heavy cosmetics, appropriate clothing, different posture, regional accent and different behavioral traits or personality tics. Changing your appearance to look like that of another group of people or race will be easier if you have the appropriate clothes or know enough about their culture. Dressing as the opposite sex can be tough. However, disguises to imitate specific people can be much more difficult, particularly if you intend to traffic among people they know.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Convincingly act as another in a cheap play
- (Easy +20%): Pretend to be someone of a higher or lower Social Class
- (Routine +10%): Create a false identity and live behind it
- (Standard +/-0%): Impersonate someone from a foreign land
- (Challenging -10%): Convincingly act as another in a well-known playhouse
- (Hard -20%): Impersonate another's personal appearance
- (Arduous -30%): Perfectly impersonate another person in looks and voice

DRIVE (Brawn)

Drive represents the ability to control common vehicles, such as simple carts, overland carriages, dog-drawn sleds, four-wheeled wagons and even war chariots. The Skill is also used to maneuver vehicles round tight corners, race across the countryside, plow through a hedge and even roll over others should they stand in your way.

Unless you're doing something out of the ordinary, a Test is not required to Drive a vehicle. However, Drive Tests are required if you want to attempt a difficult maneuver or race against others. Depending on the severity and inherent challenge of the maneuver, you may be required to roll multiple Drive Tests to successfully evade debris or navigate tight corners.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Travel overland by any vehicle during fair weather
- (Easy +20%): Break through a low barrier or over a hedge in a vehicle
- (Routine +10%): Trek overland by vehicle during inclement weather
- (Standard +/-0%): Race by cart and horse
- (Challenging -10%): Take a vehicle off-road and across country
- (Hard -20%): Jump a vehicle from one road to another
- (Arduous -30%): Ford a deep river with a vehicle

EAVESDROP (Perception)

Eavesdrop allows you to listen to and perceive low sounds, usually conversations between two or more people. By listening to them or watching the movement of their lips, you can make out distinct sounds and determine the differences between mumbling and actual words. With a clear view of the people speaking, you can even pick up slight intonations and body language, giving further indication as to what is being said. You can also use it to hide the movement of your own lips to prevent Eavesdrop attempts on your conversations.

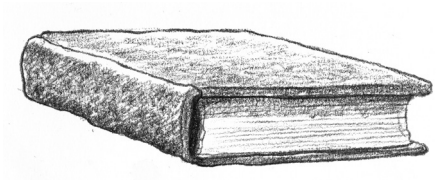
Succeeding at an Eavesdrop Test doesn't give you all of the details of the conversation. Instead, you gain a general impression of what was said. For example, you see two courtiers in conversation, but do not hear exactly what they are saying, though certain words suggest that they are plotting an assassination attempt against a rival aristocrat.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Reproduce animal sounds with your mouth
- (Easy +20%): Hide your lips from being read by others
- (Routine +10%): Use hand signals to indicate simple thoughts to another
- (Standard +/-0%): Read a person's lips from across a well-lit room
- (Challenging -10%): Listen to a conversation through a wooden door
- (Hard -20%): Read a person's lips in dim light
- (Arduous -30%): Listen in to a conversation through a metal door

EDUCATION (intelligence)

Education represents both literacy and schooling, but it extends far beyond merely being able to read and write. This Skill lends significant insight into the histories and practices of the world you live within. Education covers many different fields of study, each representing the study of a body of lore, possible academic research or 'rogue scholar' pursuits. Although anyone with a Skill Rank in Education will have a basic understanding of various scholastic subjects, Focuses give them a specific specialization in an area of knowledge. While the Focuses above are the most commonly studied by the educated in a grim & perilous world, you can work with your GM to develop new ones.



SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Understand local laws and how they may impede your own criminal wrongdoing
- (Easy +20%): Identify specific constellations in the night sky
- (Routine +10%): Know a specific prince, count, earl or duke and the name of their province
- (Standard +/-0%): Understand the relationships between the gods from holy canon
- (Challenging -10%): Identify the standard or banner of a house, region or faction
- (Hard -20%): Translate ancient writings into the common tongue
- (Arduous -30%): Understand the difference between a Demon and a Daemon

FOLKLORE (intelligence)

Folklore represents a general, broad knowledge of the world around you. Unlike academic learning (such as per the Education Skill), it represents both second-hand and first person knowledge of the histories, traditions, faith and notable figures of a particular region. Drawn from the stories

and oral traditions you've heard from merchants, troubadours and family, it indicates an understanding of cultures other than your own. Its knowledge can also include the socially-accepted norms of both behavior and belief amongst the different social classes, including the courtesies to adopt and the proper forms of address to use.

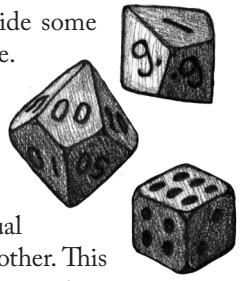
Besides being used to gain knowledge about the law, local history and institutions of your own culture, it can also be used to represent knowledge about geography, taboos, famous personalities, faith and even customs of people other than your own. You may be able to identify landmarks, secret signs left behind by other travelers, work out the movements and migrations of people and seek to understand the basic religious practices of your own region and others outside of it. You may also know what grows in the area, which parts are possibly dangerous and what the expected weather conditions will be.

SAMPLE DIFFICULTY RATINGS

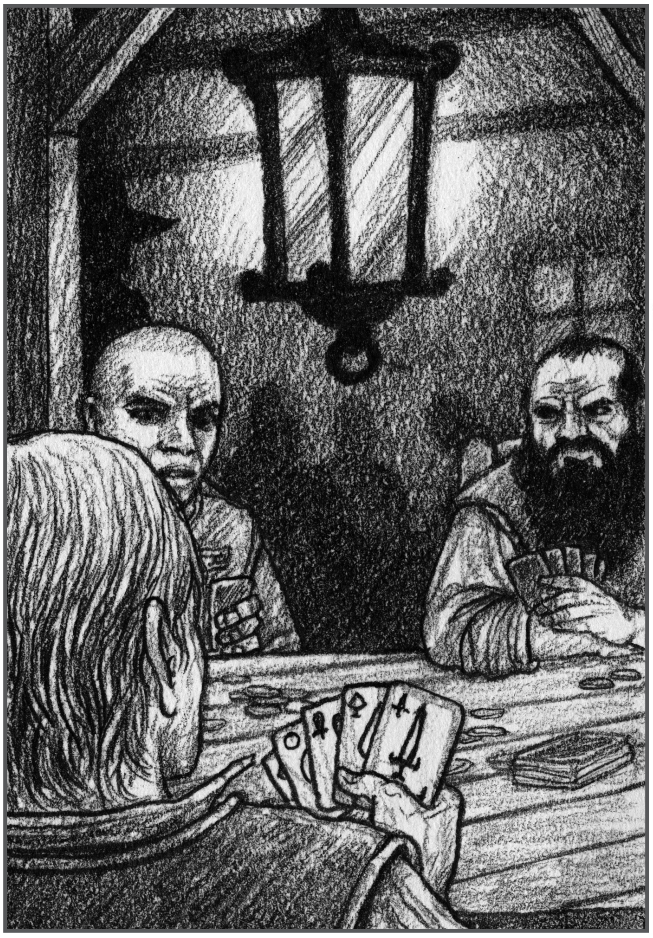
- (Trivial +30%): Interpret the funerary practices of locals, such as burying or burning the dead
- (Easy +20%): Use the proper courtesies of a higher Social Class
- (Routine +10%): Identify a local landmark and its importance
- (Standard +/-0%): Recant legends from history
- (Challenging -10%): Know about local flora and fauna, and how to identify them
- (Hard -20%): Identify a famous person from their burial marker or tomb
- (Arduous -30%): Forecast the weather based on historic patterns

GAMBLE (INTELLIGENCE)

Gambling represents a general know-how for common games of chance with cards, dice and darts. Although anyone can make wagers and play games, some are more adept at spotting common mistakes and playing upon the weaknesses of their opponents. Although this Skill does not allow you to cheat, it does provide some insight as to the outcome of the game.



Some GMs may simply prefer Players to roll dice contests in order to resolve high stakes gambling. Others may require you and the other Players around the table to play out an actual game of cards or dice amongst each other. This can be an exciting change of pace, presenting a colorful distraction from your normal gaming schedule. You should feel encouraged to continue staying in-Character during these sort of side games.



SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Play and win a game of cards against the uninitiated
- (Easy +20%): Fix a cockfight in your favor
- (Routine +10%): Play and win a standard game of chess against someone with one Skill Rank
- (Standard +/-0%): Guess the number of stones in a large jar
- (Challenging -10%): Fix a fistfight in your favor
- (Hard -20%): Play and win a game of dice against someone with three Skill Ranks
- (Arduous -30%): Guess the next card that will be lain down

GUILE (FELLOWSHIP)

The Guile Skill represents general underhandedness in conversation, using trickery and lies to get what you want. It is oftentimes used to subtly manipulate others' feelings and emotions by sewing the seeds of doubt within their mind. With this Skill, you can play word games or use irony to confuse others and engage in political mind games with kingmakers and run verbal circles around demagogues.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Bluster and blather your way out of responsibility
- (Easy +20%): Use innuendo to imply one thing while saying another
- (Routine +10%): Engage in wordplay with another to appear smarter
- (Standard +/-0%): Blend into the crowd to look innocuous and harmless
- (Challenging -10%): Bluff your way into a garden party hosted by the elite
- (Hard -20%): Understand Thieves' Cant without a Skill Rank
- (Arduous -30%): Appear innocent in front of a witch hunter or inquisitor

HANDLE ANIMAL (Fellowship)

The Handle Animal Skill represents the ability to subdue, command and train creatures classified as Animals. Although this Skill doesn't allow those who use it to domesticate animals that are not meant to be domesticated, it does allow one to tame creatures. This Skill also teaches the proper way to care for and groom an animal, establishing a bond of trust and submission.

You can use this Skill to coerce or tame those creatures classified as Animals. Chickens, dogs, horses, falcons, pigs and other farm creatures can easily be trained to obey you. However, should you wish to teach one of these animals more complex tricks you must teach it over nine consecutive days. If successful, you are master of the animal and it will learn one simple trick. You can never impart more than a number of tricks to a single animal in excess of your [FB], however.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Shoe a horse or groom a domestic animal
- (Easy +20%): Teach a simple trick to an animal, like fetch, sit or lay down
- (Routine +10%): Rustle up a flock of sheep without a sheepdog
- (Standard +/-0%): Calm a frightened horse
- (Challenging -10%): Break a young horse for riding
- (Hard -20%): Calm a frightened stampede of wild cattle
- (Arduous -30%): Break a wild horse for riding

HEAL (intelligence)

The Heal Skill represents an acute understanding of the significance in the four humours of the body, how they relate to one another and how the wounded can be treated by paying heed to these temperaments. With this Skill, you can exercise this knowledge and how it relates to the excess of fluids which cause miasma and sickness.

You can treat the ill and the healthy alike, tending to their needs for aches and pains, act as midwife, render abortifacients and even tend to the injured. You may adhere to a classical school of thought, using emetics and bloodletting to cure illness through humoralism. Or, you may prescribe to a mechanical school of thought, seeing the body as a complex machine that can be 'fixed' with the right techniques. Regardless of which school you adhere to, those who practice the healing arts always pay some sort of lip service to the gods.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Treat Bloody Flux in a patient
- (Easy +20%): Perform psychosurgery on someone with 2 Chaos Ranks
- (Routine +10%): Treat one Injury to begin recuperation
- (Standard +/-0%): Treat Orx-molt in a patient
- (Challenging -10%): Treat Heatstroke on someone who is Grievously Wounded
- (Hard -20%): Treat Red Death in a patient
- (Arduous -30%): Use a kiss of life on someone who's been unconscious for seven minutes

INCANTATION (Willpower)

Incantation is a Skill that's used to tap into the Æthereal Veil and to reach beyond the stars or peer into the Abyss to command Magick. It can be used to identify strange Magickal symbols, understand occult activities, participate in rituals, research otherworldly creatures, interpret omens and even gain understanding of superstitions made real. In addition, use of Incantation is relied upon by would-be seers, diviners, tarot card readers and other types of spiritualists.

Expressly, this Skill is used for Magickal practices. You can learn more about Magick in **Chapter 10: Grimoire**.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Cast a Petty Magick spell in a place regarded as holy to your faith
- (Easy +20%): Interpret a person's future, based on their personality quirks
- (Routine +10%): Cast a Lesser Magick spell upon an unsuspecting target while hidden
- (Standard +/-0%): Cast a Petty Magick spell as foes are Charging towards you
- (Challenging -10%): Hypnotize a willing subject

- (Hard -20%): Cast a Lesser Magick spell during an Engagement where you could harm your allies
- (Arduous -30%): Cast a Greater Magick spell while being harassed in a crowd

INTERROGATION (Willpower)

Interrogation is the ability to draw answers from an unwilling subject using a variety of physical and emotional methods. It allows you to cause duress in your subject, inflicting mental fatigue upon them as you begin to get down to the heart of the truth. Interrogation often relies on torture, as you inflict bodily harm upon a subject to coerce them to speak the truth. A nasty mix of hot tar, branding irons, a cat's paw, red-hot coals, thumbscrews, pliers and sharpened spoons to scoop out eyes are the most common trappings of any worthy Jailer. Torture devices such as the brazen bull, breaking wheels, iron maiden and the pear of anguish are often used by royal torturers. The only limit to what devices and methods you use during an interrogation is how far you're willing to go to extract the desired information.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Gaslight a friend or loved one
- (Easy +20%): Pour hot tar over someone, burning their skin while avoiding yours
- (Routine +10%): Strike the head off of the guilty with a massive axe in one stroke
- (Standard +/-0%): Force a witness to relive a traumatic experience
- (Challenging -10%): Convince a Mutant to tell the truth, after a round of torture
- (Hard -20%): Torture a friend or ally
- (Arduous -30%): Torture a child or innocent animal

INTIMIDATE (Brawn)

Intimidation is the power to bully others into doing something you want. By using both physical appearance and verbal commands, you try to cow others before you, posturing aggressively like a dog ready to pounce. You attempt to terrify others with your words and actions, suggesting that you'll do violence upon them should they not back down. Similarly, you can use this Skill to cause others to back out of a fight, causing them to either shrink away from you or to stand proud but stay their hand.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Bully your way to the front of a line
- (Easy +20%): Insinuate violence through force of presence and words
- (Routine +10%): Cause innocent people to cow before you in a public place
- (Standard +/-0%): Shove or push someone out of your way
- (Challenging -10%): Substitute this Skill in place of Coordination for a Takedown in combat
- (Hard -20%): Make a threatening gesture to force a guard to abandon their post
- (Arduous -30%): Force an undefeated rival to kneel before you to kiss your boots

LEADERSHIP (Fellowship)

Leadership is the ability to enlist the support of allies and followers, unifying them under your guidance against a common foe or cause. You can use this Skill to give tactical orders to forces under your command, much like a general does on the battlefield; to stir emotions and foment rebellion, such as an Anarchist extolling a crowd to storm the barricades; and to instill a belief in onlookers, such as a firebrand inspiring people toward a higher plane of spirituality.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Convince a close friend to lift their spirits in the wake of harm
- (Easy +20%): Spread rumors and news among crowds of people
- (Routine +10%): Use Inspiring Words in combat while Moderately Wounded
- (Standard +/-0%): Convince your flock to change their principles in the name of their god
- (Challenging -10%): Command a military campaign to besiege a stronghold
- (Hard -20%): Uplift a congregation who've lost their faith in their god
- (Arduous -30%): Convince Humanoids who were once your enemies to fight alongside you

MARTIAL MELEE (Combat)

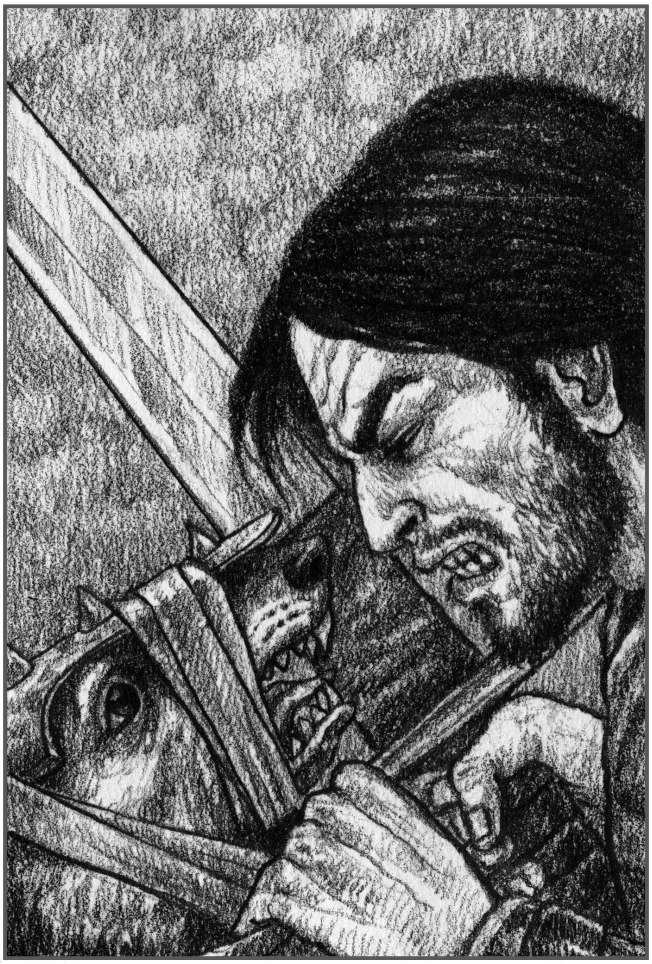
Soldiers, mercenaries and all manner of trained professionals proficient in the martial arts have a Skill Rank in Martial Melee. Besides enabling you to effectively wield weapons in hand-to-hand combat, it also allows you to maintain the quality of Martial Melee weapons and perform general maintenance to keep them in usable condition.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Strike a foe that's Prone on the ground
- (Easy +20%): Use an Opportunity Attack against a foe who's moving away
- (Routine +10%): Flank foes that are outnumbered in a melee engagement
- (Standard +/-0%): Fight toe-to-toe with an evenly-matched aggressor
- (Challenging -10%): Strike someone in fog, mist or smoke
- (Hard -20%): Parry a two-handed weapon using a dirk
- (Arduous -30%): Strike someone in the dark

MARTIAL RANGED (Combat)

Martial Ranged Skill is used by most professional targeteers and scouts. Archers, Dragoon, hunters, horse-borne Berserkers and all manner of trained professionals proficient in the martial arts have at least one Skill Rank in this Skill. Besides enabling you to effectively fire missile weapons in ranged combat, it also allows you to maintain the quality of Martial Ranged weapons and perform general maintenance to keep them in usable condition.



SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Fire a shot at a foe who's climbing a tree
- (Easy +20%): Fire and land a shot in the outer rings of a stationary archery target
- (Routine +10%): Fire a shot from higher ground
- (Standard +/-0%): Fire a shot at someone who's unprotected by cover
- (Challenging -10%): Fire at someone standing in fog, mist or smoke or on horseback
- (Hard -20%): Fire a ranged weapon into an Engagement involving both enemies and allies
- (Arduous -30%): Fire at a foe in the dark

NAVIGATION (intelligence)

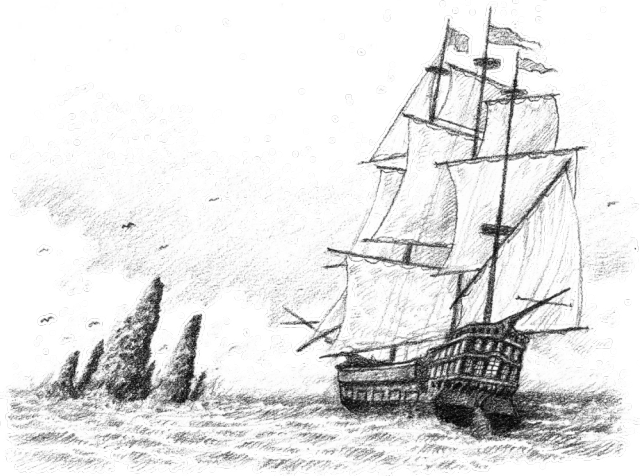
Navigation represents the ability to accurately determine distance, direction and routes across the world, orienteering over land and sailing over the sea. This Skill relies on landmarks and maps to find your way overland and the movement and alignment of the stars and constellations as the seasons pass, to help you find your way across the sea. You can use this Skill to plot a course towards a destination, taking into account the landscape, weather and roads so as to arrive in a faster time. Even in unfamiliar lands or on unfamiliar seas, you can chart a route should there be someone who can tell you what to look for or indicate prominent landmarks.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Determine true north above ground
- (Easy +20%): Discern the constellations to guide your journey by sea
- (Routine +10%): Chart out a route overland for several days
- (Standard +/-0%): Identify foreign landmarks to make your way without a map
- (Challenging -10%): Chart out a route overland for several weeks
- (Hard -20%): Realign your travels after getting lost for days in the wilderness
- (Arduous -30%): Determine true north below ground

PILOT (Agility)

Pilot represents the ability to sail or row water-going vessels, from simple river rowing boats and barges to dinghies and the triple-masted ships of the open seas. This Skill covers vessels powered by paddle and sail. It also covers general maintenance and upkeep of these boats; scrubbing decks, unloading and reloading cargo, repairing broken oars, patching holes, attending to torn sails and a host of other repairs minor and major that are needed to keep a vessel ship-shape and in top working order.



SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Maintain the integrity of any water-going vessel
- (Easy +20%): Pilot a ship in calm conditions by sea
- (Routine +10%): Sail a river boat through rapids
- (Standard +/-0%): Right a boat that's being spun out of control by a river eddy
- (Challenging -10%): Pilot a ship in stormy conditions by sea
- (Hard -20%): Assure that cargo arrives unmolested if sent across a rough sea
- (Arduous -30%): Right a boat that's threatening to be swallowed by the sea

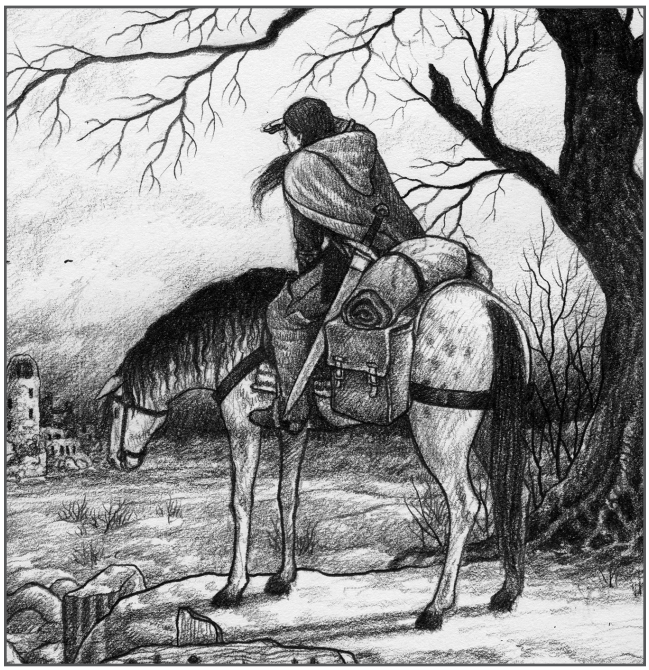
RESOLVE (WILLPOWER)

Resolve is the ability to keep yourself calm under pressure. It allows you to steel your mind, focusing on your inner strength to maintain resolve when thrust into situations that Test your will. When confronted by the supernatural or horrifying situations, you use this Skill to let the fear wash over you and through you – for fear is the 'little death', as Adherents are wont to say. Stress and anger, trauma and hate – these are the sorts of things you can attempt to withstand with the Resolve Skill.

The most common use for the Resolve Skill is to resist the effects of madness and shake off the effects of intimidation. It also allows you to resist certain types of mind control Magick. The GM will generally call upon you to make these Tests as a reaction to a situation. Failure often results in losing your edge, while Critical Failure can cause you to completely lose it. Most of these results are handled by the GM.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Maintain your cool when piloting or driving a vehicle in a tense situation
- (Easy +20%): Withstand the effects of Stress
- (Routine +10%): Ignore the impact of Petty Magick spells which may cause anxiety
- (Standard +/-0%): Withstand the effects of Fear
- (Challenging -10%): Withstand being intimidated by those of a higher Social Class
- (Hard -20%): Withstand the effects of Terror
- (Arduous -30%): Steel yourself before a monstrous beast



RIDE (AGILITY)

The Ride Skill is primarily used to mount and ride atop animals trained to bear others, such as horses and ponies. The Skill is to gallop and race, leap over hedges and fences, ride across difficult terrain, leap atop your mount while running or jumping from a window and to calm your mount when it is stressed.

Much like the Drive Skill, unless you're doing something out of the ordinary, a Test is not required to Ride an animal. However, Ride Tests are required if you want to attempt a difficult maneuver or race against others. Depending on the severity and inherent challenge of the maneuver, you may be required to roll multiple Ride Tests to successfully evade debris or navigate tight corners.

Should you attempt to mount an untamed animal, you must succeed at a Ride Test. If successful, you to gain control of the creature for a number of minutes equal to your [AB]. A Ride Test may also be required if you're atop a dray horse, mule, palfrey horse or pony in tense situations. These animals are not accustomed to the battlefield and will often spook or attempt to bolt away when faced with the scent of blood or the clang of steel against steel.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Ride a horse in the water as it swims
- (Easy +20%): Break from a gallop into a charge on horseback
- (Routine +10%): Ride a horse from village to village at fast speeds
- (Standard +/-0%): Perform simple tricks on horseback, such as leaping over hurdles
- (Challenging -10%): Drop from a high window into the saddle
- (Hard -20%): Leap over hedges at a fast pace
- (Arduous -30%): Take control and ride a creature that's classified as a Beast

RUMOR (Fellowship)

Rumor is used to gather information from social circles, stimulating conversation by being gregarious and talkative. It can be used to interact with strangers and friends alike, appealing to them with your personality or just chewing the fat. Unlike other social Skills such as Charm, Guile and Intimidate, this Skill is used to specifically appeal to larger groups by being an extrovert. Rumor is a good way to get the latest political or social news, dissect the latest gossip and spread rumors all at the same time. There is invariably a kernel of truth to be found in all of these and perhaps even particularly harmful dirt or secrets that may be revealed by this Skill.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Lubricate local gossip-mongers with alcohol to learn rumors
- (Easy +20%): Hobnob with locals while participating in tavern games
- (Routine +10%): Speak in Pig Latin or other odd languages with friends
- (Standard +/-0%): Spread gossip of an impending attack with locals
- (Challenging -10%): Speak fluently before a court of your betters
- (Hard -20%): Befriend foreigners who don't particularly care for 'your kind'
- (Arduous -30%): Stimulate casual conversation with those whose language you can't speak

SCRUTINIZE (Perception)

The Scrutinize Skill represents the ability to understand motives and underlying intentions in others. It relies on hearing and vision to assess each participant's part in a conversation; the way they intone their words, whether they fidget or look away as they speak and if their body language is unusual. Note that you can also deduce tone and intention

from the written word, providing you possess the Education Skill. Finally, it can be used to recall things from memory.

This Skill doesn't allow you to see minute details, take account of numbers or see through an ambush – refer to the Awareness Skill in those cases.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Remember what you had to eat the previous day
- (Easy +20%): Read body language to understand the Social Class of another
- (Routine +10%): Decode a secret message in your own tongue
- (Standard +/-0%): Remember an important task you forgot to attend to
- (Challenging -10%): Decode a secret message in a foreign tongue
- (Hard -20%): Memorize the order of events after a deadly fight
- (Arduous -30%): Determine if someone whom you aren't familiar with is telling lies

SIMPLE MELEE (Combat)

The Simple Melee Skill is employed when wielding common weapons in hand-to-hand fights and battles. Simple Weapons, such as a bullwhip, cudgel and woodsman's axe are easy to use, require little training and are commonly carried on a belt. This Skill is gained by training with improvised weapons

taken from the battlefield left shattered and abandoned or by being members of a militia. It also allows you to maintain the quality of Simple Melee weapons and perform general maintenance to keep them in usable condition.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Re-wrap leather around hilt of an ancient sword found in a tomb
- (Easy +20%): Strike a foe who is sitting in their chair with their back turned toward you
- (Routine +10%): Use your weapon alternatively as a tool for work
- (Standard +/-0%): Grapple the haft of a heavy axe to bash a door down
- (Challenging -10%): Break a Simple Melee weapon over your knee
- (Hard -20%): Dig a shallow grave using your weapon
- (Arduous -30%): Scavenge a Simple Melee weapon with the Ruined condition and turn it into a usable one

SIMPLE RANGED (Combat)

The Simple Ranged Skill is used when wielding common weapons to fight with at a distance. Most are easy to use, such as a shepherd's sling or hunting bow. The Skill is typically used by hunters turned peasant militiamen or irregular forces and you likely gained training from one of these groups. It also allows you to maintain the quality of Simple Ranged weapons and perform general maintenance to keep them in usable condition.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Fire a shot at a person who's climbing a tree
- (Easy +20%): Fire a shot at someone who's running away
- (Routine +10%): Fire a shot at a foe who's pinned against a wall or in the corner
- (Standard +/-0%): Fire a warning shot at someone before their feet
- (Challenging -10%): Fire a shot at someone on horseback
- (Hard -20%): Fire into an Engagement, where you may potentially harm your allies
- (Arduous -30%): Fire at an enemy in darkness

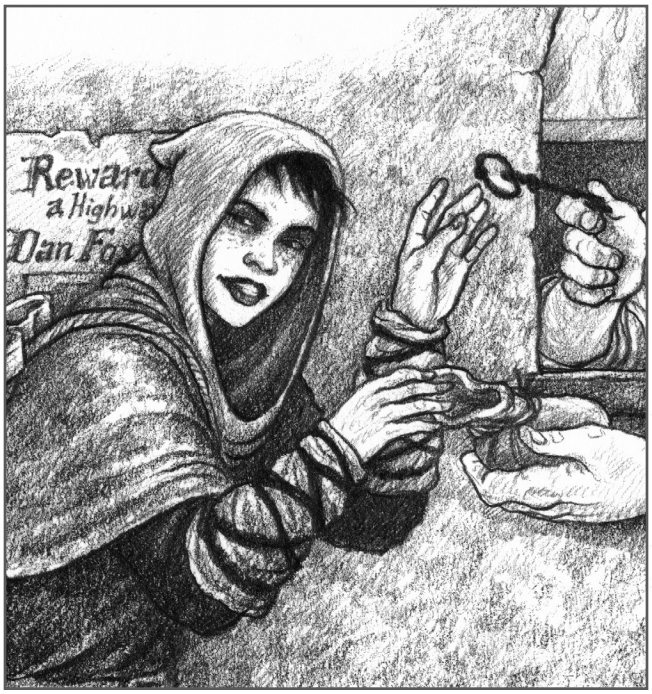
SKULDUGGERY (Agility)

There is nothing that is socially acceptable about the Skulduggery Skill, since it encapsulates practically everything larcenous or illegal that you might do using your hands. You can use this Skill to bypass locked doors and chests without a key to hand, disable security contrivances and complex traps, use simple prestidigitation to palm small objects and hide cards and conduct simple robberies, such as cutting coin purses and snatching bracelets.

Skulduggery Tests are often tough to make if someone is watching. While you may be able to use this Skill to make small objects disappear in front of onlookers, it requires some form of distraction to do so. This is particularly helpful when attempting to cheat at cards! Similarly, using this Skill to snatch coin purses or cut pockets can be difficult unless you are amongst a crowd. Of course, there are simple techniques you can use to draw your mark's attention away from you and your GM will always take these under consideration.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Use a simple card trick to distract others
- (Easy +20%): Fish a pie off a windowsill
- (Routine +10%): Disable a wire trap intended to set off an alarm
- (Standard +/-0%): Pick the pocket of a passerby in a crowded street
- (Challenging -10%): Pick the lock off a strongbox or fortified trunk
- (Hard -20%): Pick the pocket of a passerby in a near-empty street
- (Arduous -30%): Palm an object in front of a merchant's stall



STEALTH (Agility)

Stealth represents the ability to use concealment, shadows, foliage, people and other distractions, to move about without being seen or heard, to hide and to lay in wait to ambush others. It can also be used stalk a mark while moving among crowds of others, and even to conceal large objects such as encampments, horses and wagons.

When using the Stealth Skill to hide and conceal yourself, you must be outside the line of sight of those you intend to ambush or they must be pre-occupied with something else (the distraction of close combat isn't enough). To cause a distraction, you may need to get creative. Whipping your horse and having it storm through the battlefield away from you is a good way to take everybody's eyes off of you. Another is to wait until dark or walk amongst the crowds during the day, hiding in plain sight. Whenever you make a Stealth Test, it is always treated as a Secret Test (as indicated in **Chapter 2: How To Play**).

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Move quietly, so as to not awaken your enemies
- (Easy +20%): Stalk someone through a crowded street
- (Routine +10%): Hide from the law, when being pursued
- (Standard +/-0%): Set up a good vantage point from where you can waylay a coach
- (Challenging -10%): Shadow an animal through the woods
- (Hard -20%): Lay an ambush along an open road
- (Arduous -30%): Hide in plain sight

SURVIVAL (Perception)

The Survival Skill represents the ability to live out in the wilderness and live off the land. The Skill can be used to forage for roots, hunt for food, find suitable shelter, follow trails left behind by animals or people and locate somewhere safe to lay your head. In addition, it allows you to prepare simple meals, construct rudimentary weapons and build simple traps to hunt with. Providing you can locate the appropriate materials, you can construct rough items such as a wattle and daub house, a well, ladders, fences and other staples of peasant life.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Go fishing with adequate supplies
- (Easy +20%): Forage for roots and berries in the wild
- (Routine +10%): Built a shelter out of limbs and grass
- (Standard +/-0%): Construct an improvised weapon
- (Challenging -10%): Track a small animal's prints
- (Hard -20%): Track the passing of a single person through the wild
- (Arduous -30%): Find a source of water in the deep desert

TOUGHNESS (Brawn)

This Skill represents stamina and endurance. It reflects the ability to withstand pain and exposure to the elements, ignore the effects of physical Peril, withstand the powerful effects of chaos, endure a forced march, run for an extended period of time, resist fatigue and hold your breath underwater.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Resist the effects of Bloody Flux after a bad meal
- (Easy +20%): Resist the effects of Tomb Rot after robbing the interred dead
- (Routine +10%): Withstand one dose of a Toxin
- (Standard +/-0%): Resist the effects of Venereal Disease after being exposed
- (Challenging -10%): Withstand the effects of Snake Venom
- (Hard -20%): Withstand Intoxication after drinking Dwarven beer
- (Arduous -30%): Get back on your feet after falling a long distance

TRADECRAFT (Willpower)

Tradecraft represents the practice of a particular craft and the ability to run a business based off that craft. Although anyone with a Skill Rank in Tradecraft has the potential to practice any trade, Focuses give them a distinct advantage over their peers in particular fields. It takes time to learn and master such training.

Tradecraft is used to construct and create a wide variety of things. Artistry can produce frescoes, paintings and sculptures. Brewing creates alcohol and flavored drinks such as teas and coffees. Carpentry can plank wood and construct anything from carts and wagons, to carriages, to multi-story houses and wooden fortifications. Engineering can oversee the construction of stonework homes, bridges, aqueducts, walls, towers, fortified manor homes and castles. Fine Smithery can work with jewelry, clockwork parts and even gunpowder weapons. Gastronomy is used to prepare culturally-appropriate and exquisite meals, far more complex than ones prepared using Survival. Metallurgy can be used to recognize, extract and reforge ores into alloys with the appropriate tools. A Shipwright can construct anything from river-going rafts to sea-going vessels. Smithing can work with practically any metal to create horseshoes, kettles, iron bands and wire. Stoneworking can be used to cut stones to fit the construction of larger buildings. Tailoring can work with cloth and other rare materials to clothe both the drecks of society as well as the cream. Tanning can produce rawhide, furs and refined leather goods. And finally, Weaponsmithing can be used to craft all manner of weapons. The time it takes and expenses to craft objects are more fully covered in **Chapter 7: Trappings**.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Melt down or repurpose materials from destroyed objects
- (Easy +20%): Make minor repairs and restore an item to like-new condition
- (Routine +10%): Conduct the last repairs to restore an object from the Ruined! Quality
- (Standard +/-0%): Repurpose any armor, weapon or shield to gain the Castle-forged Quality
- (Challenging -10%): Mimic someone else's work to appear as your own
- (Hard -20%): Invent a new trapping, based on your Focuses
- (Arduous -30%): Begin repairs on a Ruined! set of armor, shield, weapon or other object

WARFARE (intelligence)

Warfare represents an understanding of warfare as it relates to war machines. This Skill is used to arm and reload the siege weapons intended to break down walls, smash doors, crash through an army's defenses and wreak havoc upon an enemy's supply lines; understand strategies utilized in warfare (both mobile and ensconced within a fortification) and how to erect appropriate defenses; and how to conduct psychological warfare upon the enemy. It also includes knowledge of how to construct siege towers, battering rams, bolt throwers, trebuchets and a host of gunpowder-type weapons. You can also use this Skill to identify wounded foes in large groups, able to isolate and strike the same one over and over amid an Engagement.

You can also use this Skill to arm, aim and fire war machines (as indicated in **Chapter 7: Trappings**). Identifying weakness in defenses is also another common use of this Skill. Although you may not be a stoneworker, you can identify where the strongest and weakest points are in a castle or other fortification.

You can also use the Warfare Skill to commit military investment and provisioning to the war effort, to understand how to tactically deploy armies and to array artillery against a mobile enemy. With this knowledge, you can rapidly change the mode of conflict as necessary, adapting very quickly to your opponent's movements *en masse*.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Take account of supplies and provisions for a war campaign
- (Easy +20%): Load a war machine with assistance
- (Routine +10%): Determine weaknesses in enemy lines
- (Standard +/-0%): Conduct a massive troop movement in the midst of battle
- (Challenging -10%): Find 'soft spots' in fortifications
- (Hard -20%): Prognosticate the tactics an unknown enemy is using
- (Arduous -30%): Count the number of troops remaining on a battlefield

SPAWN
SPRINT

TALENTS

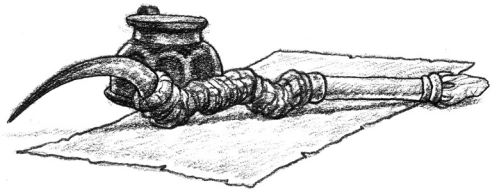
Daring feats can mark the difference between life and death. While Characters tend to be cut from the same cloth, Talents allows them to stand out from one another. Talents are learned from the harsh rigors of practice, training and experience. They are a refinement of natural aptitudes and capabilities, each with a unique finesse unseen by others. Ultimately, Talents amplify Skills and allow you to employ them in ways to change or 'break' the standard rules of **ZWEIHÄNDER**.

Whereas a Skill represents an innate sense of how to do something, a Talent illustrates a particular knack within the Skill, allowing you to take particular advantage of your abilities. Each Profession possess three Talents. You will accumulate knowledge and invest Reward Points to learn Talents over the course of the Campaign. With the right combination of Talents, your chances of survival increases significantly. However, not all Talents are made equal, some favoring a specific build or Character type. While we've used an underlying universal guideline with their design, some may be perceived as potentially more powerful than others.

HOW TO USE TALENTS

Unlike Skills, Talents do not require any forethought to employ. As mentioned before, they are innate abilities that act as 'riders' to the actions your Character takes during play. Once a Character has gained a Talent, it becomes a part of them – akin to Primary Attributes, but they are instead learned through their experience rather than being born with them. Unless specified otherwise, you can use Talents in combat freely without having to dedicate Action Points.

SIMILAR BENEFITS: There may be a few unique situations where the benefits derived from one Talent are trumped by a Professional Trait or Ancestral Trait. While we don't want the game to break down into an argument about the rules, we empower you as the player to make good, judicious choices; work with your GM where there may be confusion.



TALENTS

Æthereal Alignment	Left-handed Path
Ambidexterity	Lightning Reaction
Appalling Mien	Light Sleeper
Arbalest's Speed	Long-winded
Azimuth	Mariner
Bad Axx!	Menacing Demeanor
Battle Magick	Meeting Of The Minds
Beatdown	Military Formation
Blood Magick	Mine Craft
Carousing	Mounted Defense
Cheap Shot	Multilingual
Clinch Fighter	Nerves Of Steel
Determination	No Mercy
Die Hard	Overwhelming Force
Doppelganger	Run Amok
Eagle Eyes	Rural Sensibility
Fencer's Panache	Saddle-born
Forked Tongue	Second Skin
Gallows Humor	Secret Signs
Gangster Grip	Shield Slam
Gatecrasher	Shoot From The Hip
Ground & Pound	Siegecraft
Gruesome Shot	Silver Tongue
Handspring	Spirited Charge
Hard To Kill	Sprint
Higher Mysteries	Strangler's Union
Holdout	Streetwise
Housebreaker	Strong Jaw
Impenetrable Wall	Supernatural Paranoia
Impervious Mind	Sword & Board
Indifference	Take 'Em Down
Incredible Numeration	There Will Be Blood
Instincts	Tough As Nails
Kidney Shot	True Grit
Knifework	Winds Of Change
Larceny	Worldly

TALENT DESCRIPTIONS

Listed below are each of the Talents with flavor text and a full description of their use.

ÆTHEREAL ALIGNMENT

Your ability to concentrate cannot be assuaged simply by exhaustion; no, you are indomitable when it comes to reshaping the Æther.

Effect: When attempting to Counterspell, you gain a +20 Base Chance to succeed.

AMBIDEXTERITY

You can use both hands with equal finesse.

Effect: You never suffer penalties when using tools or weapons in either hand. If you ever suffer an Injury where you cannot use your primary hand, you do not suffer penalties to use your off-hand.

APPALLING MIEN

People are disturbed by your presence, as you invoke apprehension and fear in those who encounter you.

Effect: When you succeed at an Intimidate Test against one foe, they cannot attack you until they succeed at a Resolve Test. However, if you or your allies harm them in any way, they immediately shake off this effect.

ARBALEST'S SPEED

Having fire one shot, you expertly prime another shot, ready another arrow or reload another stone to strike your enemy again.

Effect: When you begin to Load a ranged weapon, make a successful Coordination Test to Load it without spending Action Points. If you fail, you must spend the requisite number of Action Points to finish Loading.

AZIMUTH

You never get lost under a starry sky.

Effect: When you can see the stars, you gain a +20 Base Chance to Navigation Tests. In addition, you always know true north above ground, even during inclement weather.

BAD AXX!

Armed with two insanely vicious weapons, you relentlessly cleave into the fray with both hands. This is a particular favorite of Dwarf Slayers whose predilection for this particular fighting style cannot be denied.

Effect: When you hold a one-handed melee weapon in either hand and fail a Martial Melee or Simple Melee Test, you may re-roll to generate a better result, but must accept the outcome. However, if you do not possess Ambidexterity, you must flip the results to fail the re-rolled Skill Test.

BATTLE MAGICK

The winds of Magick bend to your whim. In the face of violence, you've learned to control the emergent forces of chaos. You weave Æthereal energies to the betterment of your Magicks.

Effect: Foes who are made subject to your Magicks must spend one additional Action Point to properly Counterspell. In addition, you penalize your foe's ability to Resist your Magicks by a -10 Base Chance.

BEATDOWN

You are an unscrupulous cur, opting to strike joints and other vital areas instead of putting up a fair fight.

Effect: When you Take Aim and then make a successful Melee Attack, you force a foe to Resist a Takedown. You must attack with Brawling or Crushing types of weapons to utilize this Talent.

BLOOD MAGICK

With great practice, you have learned to bend the powers of disorder to your whim. However, every dark gift requires a sacrifice in return.

Effect: After you have made the appropriate sacrifice of an innocent creature (a beloved animal for Petty Magick, a farm animal for Lesser Magick or a living person for Greater Magick), you can cause any one foe to automatically fail to Resist one cast Magick spell within the next 24 hours. You can only make a sacrifice like this once per day and will likely suffer Corruption for such a heinous act.

CAROUSING

You're accustomed to staying out all night and all too often to finding yourself drinking everyone else underneath the table.

Effect: When you are Intoxicated, will you be a friendly drunk or a mean drunk? When you're a friendly drunk, gain a +10 Base Chance to Charm Tests while Intoxicated. When you're a mean drunk, gain a +10 Base Chance to Intimidate Tests while Intoxicated. You can make this choice every time you become Intoxicated.

CHEAP SHOT

When an attacker is stupid enough to expose their groin when turning away your attack, you use that opportunity to kick them in the tender parts as a low blow.

Effect: When a foe successfully Parries your Melee Attack, immediately make a bare-handed Opportunity Attack.

CLINCH FIGHTER

You are a natural wrestler, using paralyzing grapples in close quarters combat.

Effect: You penalize your foe's ability to Resist a Chokehold and Dirty Tricks by a -10 Base Chance to their Skill Test. In addition, when you use a Chokehold, add an additional 1D10 to determine how much physical Peril you inflict.

DETERMINATION

Your doggedness tends to slow everyone down, but your considerable foresight grants you extraordinary ability.

Effect: When you attempt an Extended Test to take your time, you gain an additional +10 Base Chance to your Skill Test.

DIE HARD

Pain has come to mean little to you these days, as you heal quickly.

Effect: You reduce the time to Recuperate from your own Injuries by three days, to a minimum of one day. In addition, you never Bleed.

DOPPELGANGER

As an acute observer of others' habits, you're able to mimic their mannerisms with little chance of failure.

Effect: When masquerading as someone of a Social Class other than your own, you gain a +20 Base Chance to Disguise Tests.

EAGLE EYES

You have exceedingly focused vision, targeting foes accurately over great distances.

Effect: You do not suffer additional hardship when firing ranged weapons at Medium Distance, instead treating it as Short Distance.

FENCER'S PANACHE

Your intense studies of dueling have made you into an expert swordsman.

Effect: When you Take Aim and then make a successful Melee Attack, you force a foe to Resist a Disarm. You must attack with weapons possessing the Fast or Finesse Quality to utilize this Talent.

FORKED TONGUE

Lies simply spill from your lips, but others are generally none the wiser.

Effect: When you attempt to deceive someone of a Social Class other than your own, you gain a +20 Base Chance to Guile Tests.

GALLOWS HUMOR

With a morbid sense of humor, you use witticisms to counter the bleak world you live in (and its grim outcomes).

Effect: At your option, you can substitute the Guile Skill in place of Resolve.

GANGSTER GRIP

"Step off, knave. If you tryin' to plough with me, my go bang!"

Effect: When you make an Attack Action with a weapon possessing the Gunpowder Quality within one yard of an opponent, you inflict an additional 1D6 Fury Die to Damage.

GATECRASHER

You've been trained amongst the martial elite, whose tutelage taught you how to break through a foe's defenses.

Effect: When you Take Aim and then make a successful Melee Attack, add 3 Damage.

GROUND & POUND

Whenever a foe escapes your hold, you sucker punch them right in the gut.

Effect: When a foe successfully Resists your Chokehold, immediately make a bare-handed Opportunity Attack.

GRUESOME SHOT

In one masterful stroke, you strike your target clean and accurately.

Effect: When you Take Aim and then make a successful Ranged Attack, add 3 Damage.

HANDSPRING

You get knocked down, but you get up again.

Effect: You can use the Movement Action called Get Up for 0 Action Points.

HARD TO KILL

You are stubborn and tough, incapable of being put down. With strength left within, you turn away blows with bitter resolve.

Effect: When you are Grievously Wounded, temporarily add 3 to your Damage Threshold.

HIGHER MYSTERIES

A rare few dabble in the darkest of Magicks. In its purest of forms, it is vile and destructive to others and soul-corrupting to the magician that wields it. You force the dark to kneel before you, but only after appropriating a suitable sacrifice.

Effect: While Channeling Power, you can voluntarily remove any number of Chaos Dice. However, you suffer 3 additional Corruption for each Chaos Die you remove.

HOLDOUT

You find it easy to hide items you've palmed in places where no one can find them.

Effect: You always succeed at Skulduggery Tests to conceal objects no larger than a knife about your person.

HOUSEBREAKER

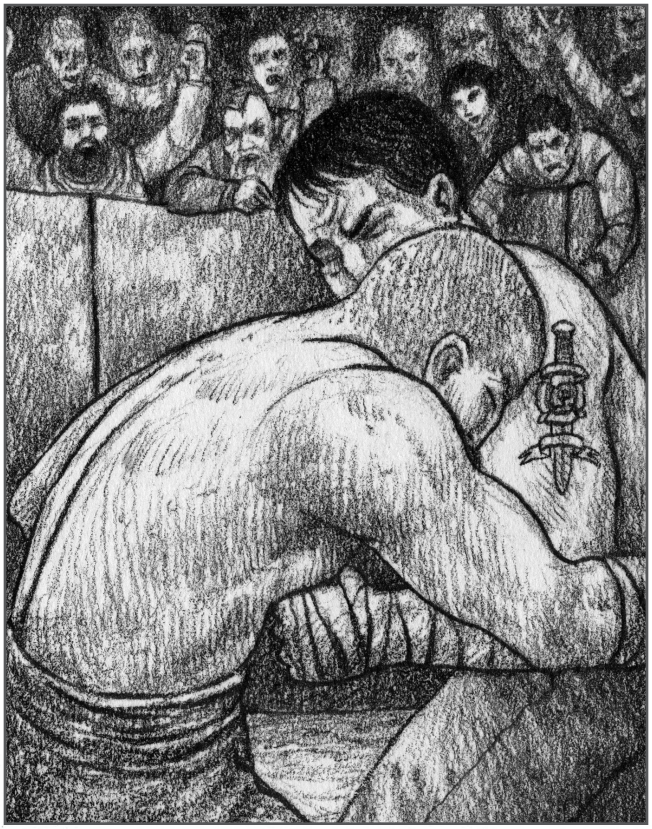
You've likely spent some time as a second story man or been paid to help old mothers locked out of their own cottages.

Effect: When trying to open locks, you gain a +20 Base Chance to Skulduggery Tests.

IMPENETRABLE WALL

When you're surrounded, you manage to outmaneuver foes that are flanking you.

Effect: Opponents do not gain an advantage (such as additional Damage or bonuses to strike) when they flank, outnumber or surround you in combat.



IMPERVIOUS MIND

You spit in the face of fear, your mind being incredibly resilient to events that lead towards stress and madness.

Effect: When you suffer mental Peril, reduce your Peril Condition Track by one less step negatively.

> Natasha Steeples suffers 13 mental Peril, which normally would move her one step down on the Peril Condition Track. However, because she has the Impervious Mind Talent, he doesn't move any steps whatsoever.

INDIFFERENCE

You've grown accustomed to the battlefield and the smell of rotting corpses doesn't bother you.

Effect: When viewing blood-soaked and visceral scenes of death, you always succeed at Resolve Tests to withstand their potential psychological effects (such as with Stress, Fear and Terror) and don't suffer Corruption due to such scenes.

INCREDIBLE NUMERATION

You are a human calculator and can determine odds with great speed.

Effect: When counting or cheating, you gain a +10 Base Chance to Skill Tests.

INSTINCTS

You do not need to be able to see your enemies clearly in order to strike them.

Effect: While in fog, mist or smoke, you ignore the normal penalties associated with impaired vision.

KIDNEY SHOT

A well-placed shot to the vitals will stagger your enemy.

Effect: You penalize your foe's ability to Resist a Stunning Blow by a -10 Base Chance to their Skill Test. In addition, when you use a Stunning Blow, your foe loses 2 Action Points, instead of 1 Action Point.

KNIFEWORK

You are incredibly adept at using cutting weapons, striking between the chinks of your enemy's armor and twisting the blade.

Effect: When you deal Damage to a foe using a melee weapon with the Fast Quality, they must Resist with a Toughness Test or begin to Bleed.

LARCENY

You engage in illegal activities and find a natural home in the criminal underworld.

Effect: When fencing black market goods or procuring illegal information, you gain a +20 Base Chance to Bargain Tests.

LEFT-HANDED PATH

You possess an inexorable command over the powers of chaos and disorder and are resilient to their corrupting effects.

Effect: When you Channel Power, if your Chaos Dice do not result in a Chaos Manifestation, you avoid gaining Corruption as a result.

LIGHTNING REACTION

You are unnaturally fast and able to assess the situation with lightning reflexes.

Effect: In combat, you gain 1 additional Action Point. However, it can only be used to Dodge and Parry. This Action Point refreshes at the beginning of your Turn.

LIGHT SLEEPER

You rest with one eye open, ever-watchful for danger.

Effect: When you are sleeping, you cannot be Surprised or left Helpless.

LONG-WINDED

You can exert yourself above and beyond normal limits.

Effect: When you suffer physical Peril, reduce your Peril Condition Track by one less step negatively.

> Lyndon Geneveux suffers 23 physical Peril, which normally would move him two steps down on the Peril Condition Track. However, because he has the Long-winded, he only moves one step.

MARINER

You ply waterways nearest the shore, along river ways and deep lakes with ease.

Effect: When boating in waters where the shore can be seen, you gain a +20 Base Chance to Pilot Tests.

MENACING DEMEANOR

You are intimidating and tend to act in a prickly manner.

Effect: When you succeed at an Intimidate Test, you inflict 1D10+1 mental Peril.

MEETING OF THE MINDS

Your words bring harmony and accord during an exchange, persuading the bitterest of rivals towards a good middle ground.

Effect: When attempting to bring compromise between two extreme positions, you gain a +10 Base Chance to Skill Tests.

MILITARY FORMATION

Standing alongside your allies, you lead them towards victory as you occupy the van.

Effect: When you successfully use Inspiring Words in combat, both you and the allies you inspire raise their Initiative by 3.

MINE CRAFT

You have an aptitude for not getting lost below ground, using the flow of water and the marks upon rocks to find your way.

Effect: When beneath the earth, you gain a +20 Base Chance to Navigation Tests. In addition, you always know true north below ground, even in total darkness.

MOUNTED DEFENSE

You are an expert rider, and can duck and weave with ease to defend yourself while astride a mount or on a moving vehicle.

Effect: When fighting on horseback or atop a vehicle like a cart, coach or wagon, you can substitute your Drive or Ride Skill in place of Coordination when you Dodge or Parry. In addition, you always succeed at Skill Tests to retain control when your mount or the animal that's pulling your vehicle suffers Damage.

MULTILINGUAL

While you may not be able to speak every language, you can convey the simplest of ideas by gesticulating and articulating words in a way that can be understood.

Effect: You can communicate simple thoughts through words and hand signals with other Ancestries whom you do not share the same language with.

NERVES OF STEEL

Your will alone is often enough to withstand the rigors of fatigue and strain.

Effect: When resting in unsafe places (as mentioned in **Chapter 9: Hazards & Healing**), your Peril Condition Track moves all steps positively to Unhindered.

NO MERCY

Your implacable nature grants no man mercy, whether he begs for it or otherwise.

Effect: When you Injure a foe with a melee weapon, you inflict two Injuries instead of one.

OVERWHELMING FORCE

When armed with a heavy weapon, you can deliver crushing blows that splinter shields and shatter weapons.

Effect: If you roll a Critical Success with a Melee Attack, you inflict the Ruined! Quality to a foe's shield, weapon or armor (your choice). Overwhelming Force has no effect on Castle-forged trappings, and you must be armed with a two-handed melee weapon.

RUN AMOK

You plow through your enemies, driving the business end of your weapon home with terrible accuracy.

Effect: When you Charge, you gain a +20 Base Chance to strike with a melee-based Attack Actions and Perilous Stunts.

RURAL SENSIBILITY

You are country-born and know how to get around unnoticed in the wilderness and countryside.

Effect: When you attempt to hide in rural environments, you gain a +20 Base Chance to Stealth Tests.

SADDLE-BORN

"Hi-yo and away!" You are an accomplished rider in the saddle.

Effect: When fighting on horseback or atop a vehicle like a cart, coach or wagon, you gain a +10 Base Chance to strike with melee and ranged weapons.

SECOND SKIN

You've grown accustomed to the weight of armor and move around unimpeded.

Effect: You can Dodge when wearing armor with the Heavy Quality.

SECRET SIGNS

Vagabonds, rural folk and rangers use a series of intricate patterns to leave short messages and you have learned to read them.

Effect: When you attempt to understand secret symbols, hand gestures or signs left behind by others as a warning, you gain a +10 Base Chance to Skill Tests.

SHIELD SLAM

You are a literal defensive wall, shoving backwards your enemies with great might and speed.

Effect: When you wield a shield, the melee weapon you wield in your primary hand gains the Powerful Quality.

SHOOT FROM THE HIP

You possess such prowess with guns that you need not line up the sights to fire.

Effect: You can quick draw any one-handed ranged weapon with the Gunpowder Quality for Opportunity Attacks.

SIEGECRAFT

Siege warfare and investiture are your forte, having spent time in the field perfecting the art of war.

Effect: When you attempt to determine appropriate distances for siege engines and employ them to hit, you gain a +20 Base Chance to Warfare Tests.

SILVER TONGUE

You know how to wheedle both your lesser and peers, persuading them with silky words and flattery to act in your favor.

Effect: When you attempt to persuade those of a different Social Class other than your own, you gain a +20 Base Chance to Charm Tests.

SPIRITED CHARGE

Atop a vehicle or horse, you ride like a hellion borne from the gates of hell.

Effect: When you use the Drive or Ride Skills, add +3 to your Movement.

SPRINT

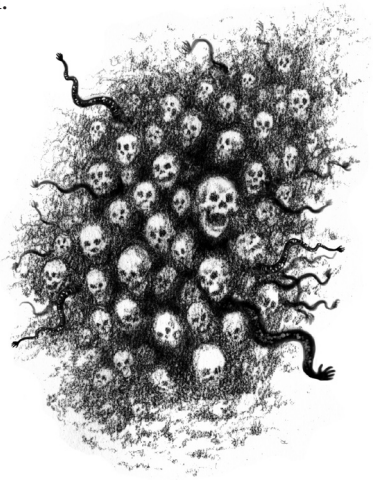
You move at such a fast pace that others cannot get a bead on you when drawing their bows or aiming their guns.

Effect: When you Charge or Run, you cannot be struck by attacks made with ranged weapons until your next Turn.

STRANGLER'S UNION

You're a straight-up murderer, dealing death silently and effectively.

Effect: When you make an Attack Action with a blackjack, bullwhip or garrote, your foe cannot Dodge or Parry this attack.



STREETWISE

You were born in the streets, and know how to get around unnoticed along the gutters and back alleys.

Effect: When you attempt to hide in urban environments, you gain a +20 Base Chance to Stealth Tests.

STRONG JAW

Dizziness and debilitation doesn't really affect you, because you've learned to take your licks.

Effect: When attempting to Resist Perilous Stunts, you gain a +20 Base Chance to succeed.

SUPERNATURAL PARANOIA

Your encounters with the supernatural and the terrifying have made you extremely paranoid.

Effect: When your Chaos Ranks are higher than your Order Ranks, add 3 to your Initiative.

SWORD & BOARD

When armed with a shield and sword, you are a whirlwind of blows.

Effect: If a foe successfully Parries your Melee Attack, immediately make an Opportunity Attack using a shield as an improvised hand weapon.

TAKE 'EM DOWN

A perfect throw can bring down your quarry as they run away. With a carefully-placed shot, you can disarm or knock down any foe.

Effect: At Distance, you can substitute either your Simple Ranged or Martial Ranged Skills when you attempt to use Disarm, Stunning Blow or Takedown. Note that you do not inflict Damage when you attempt such maneuvers. You must be armed with a loaded ranged weapon in order to Take 'Em Down.

THERE WILL BE BLOOD

After dealing a fatal blow, blood-curdling screams and convulsions always follow from your enemy.

Effect: You roll an additional 1D6 Chaos Die to determine if you Injure foes.

TOUGH AS NAILS

Scars ripple up and down your body, telling tale of horrendous injuries you've suffered over the years.

Effect: You no longer suffer Moderate Injuries, remaining uninjured as a result.

TRUE GRIT

You have an incredibly hardy physique, powering through pain and suffering with resolve.

Effect: You are immune to the effects of Knockout! and Stunning Blow.

WINDS OF CHANGE

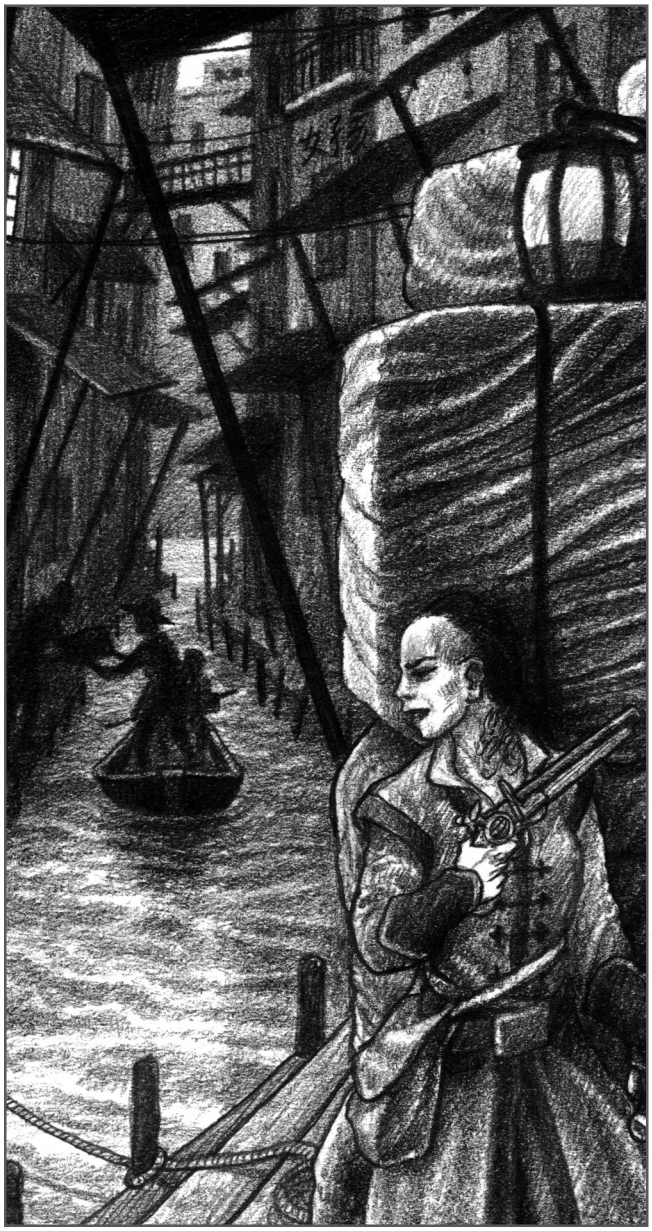
With a subtle 'tug' on the web of the Æthereal Veil, you alter the pattern of emergent chaos to take shape from the Abyss, in whatever form you may desire.

Effect: When using Burst, Cone and Explosion Template Magick, you can reshape it so as to not harm your allies, hurting only your foes. See **Chapter 7: Trappings** to learn more about Templates.

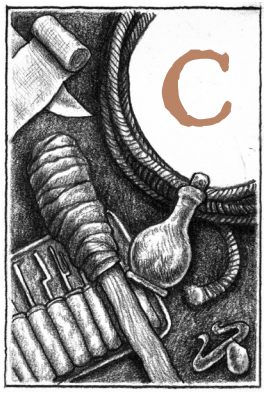
WORLDLY

You are highly knowledgeable about the world around you and the world at large, having either travelled or read widely. You're innately friendly and people enjoy your company.

Effect: When gossiping or spinning a tale, you gain a +20 Base Chance to Rumor Tests.



TRAPPINGS



Currency falls into three distinct types of coins – the brass penny (bp), the silver shilling (ss) and the gold crown (gc). While different regions may have different stamps or values placed upon them, there is a universal consensus as to what they're worth, based on the value of the metal by its weight. Each type of currency has a direct correlation to the three Social Classes.

BRASS PENNY (LOWBORN)

From the lowliest of dirt-farming peasants to the servants who port booze from tap to table, the brass penny (bp) is the most common coin used within Lowborn circles. These 'bit pieces' tend to be rather crude, generally bent, smashed, clipped or otherwise beaten out of shape. Made from copper, brass and sometimes tin, most are so worn that whatever face or tail that was stamped on them has long been replaced by epitaphs or caricatures that denigrate the upper classes scratched upon them with a knife or fingernail. They jingle in a stevedore's pockets after a hard day's labor, rattle from a beggar's cup at passerbyers, are pilfered by ragamuffins on the streets and often find their way into the pockets of people given to desperation and hardship.

- 240 brass pennies (bp) equals 1 gold crown (gc)
- 12 brass pennies (bp) equals 1 silver shilling (ss)

SILVER SHILLING (BURGHER)

The silver shilling (ss) is the universal coin of trade and commerce. From the merchant caravan traders to soldiers, these coins are the most common form of currency. The coins a person carries in their purse is a good indicator of their nationality and race. However, it is also how the common, middle class folk can begin to understand of the world outside of their own, learning the names of kings, recognizing heraldry and coming to spout off the unknown gods of other countries, as most silver shilling (ss) are imprinted with decoration which represents said lands.

- 20 silver shillings (ss) equals 1 gold crown (gc)
- 1 silver shilling (ss) equals 12 brass pennies (bp)

GOLD CROWN (ARISTOCRAT)

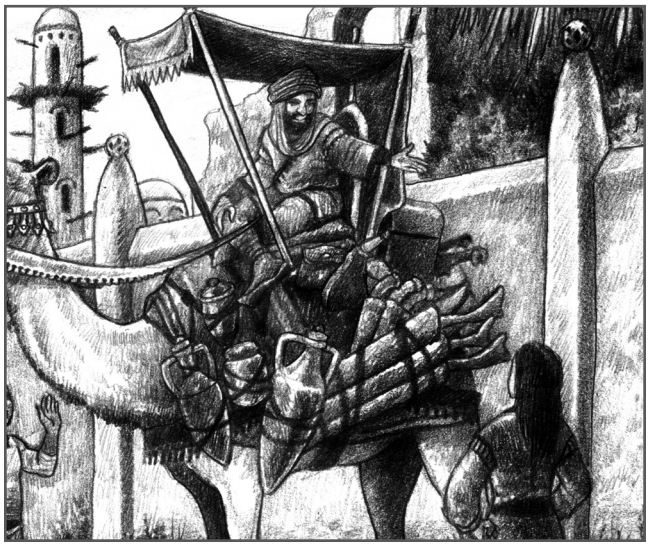
Undeniably, the gold crown (gc) is the ultimate form of commerce, outside of trade stuffs. Found within the homes of the rich (and sometimes *nouveau riche*) and guarded within the vaults of kings, counts and churches, these coins are not openly trafficked among the Lowborn. Most folk will go their entire lives without seeing a single gold crown (gc), as they are retained strictly for business dealings. However, crowns have been known to pass hands among mercenaries, given in tribute or as a result of plunder.

- 1 gold crown (1gc) equals 20 silver shillings (20ss)
- 1 gold crown (1gc) equals 240 brass pennies (240bp)

TRADING

The roads bustle with trade, but as common as caravans and peddlers are, commerce remains an uncertain, sometimes dangerous venture. The roads are rife with thieves, robbers, brigands and worse, and since it's far easier to make off with a box of coins than it is several bolts of linen, it is no wonder that peddlers and merchants much prefer to trade with stock goods, using coin to help supplement the difference. Those with but a pot to piss in will generally barter their services in exchange for goods they need. For example, a miller may set aside a few sacks of flour after grinding crops for a farmer, exchanging it later with a trapper for warm furs before winter comes.

Generally, brand-new goods and services are exchanged at a 1:1 ratio. This means that if a weaponsmith agrees to trade away a newly-forged dirk (which is worth 5ss) for a bolt of hemp (which is worth 6ss), they make a trade and get back 1ss in change. However, there may be times where the price of a commodity is worth significantly less (or even more). For instance, during a time of war, grain may hold a higher value than a wagon wheel. Similarly, the cost of arms may be significantly less if there's been an influx into a community after a war. The GM will ultimately arbitrate the real trade value of goods or services.



HAGGLING

If your Character has at least one Skill Rank in Bargain, you can attempt to haggle for a cheaper price for equipment. However, it is far easier to wheel and deal with those of the same Social Class. The GM will set the Difficulty Rating, based on any differences in Social Class, the rarity of the item and any other circumstances that may bode in your favor or work against you.

With a successful Bargain Test, you can decrease the sale price for every 6 points of [FB]. However, if you generated a Critical Success, multiply your [FB] by three to determine how you decrease the resale price by.

- **[FB] 1 to 6:** purchase at 90% of listed price
- **[FB] 7 to 12:** purchase at 80% of listed price
- **[FB] 13+:** purchase at 70% of listed price

Failing a Bargain Test has no repercussions, but a Critically Failed one will result in the seller refusing to sell anything to you, until circumstances dictate otherwise.

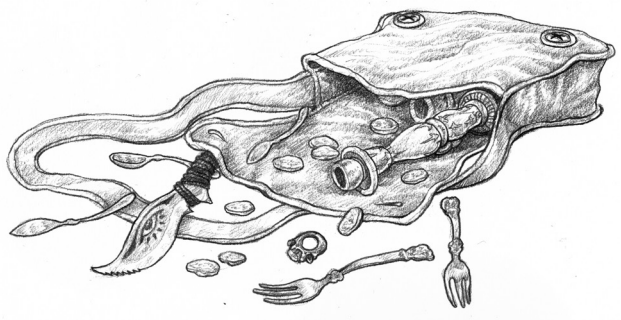
SELLING SCAVENGED GOODS

If you are attempting to trade or resell a used good, its value is always equal to 50% of its listed price, unless you manage to haggle the price upwards.

With a successful Bargain Test, you can increase the resale price for every 6 points of [FB]. However, if you generated a Critical Success, multiply your [FB] by three to determine how you increase the resale value by:

- **[FB] 1 to 6:** resell at 60% of listed price
- **[FB] 7 to 12:** resell at 70% of listed price
- **[FB] 13+:** resell at 80% of listed price

Failing a Bargain Test has no repercussions, but a Critically Failed one will result in the purchaser refusing to buy anything to you, until circumstances dictate otherwise.



WAGES

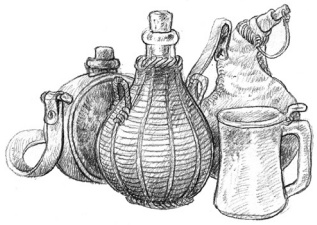
The tables below illustrate wages for daily work. For every Skill Rank in a Skill related to the job at-hand (which the GM will determine), it increases their pay by +10% cumulatively. If the Character has at least one Skill Rank, they are guaranteed at least a poor meal and cheap lodging by practicing their trade.

WAGES	PRICE	WAGES	PRICE
Animal Trainer	16bp	Lawyer	60bp
Apothecary	52bp	Leatherworker	24bp
Armorer	72bp	Lexicographer	52bp
Barber Surgeon	52bp	Locksmith	68bp
Bowyer	60bp	Mercenary	35bp
Cartographer	60bp	Metalsmith	64bp
Chandler	24bp	Miller	28bp
Charcoal Burner	24bp	Miner	4bp
Cook	12bp	Mortician	40bp
Courtesan	28bp	Perfumer	52bp
Draper	24bp	Physician	60bp
Executioner	100bp	Professional Bodyguard	80bp
Farmhand	2bp	Prostitute	2bp
Finesmith	52bp	Rat Catcher	24bp
Fisherman	8bp	Sage	68bp
Forester	32bp	Sailor	28bp
Glassblower	72bp	Scribe	44bp
Herald	64bp	Servant	2bp
Herder	3bp	Shipwright	52bp
Herdsman	2bp	Skinner	28bp
Hostler	36bp	Stevedore	2bp
Hunter	4bp	Stonemason	76bp
Iceman	24bp	Teamster	28bp
Initiate Priest	2bp	Tentmaker	32bp
Innkeep	24bp	Toymaker	52bp
Jester	2bp	Trapper	4bp
Judicial Bailiff	52bp	Turnkey	3bp
Laborer	3bp	Weaponsmith	44bp
Lantern Bearer	1bp	Woodcrafter	28bp

GENERAL SERVICES

There will be times where you'll need to hire someone to stitch up wounds, grease the palm of a doorman at a popular winesink, understand how much to tip an innkeep or even pay a street pimp or trollop to comfort your Character between the sheets. Most of these service fees are one-off and paid before services are rendered.

GENERAL SERVICES	PRICE	GENERAL SERVICES	PRICE
Alms for the poor as a Burgher	2bp	Fortune telling	4bp
Alms for the poor as a Lowborn	1bp	Lawyer's court appearance by day	1gc
Alms for the poor as an Aristocrat	3bp	Money lending by day	5%
Asylum or hospice stay per day	7ss	Physician's visit	9ss
Barber Surgeon's visit	3ss	Prostitute's company	4bp
Bribe a doorman	4bp	Shave and a hair cut	2bp
Bribe a guard	1gc	Shoe horse	5ss
Bridge toll by traveler	1bp	Spread rumors with rabble-rousers	8bp
Burial in a marked grave	7gc	Theatre performance	4bp
Burial in an ossuary	6ss	Tip a musician	2bp
Cheap tattoo	6bp	Tip a servant	1bp
City guide	4bp	Train a hunting dog or falcon	3gc
Courtesan's company per day	1gc	Train a horse	3gc
Currency exchange	5%	Translate document by the page	3ss
Distract beggars	11bp	Travel by cart per day	15ss
Draft legal contract or deed	1gc	Travel by overland coach per day	1gc
Draft legal will or oath of service	3gc	Travel by river per day	2ss
Embalming	20gc	Travel by sea per day	1gc
Entertainment by a minstrel	1ss	Travel by wagon train per day	1gc



WEAPONS

Weaponry is divided into two distinct categories: those you use up close (melee weapons) and those you use at Distances greater than one yard (ranged weapons). Within those two broad categories, weapons are further delineated by either being simple or martial types:

SIMPLE WEAPONS: Simple weapons are those which practically every farmer, servant or valet can pick up and use effectively. Most commonly, they are simple tools used around the farm or for industries like wood cutting and threshing grain. However, hunting bows, thrown javelins and point-and-shoot light crossbows also fall into this category.

MARTIAL WEAPONS: Martial weapons require specific training to use, requiring intense specialization to wield effectively. Most of these weapons are ones found on the battlefield, from the towering two-handed swords found in the hands of mercenary captains, massive war hammers wielded by battle priests and even the gunpowder weapons of state-sponsored troops, but not all are. For example, the duelist's court sword takes great training to wield with skill, but is rarely seen on the battle field.

WEAPON QUALITIES

There are many different weapons you'll pick up, purchase and pilfer during your adventures, and no two are built alike. Each possess unique benefits and drawbacks, which are reflected in their Qualities. Many of these Qualities will directly refer to benefits from **Chapter 8: Combat**. However, as a general rule, if you are wielding any two weapons at once which confers the same Quality, you cannot take advantage of it twice; only account for it once, and only when held in-hand. All weapons possess unique combinations of Qualities:

ADAPTABLE: Whenever weapons of this Quality are held in two hands instead of one for Attack Actions, add +1 to Damage.

DEFENSIVE: Shields and weapons of this Quality add a +10 Base Chance to Parry.

ENTANGLING: Immediately after striking a foe, weapons of this Quality force a foe to Resist either a Chokehold or Takedown – you choose which. Additionally, whenever a foe is threatened with a Chokehold or Takedown with this weapon, they must flip the results to fail when Resisting its effects.

FAST: Whenever a foe is struck by weapons of this Quality, they suffer a -10 Base Chance to Dodge or Parry.

FIERY: After a foe is struck with a weapon of this Quality, both the foe and one other combatant who is Engaged with them must succeed at a Coordination Test or be set On Fire (see **Chapter 9: Hazards & Healing**).

FINESSE: Weapons of this Quality always reference [AB] whenever dealing Damage, instead of [CB].

GUNPOWDER: Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons cannot be Dodged or Parried. Finally, your Fury Dice explode on a face '1' or '6' when dealing Damage.

IMMOLATE: After a foe is struck with a weapon of this Quality, they must succeed at a Coordination Test or be set On Fire. The weapon is immediately extinguished after a successful attack, until relit.

MISCELLANEOUS QUALITIES

There are Magicks and combat abilities within the game that may confer these other Qualities to your weapons, armor and shields. Good craftsmanship, as an example, can make certain that your weapon can never be destroyed or broken, whereas a solid blow may render your armor useless.

CASTLE-FORGED: This Quality is typically conferred by the best craftsmanship, which you'll learn more about in this chapter. Armor, weapons and shields of this Quality cannot acquire the Ruined! Quality, outside of special exceptions by the GM. All Castle-forged trappings have an associated base cost of three times the listed price.

MAKER'S MARK: This Quality is conferred by the handiwork of Guild Masters. Weapons of this Quality gain a +5 Base Chance to strike. Armor of this Quality reduces its Encumbrance Value by 2 (to a minimum of 1). Shields of this Quality add a passive +1 to Damage Threshold Modifier. All Maker's Marked trappings have an associated base cost of six times the listed price.

RUINED!: The Ruined! Quality is conferred by specific Traits, Talents or other occasions where the GM may decide that the integrity of your armor, weapon or shield is in a state of disrepair. Armor of this Quality does not add to Damage Threshold. Shields of this Quality cannot be used to Parry. Weapons of this Quality suffer a -3 penalty to Total Damage. Fixing Ruined! trappings require an appropriate tradesman who can fix it, who must be paid six day's wage. Alternatively, if you can make a successful Tradecraft Test after six days of repair, you may fix it yourself. If already Ruined! trappings are once again Ruined! before they can be fixed, they are irrevocably destroyed. If you attempt to trade or sell Ruined! items, they have no value whatsoever.

INEFFECTIVE: Weapons of this Quality cannot deal Damage or inflict Injuries.

LIGHT: Whenever weapons or shields of this Quality are held in your off-hand when attacking with a melee weapon in your primary hand, add +1 to Total Damage.

POWERFUL: Immediately after striking an Engaged foe, weapons of this Quality force a foe to Resist with Toughness or be shoved out of the Engagement.

PUMMELING: Weapons of this Quality always refer to [BB] whenever inflicting Damage, instead of [CB]. Pummeling weapons can only inflict Moderate Injuries, never Serious or Grievous Injuries. Finally, Pummeling weapons cannot be used to cause Bleeding.

PUNISHING: Immediately after striking a foe, weapons of this Quality may add a 1D6 Fury Die to Total Damage in exchange for spending 1 additional Action Point on this Turn. You'll learn more about Action Points and Fury Dice in **Chapter 8: Combat**.

REACH: Weapons of this Quality may strike a foe you're Engaged with or standing one yard away from outside of an Engagement. Additionally, foes who are armed with a Reach weapon can make an Opportunity Attack whenever someone Charges or Runs toward them.

REPEATING: Ranged weapons of this Quality can be fired up to three times without having to spend Action Points to load.

SHRAPNEL: Whenever a weapon with this Quality is fired, it affects multiple targets in a Cone Template.

SLOW: Whenever a foe is struck by weapons of this Quality, they gain a +10 Base Chance to Dodge or Parry its Damage.

THROWING: Weapons of this Quality do not have a Medium or Long Distance increment for ranged weapons.

VICIOUS: Weapons of this Quality grant an additional 1D6 Chaos Die to determine whether you inflict an Injury upon a foe.

VOLATILE: When you Critically Fail an Attack Action or Perilous Stunt when using weapons of this Quality, roll a 1D6 Chaos Die. On a result of 1 to 5, the weapon misfires, requiring an hour to clean and repair. On a result of face '6', it explodes, dealing 2D10+2 Damage from fire to you and destroying the weapon. This Damage cannot be Dodged, Parried or Resisted.

WEAK: Weapons of this Quality can only inflict Moderate or Serious Injuries, never Grievous Injuries.

WEAPON STATISTICS

Weapons are presented in the following format:

NAME: Every type of weapon possesses a proper name. Many weapons are known by different names (such as the dirk may also be called a *knife*, whereas a zweihänder may also be called a *two-handed sword*). However, you'll refer to its proper name when recording it on your Character sheet.

SKILL: Every weapon requires a specific Combat-based Skill to use it. These four Skills are Simple Melee, Martial Melee, Simple Ranged and Martial Ranged.

LOAD: Ranged weapons, which can be used at a Distance outside of one yard, requires its wielder to load it with ammunition before firing. Loading a weapon requires a certain number of Action Points. Loading can be a time-consuming process, taking more than your allotted time during a fight. You must complete the load action before using the weapon again and the action cannot be interrupted; meaning, you cannot halfway load a bolt onto a crossbow. If you are interrupted, you will need to take the loading action again, even if it carries between your Turns. More information about Action Points and loading can be found in **Chapter 8: Combat**.

HANDLING: Weapons are always used in either one or both hands. Providing you have use of both hands, you must carry two-handed weapons; most cannot be simply strapped to the back (without the approval of the GM). One-handed weapons are generally sheathed or hidden away.

DISTANCE: Melee weapons require you to be standing toe-to-toe or Engaged with an opponent. **Chapter 8: Combat** speaks more about what constitutes an engagement.

Ranged weapons are able to be used at distinct ranges between the Character firing it and their target. Distances are always expressed in yards, and are derived from [PB]. As an example, an arbalest crossbow has a Distance of 9+PB. This means that if you have a 4 [PB], you can fire this weapon at a Short Distance of one yard, up to 13 yards away (9+4). Medium Distance is equal to Short Distance times two and Long Distance is equal to Short Distance times three. So, if the aforementioned Short Distance is 13 yards, the Medium Distance is between 14 to 26 yards (13 x 2) and Long Distance is between 27 to 39 yards (13 x 3).

Attacks made with ranged weapons fired outside of the Short Distance are penalized by Difficulty Rating, which the GM will determine (and is further covered in **Chapter 8: Combat**).

QUALITIES: All weapons possess a combination of Qualities, as outlined above. A weapon's Quality, however, is only conferred when you are wielding it in your hands. Meaning, you cannot take advantage of a sabre's Defensive Quality if it's in a scabbard while you're wielding a stiletto.

TYPE: There are five specific subcategories which all weapons belong to: Bladed, Brawling, Crushing, Gunpowder and Missile. These Types are generally referred to by your Character's Talents and Traits.

ENCUMBRANCE VALUE: Weapons have very little Encumbrance, but just enough to make sure you're not walking around like a living armory. Encumbrance Values are added up to determine whether or not you're suffering from Overage. However, reasonable assumptions trumps mechanics. Just because you have a 14 Encumbrance Limit doesn't mean you can realistically haul around fourteen mortuary swords!

PRICE: This is how much the weapon normally costs. Prices may vary during wartime or periods when there are shortages in the area of iron, stone, leather, wood and the other types of trade goods used to craft weapons.

MELEE WEAPON DESCRIPTIONS

The following entries give general descriptions of all melee weapons. These weapons aren't necessarily portrayed in a historical light. Instead, they are simple accounts on how a weaponsmith might speak to a would-be warrior:

BARE-HANDED: You were born with two hands and feet, and (hopefully) will live with all of them intact. Real weapons are far more effective, but a cross to the jaw, roundhouse kick to the kidney or knee to the groin sometimes speaks louder than words alone.

BATTLE AXE: This weapon is vicious and heavy, often favored by dwarves and Berserkers. Overly-cumbersome, they're usually adorned with skulls – just for the hell of it.

BLACKJACK: This is nothing more than a glorified leather sack full of lead shot, or alternatively an officer's club. Generally, it's guaranteed to knock the sense into or out of anyone it is used against.

BULLWHIP: This is a common tool for ranchers and animal tamers; more intimidating than useful. Despite the fanciful stories Antiquarians have spun, it cannot hold your weight if used to swing across a chasm.

COURT SWORD: Fast and efficient, this blade is carried by both blue-bloods and dandies. Many are unsharpened, carried as status symbol by the latter (but just as dangerous as a poisoned word with the former). Beware ill words with the fop whose expertise in fencing may result in a duel to the death.

CUDGEL: Basically a large shillelagh, and that's roughly it. Found in abundance in any old growth forest or detritus pile on a farm, the good ones are bigger and studded at the end.

DIRK: Slender and sharp, this is used to either cut your meat or your enemy.

CONE, BURST & EXPLOSION TEMPLATES

Some weapons and Magick effect multiple targets at once. In these cases, refer to one of the Template types below:

CONE TEMPLATE: A Cone will extend straight in a 16 yard line from where you stand, 1 yard wide at its starting point and 5 yards wide at its end point. You can aim weapons and Magick, so that it can be used to affect only foes. However, you will need to succeed at an Awareness Test to not harm your allies.

BURST TEMPLATE: A Burst will radiate outwards in a circle with a diameter of 6 yards in all directions. Select a point of origin within sight – whether it is a creature, object, person or place – and the Burst then takes effect. A Burst affects both allies and foe alike. Your GM will make the determination who is affected.

EXPLOSION TEMPLATE: An Explosion will radiate outwards in a circle with a diameter of 10 yards in all directions. Select a point of origin within sight – whether it is a creature, object, person or place – and the Explosion then takes effect. An Explosion affects both allies and foe alike. Your GM will make the determination who is affected.

Distinct barriers limit areas over which Templates takes effect. However, soft barriers such as clothing lines, trees, foliage and the like will not. The best rule of thumb to follow is that if the barrier totally prevents a Character's line of sight, it will limit the area of effect for the Template, reshaping it to meet the constraints of the space available. As an example, a blunderbus could be fired through a crate of bottles but not through a wooden palisade.

ESTOC: This needle-like sword is useless for slashing anything more than loose parchment. Its thrust, however, is deadly sharp.

FLANGED MACE: A metal version of the cudgel, it comes in a myriad of designs. Used by priests because they are 'gentler' than a blade, though many caved-in skulls rebuke this fact.

FIRE-HARDENED SPEAR: Often fashioned from a large branch and a broken piece of metal, it's heated to make it more robust. Not surprisingly, it's the favorite implement of outlanders and the desperate.

GARROTE: Often made from cat muscle or steel wire attached between two spools, this is an assassin's weapon. The skilled can put people to sleep permanently, whereas the unskilled will butcher the victim's neck in the process, to the sound of much gurgling and screaming.

IMPROVISED HAND WEAPON: These are weapons that shouldn't really be weapons. It could be an ale stein, a stool, pots and pans, a fire poker, a salted leg of pork; the list goes on. They are generally useful in bar scuffles and emergencies, laughable otherwise.

KNUCKLEDUSTER: The 'gentleman's friend' is for the more discerning brawler. It can be bought on the open market, but is often improvised from gloves stitched with weighty rings or even a few skeleton keys gripped between the fingers.

MAIN GAUCHE: Now this is a knife. Favored by swashbucklers and daredevils, they're wielded in an off-hand to parry blows.

MILITARY LANCE: Wrought of wood and metal, this spear is commonly used to tilt at windmills or at other knights. It can only be used one-handed while in the saddle.

MISERICORDE: This ancient word translates into mercy blade, used commonly to grant swift death to fatally-wounded knights. It grants a swift death to peasants, too.

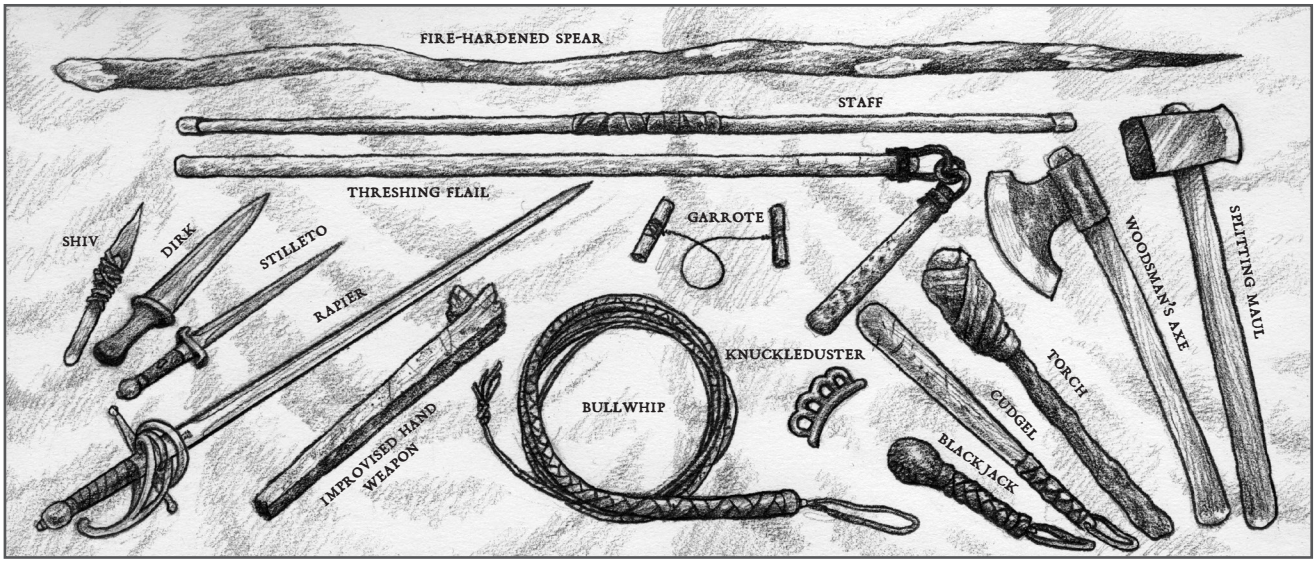
MORGENSTERN: This is a round-headed club, dotted with small barbs and tipped with a stout iron spike. Viscera has a tendency to stick to its barbs in a most gruesome fashion. Morgenstern are never topped with rattling chains affixed to iron spheres; those are weapons of pure fantasy or historic ignorance.

MORTUARY SWORD: The most common weapon for explorers, it is useful and evokes little fuss. Not surprisingly, it tends to cleave violently – thus its namesake.

PIKE: A very long, hard stick – making it the weapon of choice for any imperial army which fields great phalanxes of pike men. Its conical iron spearhead is purposefully reinforced with 'cheeks' along the flange of the shaft. Folk oftentimes say 'the bigger the pike, the smaller the you-know-what'.

POLE CLEAVER: A very long stick with an axe on the end. It's far more intimidating than a pike, but less embarrassing than a mere butcher's cleaver. Soldiers often partake in 'Gygaxian musings' over the vast array of pole arms that dominate weapon racks – in which the pole cleaver is called by a variety of names.

RAPIER: Not to be confused with the fanciful court sword, this is the standard weapon of civilians. It's a deadly tool in the proper hands, but little more than an unwieldy sharp crowbar for the inept.



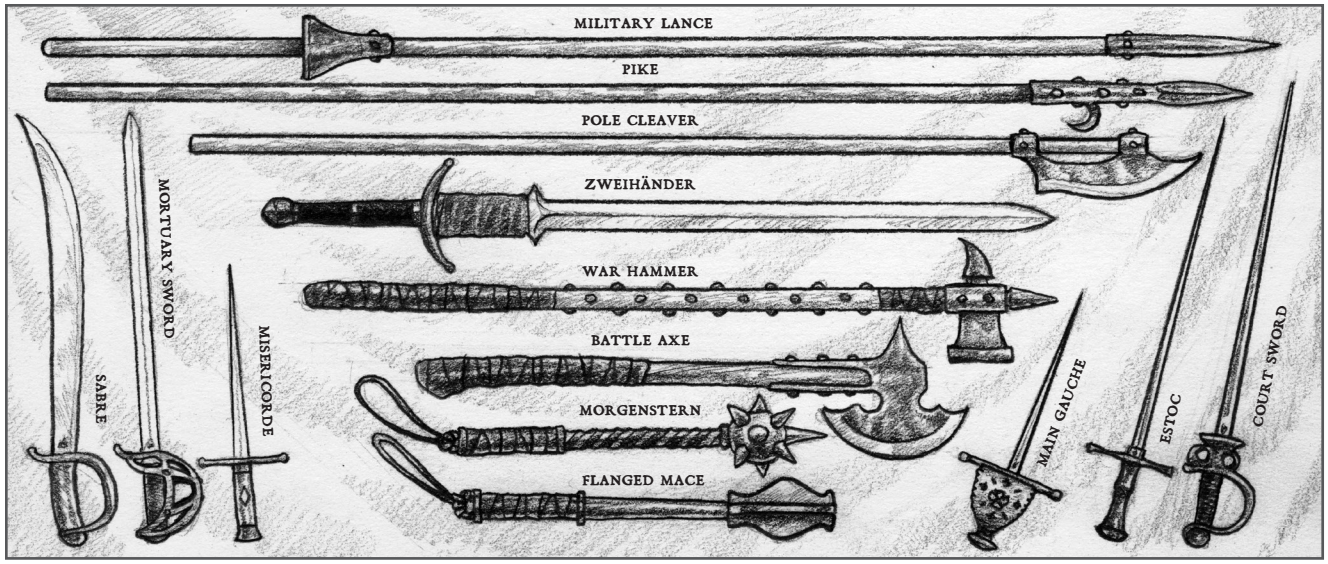
SIMPLE MELEE WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	PRICE
Bare-handed	0	One-handed	Engaged	Pummeling, Slow	Brawling	NONE	NONE
Blackjack	0	One-handed	Engaged	Powerful, Pummeling	Brawling	1	2ss
Bullwhip	0	One-handed	Engaged or 1 yard	Entangling, Ineffective, Reach	Brawling	1	5ss
Cudgel	0	One-handed	Engaged	Light, Powerful, Weak	Crushing	1	5ss
Dirk	0	One-handed	Engaged	Fast, Finesse, Light, Weak	Bladed	1	5ss
Fire-hardened spear	0	One or two-handed	Engaged or 1 yard	Adaptable, Reach, Weak	Bladed	2	7ss
Garrote	0	Two-handed	Engaged	Entangling, Fast, Ineffective	Brawling	1	2ss
Improvised hand weapon	0	One-handed	Engaged	Pummeling	Varies	1	Varies
Knuckleduster	0	One-handed	Engaged	Fast, Pummeling	Brawling	1	7ss
Rapier	0	One-handed	Engaged	Fast, Finesse, Weak	Bladed	1	5gc
Shiv	0	One-handed	Engaged	Fast, Weak	Bladed	1	2ss
Splitting maul	0	Two-handed	Engaged	Slow, Weak	Bladed	3	4ss
Staff	0	One or two-handed	Engaged	Adaptable, Defensive, Pummeling	Crushing	2	1ss
Stiletto	0	One-handed	Engaged	Fast, Vicious, Weak	Bladed	1	1gc
Threshing flail	0	One or two-handed	Engaged	Adaptable, Weak	Crushing	2	1ss
Torch	0	One-handed	Engaged	Immolate, Ineffective, Slow	NONE	1	3bp
Woodsman's axe	0	One or two-handed	Engaged	Adaptable, Slow, Weak	Bladed	2	4ss

SABRE: Arm of choice for both cavalry and to give airs that you know what you're doing. Many Veterans hang their sabre in honor of the blood and sanity they shed for whatever nameless count marched them off to war.

SHIV: A sliver of metal or broken piece of glass wrapped in leather, it has made the difference between life or death for both the imprisoned and the desperate.

SPLITTING MAUL: Both a carpenter's and a mason's tool, it's one-part axe and one-part hammer. Verily, an easy choice for rioting peasants or an adventurer who is short on money but efficient with scavenged farming tools.

STAFF: Mostly used as walking sticks by the scholarly and elderly, travelers swear by it (particularly ten-foot long poles). Proper ones are beautifully designed and weighted, while poor ones are simply gnarled tree limbs.



MARTIAL MELEE WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	PRICE
Battle axe	0	One or two-handed	Engaged	Adaptable, Slow	Bladed	2	2gc
Court sword	0	One-handed	Engaged	Fast, Finesse	Bladed	1	7gc
Estoc	0	One or two-handed	Engaged	Adaptable, Finesse	Bladed	2	7gc
Flanged mace	0	One-handed	Engaged	Powerful	Crushing	1	5gc
Main gauche	0	One-handed	Engaged	Defensive, Finesse, Weak	Bladed	1	1gc
Military lance	0	One or two-handed	Engaged or 1 yard	Powerful, Reach, Vicious	Bladed	3	1gc
Misericorde	0	One-handed	Engaged	Fast, Finesse	Bladed	1	2gc
Morgenstern	0	One or two-handed	Engaged	Adaptable, Powerful, Vicious	Crushing	2	5gc
Mortuary sword	0	One-handed	Engaged	Vicious	Bladed	1	10gc
Pike	0	Two-handed	Engaged or 1 yard	Finesse, Reach	Bladed	3	1gc
Pole cleaver	0	Two-handed	Engaged or 1 yard	Reach	Bladed	3	4gc
Sabre	0	One-handed	Engaged	Defensive	Bladed	1	6gc
War hammer	0	Two-handed	Engaged	Powerful, Slow	Crushing	3	5gc
Zweihänder	0	Two-handed	Engaged or 1 yard	Punishing, Reach, Slow	Bladed	3	12gc

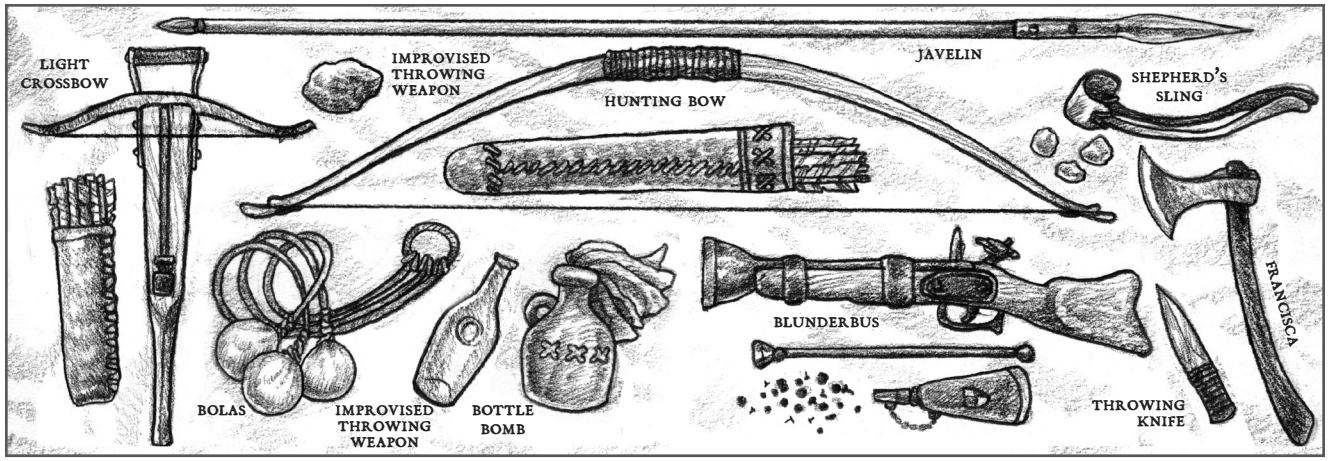
STILETTO: Another weapon favored by the assassin, it's concealable and designed for quick stabbing thrusts. An intended victim can bleed like a stuck pig if this weapon is thrust in the right way.

THRESHING FLAIL: As a farmer's tool, it's used to separate grain from husks. In other hands, it can be used to bash about raiders who steal farming supplies or foolish lords that demand too much grain. Although it possesses a long reach, it looks rather foolish when whirled around above the head.

TORCH: Swabbed in oil and rough cloth, torches are oftentimes used by peasants and witch hunters to burn cruel lords and heretics. Rarely are torches employed otherwise, unless one is so inclined to descend into a tomb to rob it.

WAR HAMMER: The trademark weapon of your favorite Uncle Siggy. Big, laborious, terrifying: much like its wielders. This hammer was crafted for war, not driving nails.

WOODSMAN'S AXE: Perfect for felling trees, splitting logs and dismembering raiders, the axe is the perfunctory tool of foresters. Sometimes, they are edged with silver in case of attack by the supernatural.



SIMPLE RANGED WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	PRICE
Blunderbus	4 AP	Two-handed	3+[PB] yards	Gunpowder, Shrapnel, Volatile, Weak	Gunpowder	3	13gc
Bolas	1 AP	One-handed	1+[PB] yards	Entangling, Ineffective, Throwing	Missile	1	2ss
Bottle bomb	1 AP	One-handed	1+[PB] yards	Fiery, Ineffective, Throwing, Volatile	NONE	1	12ss
Francisca	1 AP	One-handed	1+[PB] yards	Throwing, Weak	Missile	1	2gc
Hunting bow	1 AP	Two-handed	9+[PB] yards	Finesse, Weak	Missile	3	4gc
Improvised throwing weapon	1 AP	One-handed	1+[PB] yards	Pummeling, Slow, Throwing	Missile	1	Varies
Javelin	1 AP	One-handed	3+[PB] yards	Throwing, Weak	Missile	1	6ss
Light crossbow	2 AP	Two-handed	6+[PB] yards	Fast, Punishing, Weak	Missile	3	3gc
Shepherd's sling	1 AP	One-handed	3+[PB] yards	Fast, Throwing, Weak	Missile	1	2ss
Throwing knife	1 AP	One-handed	1+[PB] yards	Fast, Finesse, Throwing, Weak	Missile	1	1gc

ZWEIHÄNDER: Sometimes, it is called a bastard sword (mostly because you will be cursing whoever wields it). Other times, it's called a great sword (partially because it requires wide berth to swing it). However, it is far more efficient and wieldy than its predecessor, the ubiquitous war hammer.

RANGED WEAPON DESCRIPTIONS

The following entries give general descriptions of all ranged weapons. These are the most common names used, although mileage may vary, depending on what region you're from:

ARQUEBUS: This long-range matchlock gun is the predecessor to the far-superior musket. Arquebuses are notoriously unreliable and useless when its raining, as the fuse is invariably snuffed out.

ARBALEST CROSSBOW: Wound by hand and cranequin-driven, the bolt unleashed by this weapon can decapitate nearly anything at a pace of a few yards. Any further, and it produces merely a bloody ruin.

BLUNDERBUS: This wheellock hand cannon is stuffed with blackpowder, boot nails and pebbles – for when you absolutely, positively, have to kill everyone in the room? Accept no substitute.

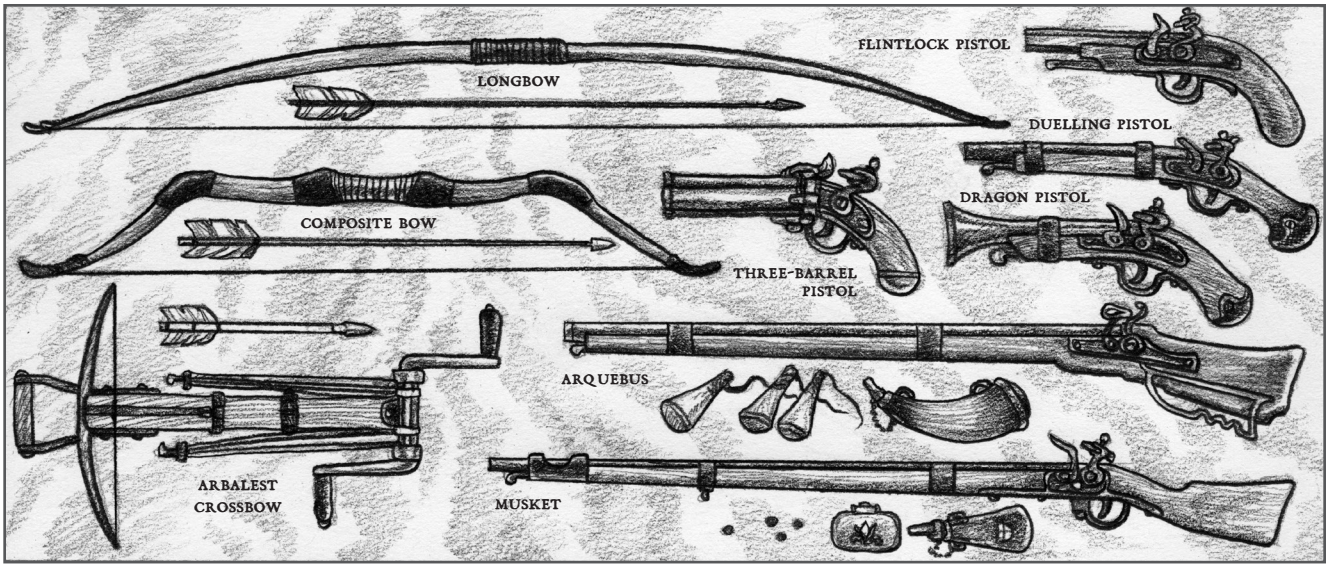
BOLAS: Useful for capturing dogs or prey on the run; both despicable curs.

BOTTLE BOMB: Generally sparked by a demagogue's fiery rhetoric, this rudimentary incendiary sets its enemies aflame upon contact.

COMPOSITE BOW: Used in militias for its great range, they're entirely worthless in any close encounter… which is why archers always carry a backup knife.

DRAGON PISTOL: This wheellock scattergun is used for kicking arse and chewing tobacco – especially when you are all out of tobacco.

DUELING PISTOL: Ostentatious and unusually decorated, these flintlock pistols are deadly quick. A true 'gentleman's' weapon, if there ever was one to be named.



MARTIAL RANGED WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	PRICE
Arbalest crossbow	2 AP	Two-handed	9+[PB] yards	Fast, Punishing	Missile	3	5gc
Arquebus	4 AP	Two-handed	6+[PB] yards	Gunpowder, Volatile	Gunpowder	3	33gc
Composite bow	2 AP	Two-handed	12+[PB] yards	Fast, Finesse	Missile	3	7gc
Dragon pistol	4 AP	One-handed	1+[PB] yards	Gunpowder, Shrapnel, Volatile, Weak	Gunpowder	2	40gc
Dueling pistol	3 AP	One-handed	3+[PB] yards	Gunpowder	Gunpowder	2	50gc
Flintlock pistol	3 AP	One-handed	3+[PB] yards	Gunpowder, Volatile	Gunpowder	2	20gc
Longbow	1 AP	Two-handed	12+[PB] yards	Finesse	Missile	3	5gc
Musket	4 AP	Two-handed	9+[PB] yards	Gunpowder	Gunpowder	3	67gc
Three-barrel pistol	4 AP	One-handed	3+[PB] yards	Gunpowder, Repeating, Volatile	Gunpowder	2	83gc

FLINTLOCK PISTOL: Much like the arquebus, these pistols are inefficient when firing in bad weather. However, it is the mainstay weapon of choice for highwaymen and soldiers of fortune.

FRANCISCA: A balanced throwing axe, it's good for splitting pumpkins or noggins at range. Strangely, both make similar sounds when struck.

HUNTING BOW: Lightweight and easy to wield, these bows are favored by forest stalkers. They have a strong pull, but not strong enough to split an arrow in twain.

IMPROVISED THROWING WEAPON: Bottles of beer, a brass pitcher, a sizable rock, a lead plate or even a pair of boots are all serviceable enough to be flung. Mostly, they serve as a minor annoyance.

JAVELIN: Used both in sport and murder, these short spears are carried by the half dozen. The range it can be thrown is a point of pride on both fields.

LIGHT CROSSBOW: These are lighter versions of the arbalest, their strings hand-drawn by a crank. They're typically used as weaponry for peasant militias, or as playthings for lordly children too nearsighted or clumsy to draw a bowstring.

LONGBOW: Used by scouts and raiders, these great bows as tall as a man are the cause of many a death at archers' hands. The mere length of the arrows they fire is enough to put a well-hung Ogre to shame.

MUSKET: Incredibly expensive, this percussion cap gun is intimidating enough that it doesn't really matter whether you load it or not. Deadly accuracy and reliability make them the best of class among gunpowder weapons.

SHEPHERD'S SLING: Used to deter wolves from flocks of sheep, they can be used to fell the greatest of goliaths if slung correctly.

THREE-BARREL PISTOL: Although considered to be the king of all pistols, they are inaccurate and make an incredibly intimidating explosive sound when fired. Given the amount of gunpowder stuffed into the three barrels, it is no wonder that they're notorious for exploding in the wielder's hand.

THROWING KNIFE: This small blade is the staple of vagabonds and cut throats. Well-balanced ones can be juggled and pierce any thrown apple… often to reluctant applause.

ILL-FITTED/USED ARMOR

When armor is stripped off a foe, it is rarely fits its new owner. Until properly retrofitted, a new wearer must double their new armor's Encumbrance Value when worn. In order for it to fit right, an appropriate tradesman must retrofit it, paid one day's wage for the service. Alternatively, a Character can spend one hour using trade tools to retrofit it with a successful Tradecraft Test. In cases where Characters sharing armor are of the same build and Ancestry (as indicated in **Chapter 3: Character Creation**), no adjustment is necessary.

ARMOR

It takes far more than physical fortitude to protect oneself against the risk of death. A harness of plate or a coat of mail bridges the gap between those who have little combat know-how and those who're combat-ready. While some elect not to wear armor (a penchant perhaps of half-naked Dwarf Slayers), it is always wise to wear some sort of protection – regardless of whether you're a simple fop or a political mastermind.

ARMOR QUALITIES

Much like weapons, armor possesses specific Qualities. However, not all armor has Qualities associated with it:

DANGEROUS: Clothing or armor of this Quality cannot adequately protect you from harm. Should you suffer an Injury during this time without wearing a suit of armor, you begin to Bleed (as mentioned in **Chapter 8: Combat**).

HEAVY: Armor of this Quality prohibits the use of the Incantation Skill to cast Magick and Coordination in order to Dodge attacks.

NATURAL: Armor of this Quality adds a +10 Base Chance to Dodge attacks.

ARMOR STATISTICS

The benefits and drawbacks armor gives to its wearer is as follows:

NAME: Every type of armor possesses a proper name. Some of these names may be perceived differently by other cultures (brigandine may be called studded, for instance).

DAMAGE THRESHOLD MODIFIER: Armor works in conjunction with your [BB], softening the blows that you take. Each type of armor has a specific Damage Threshold Modifier value, which you add to your [BB] to determine total Damage Threshold. This means that if you are wearing quilted armor (Damage Threshold Modifier of 1) and have a [BB] of 3, your total Damage Threshold is 4 (1+3). Wearing multiple sets of armor (otherwise 'stacking') has no effect whatsoever, asides your Character taking on more Encumbrance Value! Note that if you remove armor, your Damage Threshold drops.

> Leopold Coventry is Lightly Wounded and has a Damage Threshold of 12 (10 from his [BB] and 2 from the leather he's wearing). He doffs his armor before laying down to sleep, which reduces his Damage Threshold to 10.

QUALITIES: Akin to weapons, armor can also possess Qualities. Refer to the Qualities above to understand their effect.

ENCUMBRANCE VALUE: Not surprisingly, armor is relatively awkward to tote around on your body. It's not necessarily heavy *per se*, however different types of armor can be cumbersome, making it difficult to move and react. As stated before, Encumbrance Values are added up to determine whether or not you're suffering from Overage.

PRICE: This is how much armor normally costs. Prices may vary during wartime or periods when there are shortages in the area of iron, stone, leather, wood and the other types of trade goods used to craft armor.

ARMOR DESCRIPTIONS

The following entries give general descriptions of each type of armor. Note that the descriptions do not aim for true historical 'accuracy', but reflect how Characters would perceive these armors in a grim & perilous world.

CLOTHING: Unfortunately, this is nothing more than the attire you're wearing and the skin on your back. Obviously not very good for deflecting anything other than a scrape from a fall, but it keeps your organs and blood inside where it belongs – you can't fault it for that.

If you are wearing any other sort of armor over your clothing (which your Character likely is), you ignore both its Dangerous and Natural Qualities.

FUR OR HIDE: Made from heavy skins, often bear or wolves pelts, this armor is common in colder climes. Most of its protection comes from the sheer amount of hair and layering of furs, though the skin is tanned beneath.

QUILTED: Cheap and easy to move around in, this is standard equipment for penny-poor soldiers. Those who die wearing this armor often look like gutted rag dolls.

LEATHER: This is the standard issue armor for well-paid mercenaries. The leather type depends on the location: most of it is boiled and hardened cowhide, but sets made from sharkskin on the coast or lizardhide in the deep south are not uncommon.

BRIGANDINE: Cloth on the outside, metal plates on the inside. Worn often by travelling lords, this otherwise studded or banded leather offers protection whilst reflecting the latest of fashion. It's by far the best set of armor you can wear without feeling like an overturned tortoise. Oftentimes, this armor is accompanied by a codpiece shaped into a grinning moon-like face.

MAIL: Made of interlocking metal rings, mail (mistakenly called chain mail by the untested) is worn under the military coat of high-ranking officials to provide sleek protection. It slinks like a pocket of coins when worn, but definitely life-saving on the battlefield.

MUNITIONS PLATE: This is none other than second-hand plate armor used to outfit state-sponsored soldiers in a hurry. Although it only covers the torso and upper limbs, it is still the best armor you can get if you weren't born with a silver spoon in your mouth. It tends to rattle terribly when running and grates annoyingly when walking.

FULL PLATE: Expensive and clunky, it covers the entire body from toe to crown. It generally requires help to don and doff, and unfortunately can only be worn for short periods of time because it is so uncomfortable. It is often found gathering dust in alcoves of mansions or harnessed to knights that demand an impeccable appearance.

BARDED ANIMALS

Most creatures ridden into battle already have horse tack and saddle. War destriers and other types of cavalry horses may be equipped with a type of armor called barding. In these cases, add the Damage Threshold Modifier to the Damage Threshold found in **Bestiary chapter in ZWEIHÄNDER Revised Core Rulebook**. In order to determine cost, take the normal armor prices and multiply it by three times.

ARMOR	DAMAGE THRESHOLD MODIFIER	QUALITIES	ENC. VALUE	PRICE
Clothing	0	Dangerous, Natural	0	Varies
Fur or Hide	1	NONE	3	6gc
Quilted	1	NONE	2	11gc
Leather	2	NONE	3	20gc
Brigandine	3	NONE	4	33gc
Mail	4	Heavy	5	65gc
Munitions Plate	5	Heavy	6	88gc
Full Plate	6	Heavy	7	179gc

SHIELDS

Used to block arrows and bash enemies about, a shield can mean the difference between life or death. A shield is primarily used to protect its wielder from ranged attacks, but some can be interspersed between melee attacks (which you'll learn more about in **Chapter 8: Combat**).

SHIELD QUALITIES

Much like weapons, shields possess specific Qualities:

DEFENSIVE: Shields and weapons of this Quality add a +10 Base Chance to Parry.

LIGHT: Whenever weapons or shields of this Quality are held in your off-hand when attacking with a melee weapon in your primary hand, add +1 to Total Damage.

PROTECTIVE: Shields of this Quality may be used to Parry any Attack Action made with a ranged weapon.

SHIELD STATISTICS

The benefits and drawbacks shields gives to its wearer is as follows:

NAME: Every type of shield possesses a proper name. These names are purposefully abstract: a buckler is generally either a lantern or target type of shield, a wooden shield may potentially be construed as being a round shield or a kite type of shield and a metal shield could be a heater or tower type of shield. However, you'll refer to its proper name whenever recording it on your Character sheet.

HANDLING: Unless otherwise noted in other supplements, a shield is always held in one hand (and considered to be an improvised hand weapon if used to strike with).

QUALITIES: Akin to weapons, shields can also possess Qualities. Refer to the Qualities table above to understand their effect.

ENCUMBRANCE VALUE: Overall, shields are relatively easy to carry around. However, when their Encumbrance Value is added to armor, weapons and other sundries, it can create Overage.

PRICE: This is how much shields normally costs. Prices may vary during wartime or even if there are shortages in the area for metal, leather, fur and other types of trade goods used to craft shields.

SHIELD DESCRIPTIONS

The following entries give general descriptions of each type of armor. Despite their glib description, it should be clear that a shield is important to carry if attempting to avoid being struck by missiles in flight.

BUCKLER: This hand-held shield is generally no broader than a dinner plate. Often used in training and duels, it's entirely useless against anything larger than a training sword. You can use it to block arrows if you have the reflexes of a cat.

WOODEN SHIELD: These shields are bought and painted beautifully, though among poorer soldiers they're simply barrel lids or rotted, reappropriated oak doors. It actually provides a solid amount of defense – as long as they are not splintered or set ablaze.

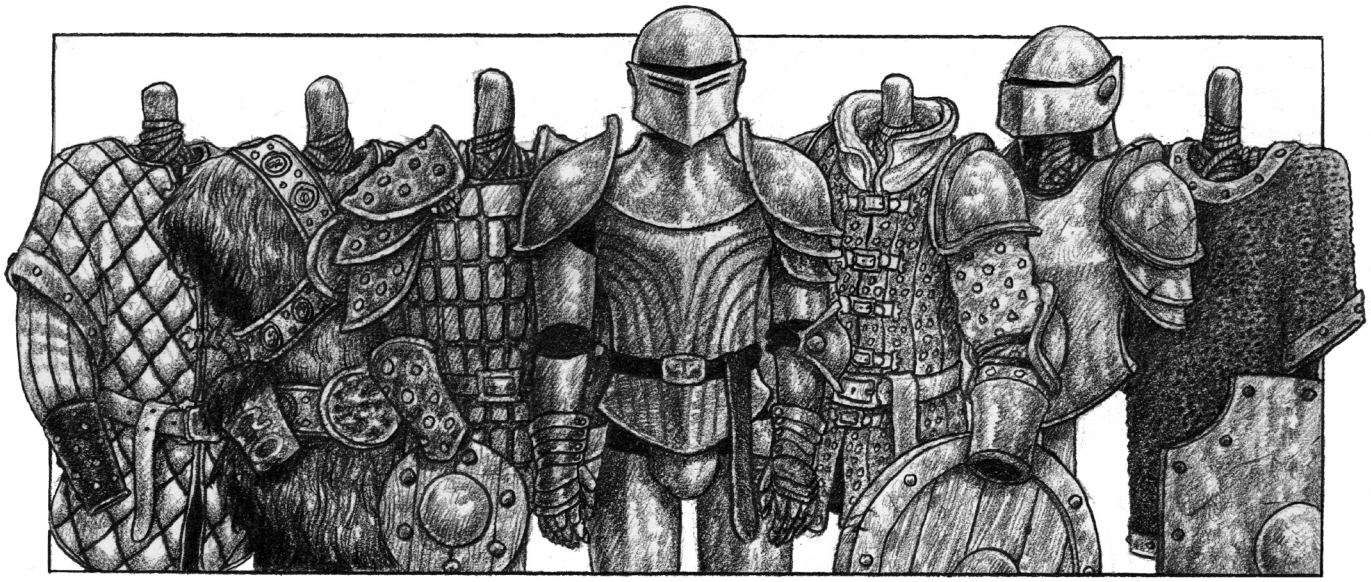
METAL SHIELD: Sturdy and able to actually deflect blows instead of absorb them, many of these metal-rimmed escutcheons are dented and rusted from use. In a pinch, it can also be used to bash someone's' face in.

SHIELDS	HANDLING	QUALITIES	ENC. VALUE	PRICE
Buckler	One-handed	Defensive	1	1gc
Wooden shield	One-handed	Defensive, Light	1	2gc
Metal shield	One-handed	Defensive, Protective	2	3gc

ABSTRACTED ENCUMBRANCE

Some role-playing games use distinct weight values that players must track. Not so in **ZWEIHÄNDER**. This sort of distinct bookkeeping is unnecessary and bogs down gameplay. The GM will use their best judgement as to how much equipment is 'too much'. Your Encumbrance Limit should generally take under consideration the weight of weapons, armor and shields. However, reasonable assumptions always trump basic rules. Although a suit of brigandine armor has a 4 Encumbrance Value doesn't mean that you may carry around two or more suits of armor if you have a high Encumbrance Limit. The same goes for something as absurd as a ladder; just because your Encumbrance Limit is 12, it doesn't mean you can comfortably haul it around. A GM will likely rule that you're maxed out on Encumbrance Limits, making it an act of absurdity to carry one into a fight.

Larger items will have an Encumbrance Value of between 1 and 100, which is assigned by the GM. However, in cases where your Character is hauling around smaller items, assume that a total of nine small items of the same or mixed type have 1 Encumbrance Value. This means that 5 ampules of quicksilver, 8 bandages and 4 arrows would have a total Encumbrance Value of 1 (5+8+4=17). However, if you added one additional arrow to the mix, the total Encumbrance Value would be 2 instead (5+8+4+1=18). For purposes of tracking coins, 1,000 of any type have an Encumbrance Value of 1.



WAR MACHINES

ZWEIHÄNDER is a game that rarely focuses on large-scale siege warfare; instead it mostly concentrates on the personal trials of adventuring parties. Characters will undo the machinations of political rivals, plunder lost ruins, stake out new tracts of land among the vast wilderness and involve themselves into localized conflicts where yes – sometimes, the sword is indeed mightier than the pen. However, there may come a time when siege weaponry is at the forefront. One instance may be an entire WAAAR! Horde is holding an entire town hostage at its gates with a cannon. Another example might be if an Anarchist and her loyalists stole atop a tower, threatening to assassinate a local count and his entire coterie of knights with a stone hurler.

WAR MACHINE QUALITIES

Much like weapons, war machines possess a few unique Qualities:

ARTILLERY: Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons force foes to flip the results to fail whenever they attempt to Dodge or Parry an attack made with an Artillery weapon.

SIEGE: Whenever a weapon with this Quality is fired, it affects multiple targets in an Explosion Template. In addition, Siege weapons always inflicts a Grievous Injury whenever a target suffers Damage.

SMOKE: Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. The Smoke's effects remain immobile for 1D10+1 minutes, but a heavy wind will disperse it after one minute has passed. Those who stand inside or fire into the Smoke cannot use the Medium or Long Distance values of ranged weapons, while attacks made with weapons or Magick outside of Engaged suffer additional penalties to strike (as handled by the GM).

WAR MACHINE STATISTICS

All war machines possess unique statistics. Unlike regular melee or ranged weapons, they are handled very differently.

SKILL: All war machines require the use of Warfare to operate. The chance to strike is derived from the crew's highest Warfare value. However, whenever firing a war machine, they gain the benefits of one Assist Die.

CREW: War machines require the attentions of many people to appropriately handle it. Some focus on assessing distance, a few others on positioning it and a crew leader to either pull the lever or light the fuse when the time is right.

LOAD TIME: Unlike other ranged weapons, all war machines require not only a crew to man it, but also to Load it. Load times are expressed in minutes, instead of Action Points. Whenever Loading, it is assumed that the crew are using 3 Action Points to operate it.

DISTANCE: War machines are able to be used at distinct ranges between the Character firing it and their target. Distances are always expressed in yards, multiplied by the crew's highest [PB]. As an example, a cannon has a Distance of 9 x PB. This means that if the highest crew member's [PB] is 8, you can fire this weapon at a Short Distance of up to 72 yards. Medium Distance is equal to Short Distance times two and Long Distance is equal to Short Distance times three. So, if the aforementioned Short Distance is 72 yards, the Medium Distance is between 73 and 144 yards (72 x 2) and Long Distance is between 145 and 216 yards (72 x 3).

Attacks made from ranged weapons fired outside of the Short Distance are penalized by additional Difficulty Rating, which you'll make the call on as outlined in **Chapter 8: Combat**.

DAMAGE: War machine Damage is expressed using a number of 1D6 Fury Dice added to [PB]. Damage is always derived from highest [PB] of the crew that's manning the war machine.

QUALITIES: War machines possess a combination of Qualities, as outlined above.

TYPE: There are three specific subcategories which all war machines belong to: Crushing, Gunpowder and Missile. These Types are generally referred to by your Character's Talents and Traits, but in this case may confer additional bonuses in a future supplement for **ZWEIHÄNDER**.

PRICE: Although these prices are normally prohibitive to run-of-the-mill Characters, it can infer the immense cost that a settlement must incur in order to build a war machine.

WAR MACHINES	CREW	LOAD TIME	DISTANCE	DAMAGE	QUALITIES	TYPE	PRICE
Bolt thrower	3	9 minutes	6 x [PB] yards	6D6+[PB]	Artillery, Shrapnel	Missile	317gc
Cannon	6	12 minutes	9 x [PB] yards	12D6+[PB]	Artillery, Fiery, Gunpowder, Shrapnel	Gunpowder	952gc
Stone hurler	9	15 minutes	12 x [PB] yards	9D6+[PB]	Artillery, Siege, Smoke	Crushing	634gc

WAR MACHINE DESCRIPTIONS

There are a large host of war machines in a grim & perilous world. We have chosen to cover the three that are most commonly fielded by armies and fortifications.

BOLT THROWER: Sometimes called a ballista or a scorpion, bolt throwers are perilous weapons designed to fire massive spears with great force. These war machines are very common, primarily used as an anti-personnel weapon. Likened to oversized crossbows, they are the favored weapon of many soldiers given their ease of use. Although most bolt throwers are designed to be carted around by oxen, some are affixed to the walls of castles. They see little use, given that the mere threat of being struck by a bolt thrower is enough to frighten off would-be attackers. The concussive force that a bolt thrower's missile carries is enough to skewer any horseman (and their horse) to the ground, and easily split a war wagon or defensive carriage with but a single shot.

Bolt throwers are generally shod of wood, with massive iron springs and heavy horsehair filaments wound together to make the bowstring. Several winches work together to create great torsion, however in the rain these winches are notoriously unreliable. Many soldiers have lost a hand trying to load a spear into the slider.

CANNON: The development of the cannon promotes a distinct change in how warfare is fought. Unlike their bolt thrower cousins, cannons are generally affixed permanently to the ground, for the shock waves they send after firing can be enough to knock its entire crew flat on their arses. Although cannons vary in size and shape, all are built upon the same principles: stuff as much gunpowder into the breach, ram a stone or metal ball or shrapnel down the muzzle and stand as far away as you can with the match when lighting the fuse. Afterwards, take cover, because cannons (much like other gunpowder weapons) are notoriously unreliable. Many parts of the cannon are handsomely designed, with reinforced rings made from brass. They melt red hot with every shot, cooling afterwards as crewmen toss buckets of water over the cannon to load it again. Unfortunately, even the finest of siege crafters have yet to figure out how to keep these rings from breaking.

Cannons are always decorated to look akin to monsters from folklore, with engravings inlaid around the muzzle with an affectionate name. Liken to pets, all cannons are named by their crewmen. Popular cannons such as Gutbucket and Hell's Trumpet have great renown, being treated almost like 'heroes of folklore' and having a fearsome reputation on the battlefield.

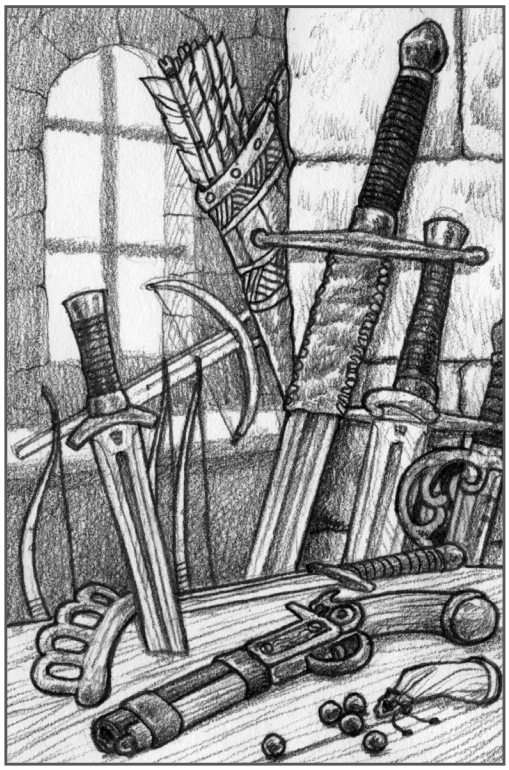
STONE HURLER: Stone hurlers are designed to toss or lob anything from stones to pots of explosive gunpowder through the air into the midst of an army. Those powered by torsion mechanics are called catapults, regarded to be the most reliable of war machines. Those affixed with massive counterweights are called trebuchets, and generally use church bells or even statues sacked from enemy cities to balance the throwing arm. Stone hurlers are rarely carted on wheels. Instead, trees are taken down along the edge of enemy lines and hurriedly assembled by shell-shocked craftsmen to erect them. With the advent of the cannon and improvements of the bolt thrower, stone hurlers have widely fallen out of favor.

The larger the throwing arm, the bigger the payload. Armies sometimes resort to filling a stone hurler's bucket with corpses – mostly of horses, but sometimes men – and slinging them over enemy lines, in hope of spreading disease and breaking morale. Live cattle, broken barricades and even rotten cabbages mixed in with pebbles have also served the same purpose.

AMMUNITION

This section covers the myriad of ammunition types ranged weapons require. Use common sense when trying to apply the correct ammunition to the weapon.

AMMUNITION	PRICE
Arrow	1ss
Crossbow bolt	2ss
Gunpowder & shot	3ss
Sling stone	1bp

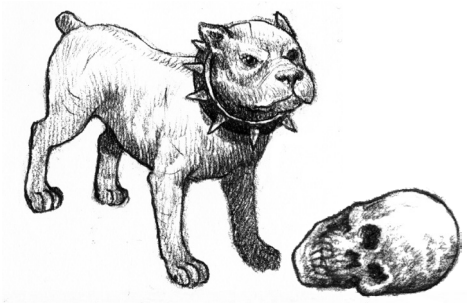


ANIMALS & VEHICLES

In domesticating both animals and beasts of burden, mankind has eased numerous tasks that would otherwise lengthen the time to do them or simply prove impossible. Beasts of burden and modern vehicles work farms and carry heavy loads, whilst others are used to travel great distances or distances at speed, as are carriages, coaches, carts and boats. Many animals are raised for their produce or used for hunting, whilst others are ridden for sport or kept for decoration and prestige. Here is listed a great range of things: the cost of a pet kitten fit for ritualized killing, the price to repair a broken axle on the trail and even the luxurious expense of a two-masted pleasure barge.

ANIMALS & VEHICLES	PRICE
Axle replacement	1gc
Barrow cart	2gc
Calf	11gc
Chariot	20gc
Chicken	4bp
Cow	17gc
Dog sled	4gc
Drakkar or galley warship	3125gc
Duck	3bp
Falcon	3gc
Fancy coach	333gc
Fishing boat or skiff	200gc
Goose	8bp
Horse (courser)	287gc
Horse (dray)	21gc
Horse (destrier)	952gc
Horse (palfrey)	90gc
Horse (rouncey)	100gc
Hunting dog	8gc

ANIMALS & VEHICLES	PRICE
Kitten	2bp
Lamb	1gc
Large covered wagon or stagecoach	75gc
Longship	1996gc
Merchant coaster or knorr	833gc
Oxen	23gc
Palanquin	5gc
Pig	1gc
Raft	20gc
River barge	210gc
Rowboat	30gc
Sheep	3gc
Small but vicious dog	4gc
Snow sled	5ss
Three-masted cog	6250gc
Two wheeled cart	23gc
Two-masted cog	4167gc
Wheel replacement	3gc
Wheel with iron rims replacement	5gc



BLACK MARKET GOODS

Back alley hustlers and fences sell a bevy of goods… but only to trusted customers. You have to be vouched for, if you don't already belong to a network of blackguards, killers or thieves. Some are simply fencing stolen goods or ordinary goods to avoid paying tax, but others are selling illicit items. Procuring opiates and other drugs can be done if you grease the palm of the local dealer. Not only can you buy a dram or two of poison, but you can also source rarer pastes, used to kill everything from beast to animal, from man to even horrors from beyond.

BLACK MARKET GOODS	PRICE
Animalbane by the dose	3gc
Beastbane by the dose	3gc
Black lotus by the dose	2gc
Blackroot by the dose	3gc
Demonbane by the dose	3gc
Folkbane by the dose	3gc
Graveroot by the dose	3gc
Lockpicks	4gc
Red cap mushroom by the dose	13ss
Scorpion venom by the dose	1gc
Snake venom by the dose	2gc
Spider venom by the dose	2gc

CREATURE PELTS & HIDES

During your adventures, you will inevitably hunt monsters both small and large. Some of the creatures – particularly those who are classified as Animals or Beasts – have pelts you can skin. Although this chapter doesn't include a resale price for each hide, assume that more common pelts would sell as much as a hide of a man-eater, whereas the rare ones would fetch at least three times the same value.

Naturally, you may be inclined to craft armor from the pelt. Providing that there is enough hide to be skinned (using a successful Survival Test), your GM will likely allow you to turn it into fur or leather armor. Unique hides may even be turned into the equivalent of full plate armor. Extreme cases will be handled by the GM.

BUREAUCRATIC TOOLS

Every scholar worth their weight understands the importance of their implements. Without their official seals, contracts, badges of office and writing kits, nothing would ever be recorded; lawlessness would reign and these bureaucrats cannot have that. Maps for the parlour, books to fill the shelves, quills to write with and scales to verify that a coin hasn't been clipped – these are the tools of every reliable merchant out there.

BUREAUCRATIC TOOLS	PRICE
Abacus	7ss
Academic book	1gc
Arcane tome for Magick	8gc
Atlas of the known world	54gc
Bailiff's lockbox	3gc
Chalkboard	3ss
Cheap map	13ss
City map	1gc
Hand mirror	2gc
Homing pigeon	7ss
Hourglass	1gc
Ink pot	7ss
Key & padlock	1gc
Looking glass	13ss
Magnet	7ss

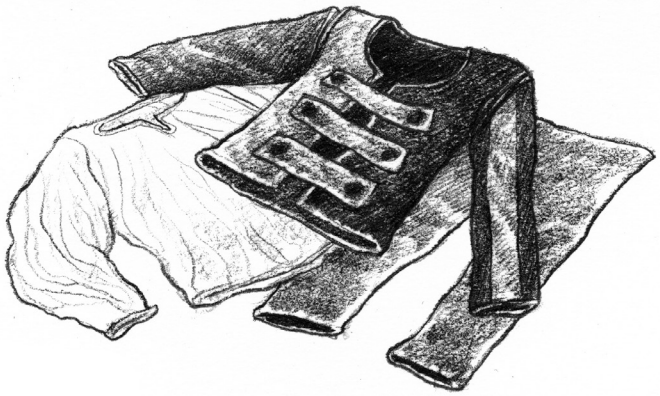
BUREAUCRATIC TOOL	PRICE
Paper by the sheet	2bp
Pilot's chart	5gc
Prayer book for Magick	8gc
Printing press	1,333gc
Provincial map	7ss
Quills or brush	4bp
Religious scripture	6gc
Rune stones	3ss
Scales and weights	8gc
Scroll case	3ss
Torture device	2gc
Trade tools	17gc
Wanted poster	2bp
War medal	2ss
Writing kit	3gc

CLOTHING

From the warmest of cloaks to the sturdiest of boots, everyone must wear something. If you're going to a party, you'll want to wear your finest. If working in the fields, a sturdy pair of boots and loose clothing will do. When on the road, a thick mantle and fur-trimmed boots are an absolute necessity. But, it is not only out of necessity that clothing is worn. Sometimes, it's used to capture the attentions of the opposite sex. At other times, it's to denote your loyalties or station.

CLOTHING	PRICE
Balaclava mask	1gc
Cheap necklace	1gc
Cheap ring	12ss
Coin purse	2bp
Dark clothing	1gc
Entertainer's mask	2gc
Expensive necklace	44gc
Expensive ring	23gc
Fancy shoes	8gc
Fancy wig	4gc
Fashionable clothing	5gc
Fine clothing	20gc
Fine perfume by the bottle	4gc
Foppish hat	2gc
Garish attire	3gc
Heavy boots	5gc
Holy symbol	3ss
Leather sandals	1gc
Loose robes	2gc

CLOTHING	PRICE
Mantle	3gc
Military attire	4gc
Monocle	5gc
Priest's mitre	3gc
Second-hand attire	7ss
Simple attire	1gc
Smallclothes	3ss
Snuff box	7bp
Soft shoes	2gc
Spectacles	2gc
Stinky perfume by the bottle	1gc
Straight razor	3ss
Sturdy traveling clothes	15ss
Tattered rags	3ss
Walking cane	3gc
Warm vest	3ss
Wilderness cloak	2gc
Witchhunter's coat & mantle	4gc
Witchhunter's hat	4ss



COMMODITIES

Commerce is often a catalyst of betrayal, both petty and large. Monopolies on specific commodities, such as fur, leather and iron, often lead to poisoned words and poisoned wounds. While a fair amount of commodities trade is done on the smaller level between friendly peasants, sponsorship of large expeditions to source and sell commodities on a greater magnitude requires money, business acumen and underhandedness. Not many are equipped with the necessary lack of morality and driven pursuit of lucre; those who are can get rich quick, while fledglings die trying.

COMMODITIES	PRICE
Barrel of cod	14ss
Barrel of eels	7ss
Barrel of flatfish	1gc
Barrel of nut oil	1gc
Barrel of salt	2gc
Barrel of seed oil	7ss
Barrel of shellfish	18ss
Barrel of whale oil	5gc
Bolt of canvas	1gc
Bolt of hemp	6ss
Bolt of lace	2gc
Bolt of linen	3ss
Bolt of silk	3gc
Bolt of velvet	2gc
Bolt of wool	2ss
Crate of assorted fruits	4ss
Crate of assorted vegetables	3ss
Crate of ceramics	2gc
Crate of charcoal	3ss
Crate of leather	4gc
Crate of lumber	2gc
Crate of metal ingots	3gc
Crate of parchment	7gc
Crate of religious icons	1gc
Crate of rugs	11gc
Crate of sheepskin	7gc
Crate of tools and utensils	6ss
Crate of vellum	2gc
Hide of a large animal	2gc
Hide of a large insect	5ss
Hide of a man-eater	12gc
Hide of a small animal	7ss
Jar of caviar	8gc
Jar of chocolate	5ss
Jar of coffee	7ss
Jar of exotic meats	12ss
Jar of jam	4ss
Jar of oysters	2bp
Jar of rare spices	1gc
Jar of smoked meats	8bp
Jar of sugar	2ss
Jar of tea leaves	3gc
Keg of common dye	8gc
Keg of rare dye	42gc
Sack of amber	7ss
Sack of ambergris	3gc
Sack of barley	2ss
Sack of barley flour	1ss
Sack of buckwheat	3ss
Sack of buckwheat flour	8bp
Sack of ivory	12gc
Sack of lentils	2ss
Sack of nuts	2ss
Sack of oats	1ss
Sack of rice	1ss
Sack of rye	2ss
Sack of wheat flour	2ss
Vial of incense	3gc
Vial of myrrh	8gc
Wheel of cheese	8bp

ENTERTAINMENT

To pass the time, minstrels and other ne'er-do-wells will spin bawdy tales and sing songs to help take minds away from the encroaching chaotic hordes outside the walls. Dice will be cast, darts will be thrown, board games will be played and likely, a thieving cheat will be caught whilst gambling. Rough peasant sports, such as 'Bloodblitz' will be played, while horse races take place illegally along city streets. Boxing matches are to be found under bridges, while aspiring musicians play their horrendous tunes. Crowds bray and roar as pit fighters and pugilists batter their opponents and cocks and dogs snap and slash at each other.

ENTERTAINMENT	PRICE
Acting troupe performance	2ss
Animal fighting match	1ss
Bard song	4bp
Bouquet of bountiful flowers	4gc
Bouquet of wilting flowers	7bp
Brandy by the keg	53gc
Brandy by the snifter	3ss
Chess set	13gc
Cricket set	11gc
Croquet set	9gc
Derby ticket	7ss
Dominos	2gc
Faire admission	3bp
Fisticuffs ticket	3ss
Gaming dice	6ss
Inflated pig bladder for Bloodblitz	8bp
Instrument for percussion	2gc
Instrument with mouthpiece	3gc
Instrument with strings	23gc
Jousting box	28gc
Knucklebones	1ss
Lavish party	209gc
Make it rain like m'lords do	15gc
Pit fight ticket	7bp
Playing cards	1gc
Poker dice	7bp
Stuffed shoulder guards for Bloodblitz	2ss
Table board game	1gc
Tennis set	81gc
Theatre seat in main audience	18ss
Theatre seat in peanut gallery	6bp
Theatre seat in private box	19gc
Tournament entry fee	4ss
WFRP 3e	666gc

HOUSING & PROPERTY

Perhaps in times past, you owned a townhome... *before* it was burned to the ground by roving mutants. Or you may have inherited a deed to a ramshackle watering hole, becoming its new landlord. Herein you will find the general costs to own property, or more appropriately called a 'money sink'. It is almost guaranteed you'll need 1/3 as much money every year to maintain and staff the property!

HOUSING & PROPERTY	PRICE
An acre of arid land	7ss
An acre of fertile land	14ss
An acre of workable land	1gc
Ancestral manor	7,200gc
Barn	37gc
Coaching station & inn	1,600gc
Crowded workshop	1,700gc
Decrepit winesink	1,433gc
Deed to a mine	7gc
Dilapidated manse	1,600gc
Dockside shanty	43gc
Dusty storefront	1,100gc
Farmstead	90gc
Fencing by the yard	1ss
Filthy shack	30gc
Fortified castle	10,000gc
Guild hall	666gc
Laboratory & Workshop	90gc
Lock-keeper's house	150gc
Market stall	28gc
Modest apartment	150gc
Stable	27gc
Toll house	250gc
Town home	500gc
Watchtower	6,000gc
Way temple	5,833gc
Wayside shrine	267gc

ILLUMINATION

The oppressive darkness can stoke anxieties and evoke fear within even the stoutest of adventurers' hearts. Only the light – a twinkling bastion of hope – can drive away the shadows and the creatures that stir along its edges. Within you'll find light sources meant to illuminate your darkest hours, and stoke the hearts of adventurers towards heroism and plunder.

ILLUMINATION	PRICE
Box of matches	1bp
Candle	1ss
Charcoal by the bag	1ss
Firewood for one fire	1ss
Flint and steel striker	4ss
Lamp	2ss
Lantern	2gc
Oil pot	1ss
Powderkeg of gunpowder	13gc
Storm lantern	4gc
Torch	3bp

LIGHT SOURCES

Light is an important ally for those who travel in the woods as the sun sets, slink below the streets hunting for rat-like Skrzzak (who, of course, do not really exist) or delve deep into ruins that have not seen light in centuries. Without it, nary a shadow would be chased away.

The following outlines the rules for different sources of light. Each possesses unique traits specific to how long it will reliably burn, how far its light extends (equivalent to daylight), the distances outside of this where shadows play and the maximum visibility of the illumination.

BONFIRE: Perfect for roasting a pig, hosting a Dionysian celebration in the woods or spitting a witch for the village to watch them burn in the flames of righteousness, a bonfire burns brightly and quickly. It also produces an abundance of heat. Some swear they can prognosticate their future in the flames, while others see visions of undulating demons dancing on the other side of the Æthereal Veil. Bonfires are regularly erected in the woods within kilns by charcoal burners to produce vast quantities of charcoal.

CAMPFIRE: Built from loose brush and thick logs, a campfire will keep your feet and hands warm in the cold. It also serves as a perfect way to heat up provisions when mixed with grease or gristle from the bones of a rabbit you ate a few

days before. Campfires made from pinewood tend to spark and pop loudly, often called a 'wytchwood fire' for that very reason. More odoriferous woods, such as applewood, produce a semi-transparent, almost blue colored smoke – perfect for a long cook. However, it may attract would-be robbers to your camps or road-weary vagabonds eager for a hearty meal.

CANDLE: Decorating most homes, candles are oftentimes made of wax and tallow. They burn in sconces, from tall chandeliers and in hand-held lamps. Candles are found amid graveyards in reverence for the dead. They can even be found in the darkest of recesses, resting upon altars to unsavory gods, made of who knows what.

LAMP: These unreliable lanterns are commonly used in homes (evoked in the quaint portraits of a man in smallclothes answering the door with lamp in-hand). A single wick burns in a brass vessel, fueled by an oil pot. They aren't incredibly reliable outside the home, as a gust of wind could blow them out unexpectedly.

LANTERN: Encased in a metal and glass vessel, a lantern has shutters so as to either direct light in a single direction or open them to illuminate the area around. The glass panes protect the wick from blowing out, but the oil does slosh around rather violently when on the run. Take great care in these instances, as a lantern can go from being your only friend in the darkness to a metal incendiary if mistakenly dropped!

MATCH: Prepared by alchemical processes, matches are used rarely by everyday folk, left to the rich to light cigars and table-side lamps. Matches possess a peculiar, sulfurous stench, found somewhat pleasing to the more discerning gentlewoman (or gentleman). Naturally, it evokes the fabled stink of demons. Thus, it is no wonder that most people shun their use, if not for superstitious reasons, but for the reliability of a flint and steel striker.

TORCH: They are a common apparatus of both rat catchers and witch hunters alike. Applying a strip of ragged cloth around a firm piece of wood and soaking it in an oil pot can produce nine, reliable torches in one evening.

LIGHT SOURCES	DURATION OF LIGHT	PERFECT LIGHT	FLEETING SHADOWS	TOTAL DARKNESS
Bonfire	Three hours	1 to 30 yards	31 to 59 yards	60 yards and beyond
Campfire	Nine hours	1 to 15 yards	16 to 39 yards	40 yards and beyond
Candle	Three hours	1 to 5 yards	6 to 9 yards	10 yards and beyond
Lamp	Six hours	1 to 5 yards	6 to 19 yards	20 yards and beyond
Lantern	Six hours	1 to 15 yards	16 to 39 yards	40 yards and beyond
Match	One minute	1 yard	2 to 4 yards	5 yards and beyond
Torch	One hour	1 to 10 yards	11 to 29 yards	30 yards and beyond

LODGING & TAVERN PROVENDER

From the most famous coaching houses of the road to the dingiest of winesinks, adventurers will eventually need a place to take off their boots and warm their feet by the fire. Eel pies, watery wine, gin in teacups and chasers of rum are imbibed in great quantities in such refuges from the weariness of the road.

LODGING & TAVERN PROVENDER	PRICE
Ale by the cup	3bp
Ale by the rundlet	16ss
Ale by the half tun	3gc
Beer by the half tun	10gc
Beer by the stein	7bp
Brandy by the keg	53gc
Brandy by the sniffer	3ss
Cider by the half tun	12gc
Cider by the jar	6ss
Hot meal fit for the Aristocrat	1s
Hot meal fit for the Burgher	8bp
Hot meal fit for the Lowborn	4bp
Mead by the hogshead	15gc
Mead by the horn	1s
Mulled wine by the goblet	1s
Night above the stables	6bp

LODGING & TAVERN PROVENDER	PRICE
Night in a common room	1s
Night in a private room	5ss
Night in the back alley	1bp
Quality wine by the case	35gc
Quality wine by the glass	1ss
Rum by the keg	64gc
Rum by the roemer	3ss
Stable dog by the night with feed	3bp
Stable horse by the night with feed	8bp
Stable mule by the night	4bp
Stable raptor by the night with feed	3bp
Table wine by the case	1gc
Table wine by the goblet	2bp
Tobacco pouch	1ss
Whiskey by the keg	43gc
Whiskey by the snifter	3ss

MEDICINE

Medicaments, cloth and suture; the three most important pieces of equipment an adventurer can have. Whether to stitch together tattered clothing or that ragged tear in their leg, medicines and its related trappings will aid the hapless hero in a time of need (or time of mead?). Need to burn off a bunion? Apply royal water until the bony protrusion boils and pops. Got a case of the willies? A capsule of smelling salts will get the blood going. Suffering from a niggling wound? Take a dose of tincture to forget the pain temporarily. Need to dull the pain? Imbibe laudanum and revel in delirium. Ailments be gone! At least, until you throw yourself back into the jaws of hell… again, and again, and again.

Medicines and their various uses are further detailed in **Chapter 9: Hazards & Healing**.

MEDICINE	PRICE
Antivenom by the dose	18gc
Bandage by the strip	1ss
Bottle of leeches (9 uses)	3ss
Cinnabar by the crystal	7ss
Epsom salt by the vial	2ss
Holy water by the vial	4ss
Honey pot (9 uses)	3ss
Laudanum by the draught	4gc
Mandrake root by the dose	7ss
Opium by the seed pod	1gc
Plague mask	2gc
Quicksilver by the ampule	1gc

MEDICINE	PRICE
Ragged cloth by the strip	1bp
Rotgut by the bottle	4ss
Royal water by the quintessence	18gc
Saltpeter by the vial	1ss
Smelling salts by the capsule	7ss
Surgical tools	18gc
Tincture by the dose	1gc
Veteran's eye patch	2bp
Veteran's guilded nose	7ss
Veteran's hand or boot	9ss
Veteran's leg	1gc
Wolfsbane by the sprig	2ss

APOTHOCARY'S CABINET

A variety of ingredients, lotions, medicines, poisons and unguents are found within a grim & perilous world. Information about how to prepare and use these sundries are extensively covered in **Chapter 9: Hazards & Healing:**

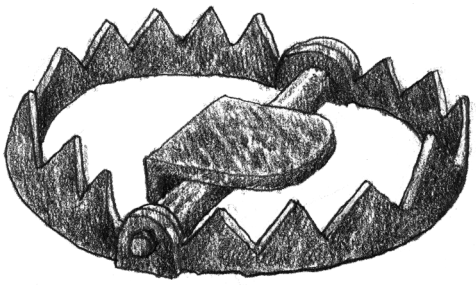
- **Bandage:** Bind Wounds, Bloodletting, Bloody Flux, Filth Fever, Frostbite, Grey Plague, Orx-Molt, Perform Surgery, Psychosurgery, Red Death, Stem Bleeding
- **Bottle of Leeches:** Bloodletting, Psychosurgery
- **Cinnabar:** Quicksilver, Red Death
- **Epsom Salt:** Smelling Salts
- **Holy Water:** Grey Plague
- **Honey Pot:** Bandages
- **Laudanum:** Toxins, Recover Damage
- **Mandrake Root:** Deliriant, Filth Fever
- **Opium:** Laudanum, Perform Surgery, Tincture, Treat Injuries
- **Quicksilver:** Suppress Disorder, Psychosurgery, Venereal Disease
- **Ragged Cloth:** Bandages
- **Rotgut:** Bloody Flux, Bottle Bomb
- **Royal Water:** Orx-Molt
- **Saltpeter:** Gunpowder, Royal Water
- **Smelling Salts:** Heatstroke, Recover Peril, Toxins
- **Surgical Tools:** Frostbite, Grey Plague, Orx-Molt, Perform Surgery, Red Death, Venereal Disease
- **Tincture:** Ignore Injury
- **Wolfsbane:** Treatment of Tomb Rot

WILDERNESS NEEDS

A life along the road is wearisome. The underprepared soon find themselves victims of the unforgiving world beyond their town's walls or village stockade. She is a fearsome foe: implacable, uncaring and unforgiving. Only those who are truly prepared to combat the cold with warm blankets, climb through the deepest of snow with appropriate footwear and eke out provisions tucked into a rucksack will survive.

WILDERNESS NEEDS	PRICE
Animal trap	2gc
Astrolabe	41gc
Backpack	16ss
Bandolier	1ss
Barrel, box or coffin	7ss
Bedroll	2gc
Blowing horn	8gc
Camouflage	3gc
Climbing crampons	2ss
Climbing rope	5ss
Compass	5gc
Fishing hook and pole	1ss
Flask	2ss
Gaff bag	4ss
Grappling hook	1gc
Hammer & nails	1ss
Horse tack and saddle	11gc
Iron manacles	1gc
Large bag	1ss
Length of rope by the yard	2ss
Lock with key	1gc

WILDERNESS NEEDS	PRICE
Pavilion tent	40gc
Pitons or spikes	2ss
Pot of glue	2ss
Powder flask for gunpowder	3ss
Preserved rations by the day	4bp
Quiver	1ss
Rucksack	2ss
Scabbard for one handed weapon	1gc
Scabbard for two handed weapon	2gc
Shoulder bag	1ss
Signal whistle	5ss
Skies & poles	3gc
Slitted goggles	5ss
Snowshoes	1gc
Survival kit	4gc
Telescope	15gc
Tent for one	5gc
Tent for two	7gc
Watch dog	1gc
Waterskin	8bp
Wooden skates	3gc



CARRYING EQUIPMENT

Most Characters begin with carrying equipment at the outset of Character creation. Should you possess any one of these forms of carrying equipment below, add the following value as a modifier to your Encumbrance Limit. However, you may only add one modifier to Encumbrance Limit in this fashion. This means that you cannot take advantage of two backpacks, or even a rucksack and a gaff bag at the same time. Finally, none of these items can be used to stow weapons, armor or shields:

- **Backpack:** +3 Encumbrance Limit
- **Rucksack:** +2 Encumbrance Limit
- **Gaff bag/shoulder bag:** +1 Encumbrance Limit

MATERIALS IN CRAFTSMANSHIP

Typically, the materials used in craftsmanship is not all that important to an adventurer. It is simply enough to be able to recover a zweihänder from the hands of a dead enemy. However, there are times when you may want to have a suitably decorative – or awfully gaudy – set of armor. A jewel-encrusted sword likely isn't to be found sitting in the middle of the road, nor will a mahogany-hilted flanged mace be sitting in the local garrison for some would-be watchman to acquire. On the same token, strutting around in the latest fashions, as an Aristocrat would, is going to cost you – big time.

POOR MATERIAL: Armor, shields and weapons made from poor materials never allow a wielder to take advantage of its positive Qualities, only those which penalize the wielder. Furthermore, they have an associated base cost of -50% the listed price.

NORMAL MATERIAL: Armor, shields and weapons made from normal materials reference their standard Qualities and listed price.

BEST MATERIAL: Armor, shields and weapons made from best materials always have the Castle-Forged Quality. Furthermore, they have an associated base cost of three times the listed price.

QUALITY OF SERVICES

Although it doesn't make all that much of a difference to pay a troubadour at a better rate than that your betters would, you can make an assumption that visiting a barber surgeon fit

for the nobility is not only well-worth the money, but more likely to be skilled in the healing arts. The GM will make that call, but you can assume that the more you pay for services, the better results you'll receive.

CRAFTING

There will come a time when your Character will want to gather the raw materials themselves and create their own trappings. While a generally laborious process, it can save a fortune, guaranteeing you possess the right Focuses, access to materials and the wherewithal to finish the task.

Providing you have the appropriate Focus (as outlined in **Chapter 5: Skills**), you can attempt to craft any trapping in this chapter. You'll need an appropriate workshop, such as a forge for weaponsmithing and anvil with hammer for armorsmithing. If you intend to create chemicals like laudanum and smelling salts, **Chapter 9: Hazards & Healing** lays out the required materials necessary. Materials are vital to craft your own equipment. However, reasonable assumptions trump mechanics in these cases – you may not have access to a facility or even the proper tools. Given that the life of an adventurer is generally spent somewhere bordering on squalor to piss-poor, you'll need to have friends in high places or favors to call in to gain access to a workshop.

COST & MATERIALS: In order to craft an item from scratch, you'll need to source the raw materials. The settlement you're in must provide access to the materials needed. The best rule of thumb is to simply look at the item you wish to craft, and cut the price by -50% to determine material cost. You can assume that if a settlement has a specific trapping on-hand you wish to craft, they will also likely have the material handy for crafting.

REDUCING COST: If your Character has at least one Skill Rank in Tradecraft, you can attempt to reduce the cost even further by tapping into guilds or others who may be in your same trade. However, this is dependent on how rare or abundant the materials are in the settlement you are in. The GM will set the Difficulty Rating, based first on the aforementioned factor, rarity of the item and other circumstances that may bode into your favor or work against you.

With a successful Tradecraft Test, you can purchase materials at a lower price point for every 6 points of [WB]. However, if you generated a Critical Success, multiply your [WB] by three to determine how far you reduce the price:

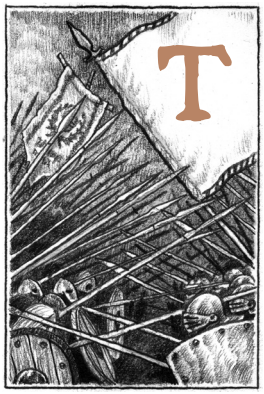
- **[WB] 1 to 6:** purchase at 40% of listed price
- **[WB] 7 to 12:** purchase at 30% of listed price
- **[WB] 13+:** purchase at 20% of listed price

Failing a Tradecraft Test has no repercussions, but a Critically Failed one will result in you being unable to source them, until circumstances dictate otherwise.

TIME: The time it takes to craft items varies. The rule of thumb here is this: for every gold crown (gc) or less the item normally costs, it takes one day to craft. A reasonably skilled craftsman could easily pull together a fire-hardened spear (which normally costs 7ss) in one day. On the other hand, a suit of full plate armor, which normally costs 179gc, would take 179 days. In some cases, you can hire apprentices to help craft or enlist the aid of other Characters (providing they have the Skill Focus). You may enlist up to a total of nine apprentices in these cases, reducing the time to craft by one day per helper. So, this means that if you and seven craftsmen were working on the full plate armor (a total of 8 workers), it would take 22 days (rounded down) to completely forge the armor (179/8). There may be exceptions to this rule that your GM may introduce.

SUCCESS RATE: Providing you have a Skill Focus relevant to the trapping you wish to create, you need not make a Skill Test under normal conditions. You can simply accept that you've successfully crafted the object. If you are under duress or attempting to speed up the crafting process, however, the GM will require that you make a Skill Test. Failing that, you must start the entire process over.

COMBAT



Tactical skirmishes amidst a torrential downpour, vicious back alley knife fights, honorific duels to the death and horrifying battles against dire abominations are all situations your Character may find themselves drawn into. However, some may be more raucous and less deadly, such as with a barroom brawl or fisticuffs erupting between a swindling peddlar and his customer. Combat can be fun and entertaining, but in a grim & perilous campaign world, death can come at the drop of a hat. The risk of death is always the foremost element in any combat. No amount of planning can truly prepare the unwitting against the strategic leadership of those born within the crucible of combat. Likewise, even the best orchestrated of plans can go terribly awry once combat is joined, as commanders are cut down or the morale of one unit or another is broken, but invariably numbers prevail.

Unlike other role-playing games, Characters in **ZWEIHÄNDER** aren't given a vast pool of 'hit points', allowed to instantly recover from their wounds and get right back up. Combat is savage and unrelenting, handling confrontation with all the excitement you'd expect to have in a fantasy adventure – but not without danger to one's self and sanity.

COMBAT TERMINOLOGY

Here are the most common terms you'll refer to throughout this chapter:

TURNS: Turns are an abstraction, reflecting each Character's time to catch their breath, pause, jockey for position and set themselves up to render decisive blows. On their Turn, Characters can take a set number of Actions, dictated by their reserve of Action Points (called AP).

During combat, a Turn is equal to roughly ten seconds of in-game time (called *Structured Time*, which you can learn more about in **Chapter 11: Game Mastery**). Six Turns equals one minute.

ACTIONS IN COMBAT: Actions are formalized choices a Character makes to change the outcome of combat. Each Action has a cost in AP, which must be expended before a specific Action can be taken. Providing a Character has enough APs, they can execute attacks against foes, move around the battlefield, hamper their enemy's ability to gain ground and set aside a reserve to defend against attacks. Actions In Combat are described in further detail in the oncoming pages. All Characters in **ZWEIHÄNDER** have the same options for attacking, defending and the use of Actions In Combat, regardless if they're played by the players or the GM. Actions in Combat will be spoke of later, and can also be found on page 360.

THE INITIATIVE LADDER: The Initiative Ladder decides the order in which all Characters resolve their Actions In Combat. When the GM announces combat is about to unfold, each Character involved in the combat must generate their own Initiative Ladder results by rolling 1D10 and adding their Initiative from their Character Sheet to the result. The end results are tracked from highest to lowest, displayed openly for everyone to refer to. If a Character joins the combat later, they generate their own Initiative Ladder results at that time.

FURY DICE: Throughout this chapter, you'll see mention of a 1D6 Fury Die to generate Damage with melee and ranged weapons. Anytime you roll for Damage and it generates face '6' on the Fury Die, add an additional 1D6 Fury Die to Total Damage value. Every time a Fury Die generates another face '6', it continues to 'explode', generating an additional 1D6 Fury Dice. Calculate all results together to determine Total Damage.

As a rule, Fury Dice are generally used with melee and ranged weapons only. Magick doesn't gain the benefits of exploding Fury Dice (unless the spell's entry indicates otherwise in **Chapter 10: Grimoire**).

DIFFICULTY RATINGS & GM FIAT

Because of the wild and varied nature of combat, there may be situations that crop up from time to time that aren't covered in these rules. In addition, some Actions in Combat may have fixed Difficulty Ratings. Much like any other ruling in **ZWEIHÄNDER**, the GM will make the final call to change when needed to fit the situation.

COMBAT OVERVIEW

Below is a brief overview to follow when combat is about to begin:

- Step I: Surprise Turn
- Step II: Initiative Ladder
- Step III: Take Turns

ROLE-PLAYING & COMBAT

Although Turns introduce a more uniform way to handle Actions, it should never hinder role-playing. You should feel encouraged to describe your Character's Actions with flourish. Representing adrenaline-packed scenes of fierce attacks and daring stunts using your own personal descriptions is both exciting and enjoyable. Role-playing should never take a backseat during the format structure of combat.

STEP I: SURPRISE TURN

A Surprise Turn affects the very beginning of combat. It allows Characters to gain advantage over one another and take a Turn before the Initiative Ladder begins. Ultimately, it is the GM's remit to determine if the Characters or their enemies gain a Surprise Turn. This call is based on specific circumstances or special preparations that the Characters (or NPCs) have made in order to ambush one another purposefully. Outlining these circumstances goes above and beyond the scope of this discussion, but the GM should use common sense when determining which side gains the advantage of a Surprise Turn.

Whether either side gains a Surprise Turn, the GM must always explain in narrative terms why. It's important to consider what sort of preparedness your Character may have elected to adopt, even before the fight begins. Kicking in the door and expecting your foes to simply fold before your might may be an acceptable option in some games, but in **ZWEIHÄNDER** it can get you killed.

SURPRISE

Those who gain the advantage of surprise may take a free Turn. In addition, Attack Actions made with melee or ranged weapons add a 1D6 Fury Die to Total Damage results. Once a Surprise Turn has finished, combat proceeds as normal according to the Initiative Ladder, and all benefits for the Surprise Turn are lost.

DEFENSELESS FOES

Foes who are surprised are temporarily left Defenseless to all attacks. While Defenseless, they cannot use any Reactions whatsoever.

STEP II: INITIATIVE LADDER

The Ladder determines the order in which Characters can act in combat. Each Character determines their Initiative individually. Using 1D10, each Character will roll and add their Initiative from their Character Sheet to the result. But those who burden themselves with equipment tend to react slower, as their senses are dulled beneath the weight of their harness. Overage from Encumbrance Limit always penalizes Initiative results, even if a Character decides to toss aside their equipment during combat. The result is then ranked from highest to lowest, displayed openly on a marker board or piece of paper for both the player and GM's reference. Each name is written down, with the resulting Initiative Ladder indicated beside it with a hyphen. This determines the order in which each Character will act until the fight is resolved.

MATCHING INITIATIVE RESULTS

Should two or more Characters generate the same Initiative result, compare their [PB]. The highest always trumps the other, pushing that Character down the Initiative Ladder directly below them. Should their [PB] match, the Characters should re-roll to determine who goes first on the Initiative Ladder.

> Grover Caldwell and the Footpad generate the same Initiative, both resulting in '8'. Grover's [PB] is 6, whereas the Footpad's [PB] is 4. Grover goes first, displacing the Footpad beneath him in the Initiative Ladder.

ENVIRONMENTAL EVENTS

Sometimes the environment plays a role in combat. Detonated gunpowder explosions, roiling fires that threaten to collapse the floor, an impending rainstorm, the blinding threat of a blizzard, an out-of-control wagon barreling down the street, a coral of wild horses threatening to break out and stampede, the threat of an angry peasant mob and similar hazards can all influence the battlefield. In these special cases, the GM will roll 2D10+2 to determine the event's individual Initiative. If this event needs to be kept secret from the players, the GM can elect not to disclose the name of the event in the Initiative Ladder. Instead, they may track it with some other mark: an asterisk, question marks or other short phrases such as 'XXX' will suffice. This leaves everyone guessing as to what may yet still unfold amidst the chaos of battle, for in battle there is no law. These secret events may be repetitive (such as a blazing fire) or a one-time event (such as the strike of lightning upon the top of a building). It may even be an event, such as when a horn is blown to call for reinforcements.

NEW COMBATANTS

Particularly sneaky enemies may simply lay in wait, watching for favorable circumstances to attack. The GM may decide that even before combat started that these same shadowy assassins are quicker, more aware or better prepared. This is one of the many tools the GM can employ to keep combat unpredictable. Should new Characters enter the fray, they must determine their own Initiative. Regardless if the new Character is an enemy or a potential ally, the GM indicates their Initiative with a miscellaneous mark, similar to the environmental events above. The GM may even dictate that the new combatant immediately gains a Surprise Turn if they have successfully remained hidden before acting.

STEP III: TAKE TURNS

Suddenly, it's your Turn. What will you do? Will you boldly rush forward, invoking the name of *Count So-and-So*? Will you elect to launch a litany of hate, seeking to unman your foes? Will you throw someone else in front of you to beat a hasty retreat? Whatever options you use, they are always classified by one of the various categories of Actions.

All Characters begin with 3 APs at the start of their Turn, which are then spent to commit to their Actions as their Turn comes up within the Initiative Ladder. You're not required to spend all of these APs on your Turn and can hold onto them so that you can Dodge or Parry.

By the same token, a Character cannot simply elect to carry over APs into their next Turn. When a Character's new Turn begins, all of their remaining APs are considered to be lost and they start with the normal allotment of 3 APs.

IN-CHARACTER TALK DURING COMBAT

Players may elect to speak, using banter, jibes, insults or scream battle cries and obscenities whilst taking their Turn. This sort of communication is generally limited to short sentences or expressions, and should be done In-Character. While we encourage players to work together, it is best to let each make their own decisions as to what Actions to take. Lording it over other players and telling them what Actions to use during a game session can create confusion, breaks down the barrier between the player's voice and the In-Character voice, limits the ability of players to become more familiar with **ZWEIHÄNDER**'s rules and quickly erodes the suspension of disbelief. Creative players should make sure that if they do intend to issue orders to their fellow players, they do it using their In-Character voice.

RINSE & REPEAT

Combat can last for one or many Turns. Once Initiative is determined, it remains in play throughout combat until it ends. When the enemy is clearly slaughtered, gives up or some other mitigating condition arises, the GM will announce it.

CONDITIONAL EFFECTS IN COMBAT

Throughout this chapter, you will see reference to several conditions that may impact combatants. The following represents a summary of the most common ones:

- **Blinded:** Cannot use Counterspell, Dodge or Parry
- **Choked:** Cannot use any Action In Combat, unless attempting to Resist to escape
- **Defenseless:** Cannot use any Reactions whatsoever
- **Disarmed:** Lose weapon from primary hand 3 yards away and cannot use hand until next Turn
- **Helpless:** Cannot use any Reactions whatsoever, and may be Slain! with a successful attack
- **Inspired:** Temporarily add +1 to Damage and Peril Thresholds until end of combat
- **Intimidated:** Temporarily suffer a -1 to Damage and Peril Thresholds until end of combat
- **Knocked Out:** Left unconscious and Helpless until awakening
- **Prone:** On the ground, and suffers an additional 1D6 Fury Die in Damage
- **Stunned:** Begin Turn with one less AP
- **Surprised:** Suffer additional 1D6 Fury Die in Damage and cannot use Reactions

ACTIONS IN COMBAT

APs represent the economy of Actions Characters can call upon during combat. It reflects a reserve pool that a Character taps into, spent in exchange for Actions. Readying a weapon, taking up a defensive posture, demoralizing the enemy, swinging a sword, firing a gun, mounting a horse and reloading ranged weapons constitute examples of Actions that can be taken during combat.

Actions always have a relative cost. Characters may spend 1, 2 or even 3 APs to use one Action – like shoving a sword through someone's stomach or barreling over their enemies. They may also break up these APs to take multiple Actions – such as moving over to the nearest enemy, shoving them over and cleaving them in twain. A few Actions have no cost whatsoever, able to be used without the Character having to account for undertaking minor activities, like talking and dropping items, which typically don't cost any APs to use. Other Actions can only be used outside of the Character's Turn – disruptive attacks and defensive actions as an example.

MOVEMENT ACTIONS	AP	DESCRIPTION
Charge	2	Charge at Movement x2 and add 1D6 Fury Die to Damage.
Get Up	2	Stand up from Prone and move 1 yard, step into a vehicle or mount an animal. Invokes an Opportunity Attack if moving out of an Engagement.
Hustle	1	Hustle at Movement x1. Invokes an Opportunity Attack if moving out of an Engagement.
Maneuver	2	Maneuver 1 yard out of an Engagement, avoiding all Opportunity Attacks.
Run	3	Run at Movement x3, gain +3 Damage Threshold. Invokes an Opportunity Attack if moving out of an Engagement.
Take Cover	1	Take Cover 1 yard away. Gain +3, +6 or +9 Damage Threshold, depending on height of cover. Invokes an Opportunity Attack if moving out of an Engagement.

ATTACK ACTIONS	AP	DESCRIPTION
Called Shot	2	Make a Combat-based Test. Cannot Dodge or Parry the attack.
Cast Magick	Varies	See Grimoire for description.
Melee Attack	1	Make a Combat-based Test. Foe must Parry or suffer Damage.
Ranged Attack	1	Make a Combat-based Test. Foe must Dodge or Parry with shield or suffer Damage. Cannot be Engaged by enemies to make Ranged Attack unless using a Gunpowder weapon.

PERILOUS STUNTS	AP	DESCRIPTION
Chokehold	1	Make an Athletics Test. Foe must Resist Athletics or be Choked. Suffer 1D10+[BB] Peril immediately and on your Turns when maintained, until Resisted.
Dirty Tricks	1	Make a Guile Test. Foe must Resist Awareness or be Blinded. Cannot Counterspell, Dodge or Parry until their next Turn.
Disarm	1	Make a Coordination Test. Foe must Resist Coordination or be Disarmed. Lose weapon and cannot use primary hand until next Turn.
Knockout	1	When foe is Defenseless or Surprised, make an Athletics Test or be Knocked Out. Foe Helpless, left unconscious for [BB] Turns and suffers 2D10+[BB] Peril.
Splinter Shield	1	Make a Combat-based Skill Test. Foe must Resist Toughness or shield is Ruined!
Stunning Blow	1	Make an Athletics Test. Foe must Resist Toughness or be Stunned. Start with 1 less AP until Resist Toughness is successful.
Takedown	1	Make a Coordination Test or Athletics Test if you Charged. Foe must Resist Coordination or be knocked Prone. Attacks gain 1D6 Fury Die.

SPECIAL ACTIONS	AP	DESCRIPTION
Channel Power	1	You can attempt to increase your chances of success to Cast Magick during combat.
Inspiring Words	1	Make a Leadership Test, # of allies equal to [FB] add +1 Damage and Peril Threshold. Use once per combat.
Litany of Hatred	1	Make an Intimidate Test, # foes equal to [FB] suffer -1 Damage and Peril Threshold. Use once per combat.
Load	Varies	Load a ranged weapon.
Subdue	1	You intentionally avoid inflicting Injuries or dealing enough Damage to render a foe Slain! by your melee weapon attack.
Take Aim	1 or 2	Spend 1 AP to gain a +10 Base Chance to your next Attack Action or Perilous Stunt. If you spend 2 APs, you gain a +20 Base Chance instead. You cannot Take Aim to Cast Magick.
Wait	0	Wait until later to use your APs, but place yourself lower down on the Initiative Ladder.

REACTIONS	AP	DESCRIPTION
Assist	Varies	You can attempt to Assist an ally's Skill Test.
Counterspell	1	Make an Incantation Test. Dispels Magick immediately.
Dodge	1	Make a Coordination Test to Dodge ranged weapons for 1 AP deficit. Avoids all Damage.
Opportunity Attack	0	Make a melee attack in specific situations, foe left Defenseless.
Parry	1	Make a Combat-based Skill Test to Parry melee weapons for 1 AP deficit. Avoids all Damage.
Resist	0	Resist the effects of Perilous Stunts and Special Actions.

EXCESS APs: Should a Character end their Turn with an excess of Actions Points, they can hold onto them to use Reactions like Dodge and Parry. However, when their next Turn begins, they 'refresh' their APs to 3. They do not carry over excess APs into their next Turn.

TRAITS & TALENTS

Traits and Talents oftentimes act as 'riders', working in coordination with Skill Tests. Some play a major role, allowing your Character to bend the system's rules in certain cases, provide a unique benefit or augment their abilities. Unless specifically indicated in its description, the use of these abilities cost 0 APs.

TYPES OF ACTIONS

There are five categories of Actions that Characters can use on their Turn. Within each category, there exist specific subtypes of Actions a Character can spend APs on to execute:

- **Movement Actions:** A Character can position themselves on the field of battle.
- **Attack Actions:** A Character can fight and inflict Damage against a defender.
- **Perilous Stunts:** A Character can inflict a variety of conditions that may hamper their enemy's ability to fight or defend.
- **Special Actions:** A Character can attempt stunts and other miscellaneous Actions that fall outside of movement, attacking and defending.
- **Reactions:** These allow a Character to duck out of the way or take an opportune moment to attack an enemy. Reactions have their own unique limits on how often they may be used, clarified in their entries below.

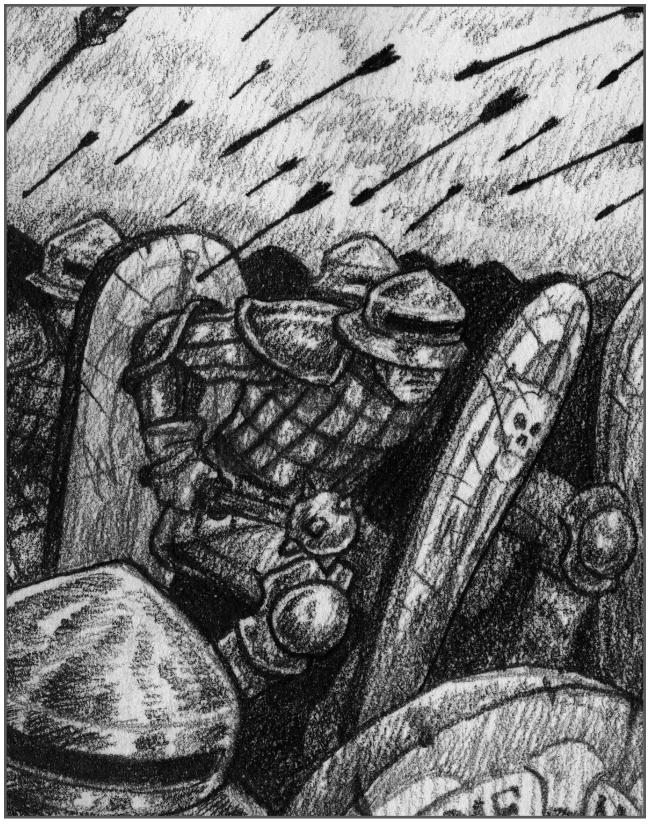
MOVEMENT ACTIONS

Movement Actions are used when a Character needs to jockey for position, bridge the gap between their foes or tactically move between opponent's swings to evade their attacks of opportunity:

CHARGE (2 AP)

You build up speed, using momentum to punch through your enemy's defenses.

Effect: Charge a Distance equal to two times your Movement. If you move at least three yards and then successfully strike with a melee weapon on the same Turn, add an additional 1D6 Fury Die to Total Damage results. However, this provokes an Opportunity Attack if you leave an Engagement.



GET UP (2 AP)

You saddle up on your mount, get into a vehicle, pull an ally you're standing next to up on their feet or get up from lying on the ground.

Effect: Get up and move a Distance of 1 yard to stand up from the ground from a Prone or crouched position, get into a carriage or mount an animal. If you have at least one Skill Rank in Coordination, you can Get Up for 1 AP instead. However, this provokes an Opportunity Attack if you leave an Engagement.

HUSTLE (1 AP)

You hustle forward without fatiguing yourself.

Effect: Hustle a Distance equal to your Movement in yards. However, this provokes an Opportunity Attack if you leave an Engagement.

JUMP & LEAP

After moving at least 6 yards in one Turn, with a successful Athletics Test, you may jump horizontally one yard for every 3 points of [BB] or leap vertically one yard for every 6 points of [BB].

MANEUVER (2 AP)

You break away from combat, disengaging from your enemies while zig-zagging between them.

Effect: Maneuver a Distance of 1 yard to get out of an Engagement, allowing you to avoid Opportunity Attacks.

RUN (3 AP)

You sprint at a fast pace, making it more difficult for your enemies to target you.

Effect: Run a Distance equal to three times your Movement. As a result, add 3 to your Damage Threshold until the beginning of your next Turn. However, this provokes an Opportunity Attack if you leave an Engagement.

TAKE COVER (1 AP)

You move behind cover, placing a barrier between you and your foes. This may grant you safety and a barrier from which to attack behind.

Effect: Move a distance of 1 yard to crouch down and Take Cover. The barrier or cover must come up to your mid-section and be made of wood, stone or metal to grant ample protection. Trees, a cart or low stone walls would qualify, but shrubs or thick grasses would not. If behind low cover (such as a crate or barrel), add 3 to your Damage Threshold when hit by ranged weapons. If behind medium cover (such as a waist-high stone wall), add 6 to your Damage Threshold when hit by ranged weapons. If behind high cover (such as a tall pillar), add 9 to your Damage Threshold when hit by ranged weapons. If behind cover that breaks the line of visibility, you cannot be targeted by ranged weapons. The GM will always determine how low or high the cover is for these purposes.

HARD TERRAIN: Mud, thick bushes, tangled undergrowth, creek beds, snowfall, icy lakes and clutter within interior spaces can create additional challenges during combat. Characters cannot Charge, Maneuver or Run through Hard Terrain.

MOVEMENT SUBTYPES: There are other subtypes of Movement, such as climbing, riding, sneaking and swimming. These other types of Movement Actions act as 'riders', pairing with other Movement Actions and increase the AP cost by 1. For instance, if you intend to Charge while sneaking, it costs 3 APs instead of 2 APs.

In order to use a Movement subtype, make a relevant Skill Test (e.g. Athletics to climb or swim, Drive to 'mush' a dog sled or embark in a vehicle like a carriage, Ride to ride a mounted horse, Stealth to sneak). Once you succeed, you need not continue making the Skill Test every Turn thereafter, unless circumstances change. For instance, if you were sneaking and walked out into the open and were discovered by your enemies, you would need to roll another Stealth Test.

WHAT IS AN ENGAGEMENT?

You'll see the terms 'Engagement' or 'Engaged' referred to at specific times in this chapter. The term has broad application, but should be applied very loosely. Inherently, an Engagement is when two or more Characters stand toe-to-toe against one another. This means they're standing within less than 1 yard of each other, close enough to strike with most melee weapons. However, many foes may be standing Engaged with one another. Typically, an Engagement consists of no more than nine people. The GM may wish to further define what it means to be within an Engagement at their own option. If using miniatures and a gridded map, an Engagement is whenever combatants are standing in an adjacent square or hex on the map.

Each Movement subtype is listed below. When calculating the following values, players must take under consideration any Overage their Character may be suffering from:

- [BB]-3 when climbing (minimum of 1)
- [AB]-1 when sneaking (minimum of 1)
- [BB]-1 when swimming (minimum of 1)
- [AB]+4 on dog sled
- [AB]+5 on dray horse
- [BB]+5 on stagecoach or wagon
- [AB]+6 on palfrey horse
- [BB]+6 on fancy coach
- [AB]+7 on rouncey horse
- [BB]+7 on carriage
- [AB]+8 on courser horse
- [BB]+8 on chariot
- [AB]+9 on destrier horse or flying

You may also crawl on hands and knees. In these cases, you crawl a number of yards equal to your [AB], minus any Overage you are suffering from, but considered to be Prone.

MULTIPLE ATTTACKS?

In **ZWEIHÄNDER**, combat swings are abstracted to a great degree. Rolling to strike and dealing Damage has been carefully balanced, designed to be swift and merciless. Because of this, multiple attack rolls on the same Turn are not a consideration of the system. However, some Professions and Traits may allow you to take advantage of two weapon fighting in different ways.

ATTACK ACTIONS

Attack Actions are used when a Character needs to vanquish their enemies using melee and ranged weapons. Once you've attempted an Attack Action, whether successful or not, you cannot use any other type of Attack Action until your next Turn.

CALLED SHOT (2 AP)

Lining up the perfect attack, you attempt to debilitate your enemy in some capacity with your blade or a carefully-placed arrow.

Effect: With an increased Difficulty Rating the GM assigns, you target either the arms, body, head or legs of a foe with a relevant Combat-based Skill Test. After successfully striking, refer to your [CB] and add a 1D6 Fury Die to determine Total Damage.

A foe cannot Dodge or Parry a Called Shot. You cannot make a Called Shot with a melee weapon outside of an Engagement with foes, unless using a melee weapon with the Reach Quality. You cannot make a Called Shot with a ranged weapon while in an Engagement with foes, unless using a ranged weapon with the Gunpowder Quality. Finally, your ranged weapon must be loaded with ammunition to make a Called Shot.

CAST MAGICK (VARIES)

Summoning powers beyond most kith, you draw forth raw and formless energies to take shape.

Effect: Make an Incantation Test. Specific Magick spells are covered in **Chapter 10: Grimoire**. Casting Generalist and Petty Magicks requires 1 AP, Lesser Magicks 2 APs and Greater Magicks 3 APs.

MELEE ATTACK (1 AP)

You focus your precision and might behind a series of strikes.

Effect: When Engaged with a foe, make a relevant Combat-based Skill Test, referring to the Skill required to use your melee weapon. After successfully striking, refer to your [CB] and add a 1D6 Fury Die to determine Total Damage.

A foe can attempt to Parry your Melee Attack. You cannot make a Melee Attack outside of an Engagement with foes, unless using a weapon with the Reach Quality.

RANGED ATTACK (1 AP)

Lining up a shot, you target the chinks in an enemy's armor with a ranged shot.

Effect: When at Distance from a foe, make a relevant Combat-based Skill Test, referring to the Skill required to use your ranged weapon. After successfully striking, refer to your [CB] and add a 1D6 Fury Die to determine Total Damage.

A foe can attempt to Dodge your Ranged Attack or Parry it with a shield. You cannot make a Ranged Attack while in an Engagement with foes, unless using a weapon with the Gunpowder Quality. Finally, your weapon must be loaded with ammunition to make a Ranged Attack.

ATTACKING LARGER FOES: Some attacks may suffer additional penalties to attack or wrangle foes larger than an attacker. For instance, it may prove incredibly difficult to Chokehold a Troll if a measly Dwarf or easier to make a Melee Attack against a creature larger than a barn door. In these situations, the GM will change the Difficulty Rating based on factors that may influence the outcome.

HELPLESS FOES: Any time a Character is asleep, unconscious, pinned beneath a heavy object, shackled or otherwise unable to escape on their own accord, they are rendered Helpless. When a foe is Helpless, they are also Defenseless. In addition, you do not have to roll to strike a Helpless foe, instead immediately slaying them with any blow.

MOUNTED COMBAT: When you are riding an animal or driving a vehicle, refer to its Movement subtype. If you strike a foe on foot with a melee weapon while riding an animal, add an additional 1D6 Fury Die to Damage.

- Any time an animal you're riding begins to Bleed or suffers an Injury, you must succeed a Handle Animal Test to control it. If you fail the Test, the animal cannot use Movement Actions on your next Turn. If you Critically Fail this Test, however, you are bucked off and the animal flees, unable to be calmed until an hour has passed. In addition, you suffer 1D10+1 Damage from falling, and are made temporarily Prone.
- If you opt to trample a foe instead, make a Melee Attack. However, you'll make a Ride Test to strike, in lieu of a Combat-based Skill Test. If successful, the foe suffers 1D10+your mount's [BB] in Damage. If your Ride Test is a Critical Success, the foe is also made temporarily Prone. A foe can only Dodge being trampled.

OUTNUMBER FOES: In most cases, numbers generally prevail. When attackers outnumber their foes 6:1 or more in an Engagement, add a 1D6 Fury Die to Total Damage results made with melee weapons.

The GM may make exceptions to this rule (such as facing foes which are significantly taller or larger than the attackers) and may even adjust the Difficulty Rating in the attacker's favor.

SWAPPING WEAPONS: You may draw any weapon either from your own body, pick up a weapon you dropped at your feet, swap weapons at your side or give a weapon to an ally. This requires no additional AP expenditure whatsoever, but as an action, it must occur at the beginning of your Turn. Swapping multiple weapons around requires the expenditure of 1 AP each time you re-draw or swap a weapon.

PERILOUS STUNTS

Perilous Stunts give an opportunity for Characters to shine in a cinematic way, act courageously or simply inflict crippling conditions on their foes. Some Talents, Traits and weapon Qualities may allow you to trigger Perilous Stunts in unique ways. Perilous Stunts cannot be Dodged or Parried, only Resisted. Once you've attempted a Perilous Stunt, whether successful or not, you cannot use another Perilous Stunt until your next Turn.

CHOKEHOLD (1 AP)

You tighten the grip around your enemy's neck, restricting their ability to breath.

Effect: When Engaged with a foe, make an Athletics Test. If successful, your foe may attempt to Resist by making a successful Athletics Test or be Choked.

While Choked, your foe immediately suffers 1D10+your [BB] in physical Peril and again at the start of each of your Turns if you maintain the Chokehold. If the foe drops to Incapacitated!, they fall unconscious for a number of Turns equal to your [BB]. It costs 3 APs to maintain a Chokehold, requiring no additional Skill Tests to maintain. Your Choked foe cannot use any Actions In Combat, but may attempt to Resist again at the beginning of their Turn to escape.

You cannot use Attack Actions or Perilous Stunts while you maintain a Chokehold. However, you may release a Chokehold at any time. If your Damage or Peril Condition Track drops one or more steps negatively while you have a foe in a Chokehold, you immediately relinquish your hold.

DIRTY TRICKS (1 AP)

Grabbing a handful of sand or dirt, you fling it into your opponent's eyes to temporarily blind them.

Effect: When Engaged with a foe, make a Guile Test. If successful, your foe must Resist by making a successful Awareness Test or be temporarily Blinded.

While temporarily Blinded, your foe cannot Counterspell, Dodge or Parry until the beginning of their next Turn.

You can only use Dirty Tricks if you have a handful of sand, silt, dirt or something else to throw at your foe.

DISARM (1 AP)

With a weapon in-hand, you try to deprive your enemy of their only means of offense.

Effect: When Engaged with a foe, make a Coordination Test. If successful, your foe may attempt to Resist by making a successful Coordination Test or be temporarily Disarmed.

While Disarmed, your foe loses the weapon they were fighting with, it being thrown 3 yards away. In addition, your foe cannot use their primary hand to strike until the beginning of their next Turn.

KNOCKOUT! (1 AP)

Using a sap to the back of the head or a square punch to the jaw, you try rendering one enemy unconscious.

Effect: When Engaged with a foe, make an Athletics Test. If successful, your foe is immediately Knocked Out.

While Knocked Out, your foe immediately falls to the ground unconscious for a number of Turns equal to your [BB], and is left Helpless until they regain consciousness. In addition, they immediately suffer 2D10+your [BB] in physical Peril.

Only foes who are Defenseless or Helpless can be made victim to Knockout!. However, unique Talents or Traits may allow an attacker to use this in other circumstances.

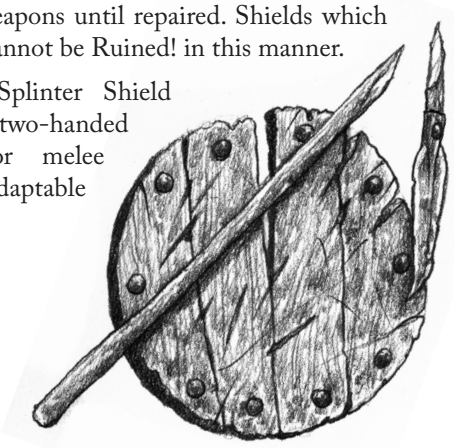
SPLINTER SHIELD (1 AP)

Putting everything you have into it, you attempt to break and shatter shields.

Effect: When Engaged with a foe, make a Combat-based Skill Test, referring to the weapon you have in-hand. If successful, your foe can attempt to Resist by making a successful Toughness Test or their shield will be Ruined!.

While Ruined!, your foe's shield cannot be used to Parry melee or ranged weapons until repaired. Shields which are Castle-forged cannot be Ruined! in this manner.

You can only Splinter Shield when wielding a two-handed melee weapon or melee weapon with the Adaptable Quality.



STUNNING BLOW (1 AP)

With a kidney punch or a solid bludgeoning instrument, you strike to stun your opponent.

Effect: When Engaged with a foe, make an Athletics Test. If successful, your foe may attempt to Resist by making a successful Toughness Test or be Stunned.

While Stunned, your foe begins their Turn with 1 less AP until they successfully Resist at the beginning of their Turn to shake off the Stunned condition. A foe cannot be forced to suffer from multiple Stuns at once.

TAKEDOWN (1 AP)

You lurch forward attempting to knock your foe to the ground with a throw or by kicking their feet out from underneath them.

Effect: When Engaged with a foe, make a Coordination Test. If you use a Takedown at the end of a Charge, substitute Athletics in place of Coordination. If successful, your foe may attempt to Resist by making a successful Coordination Test or be made temporarily Prone.

While Prone, your foe drops to the ground until they Get Up. In addition, attackers add 1D6 Fury Die to Total Damage results they deal to a Prone foe.

SPECIAL ACTIONS

Special Actions are used to complete miscellaneous Actions that do not hinge on actually moving or making attacks. Interacting with the environment, shaking off the effects of Combat conditions and boosting the morale of allies constitute these sort of Actions:

CHANNEL POWER (1 AP)

Drawing deeper from the Æthereal Veil, you create a temporary tear through reality to boost your Magickal power.

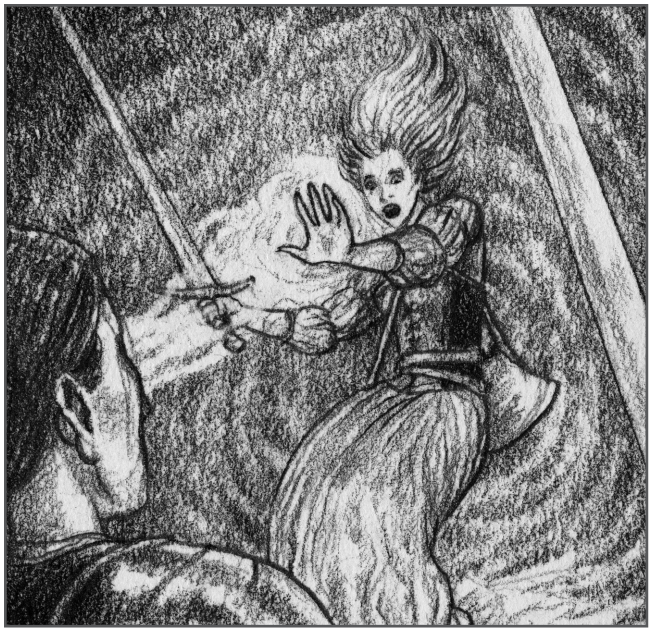
Effect: Before or after the Difficulty Rating is called out by the GM, you may attempt to draw in more power from the Æthereal Veil to positively modify your Difficulty Rating to cast Magick. You must have your arcane tome or prayer book in-hand to Channel Power. Other limitations are covered in **Chapter 10: Grimoire**.

INSPIRING WORDS (1 AP)

You rally the morale of a comrade with a stirring speech.

Effect: Once during a combat, you may attempt a Leadership Test. Depending on where you are on the Damage Condition Track, the Difficulty Rating of the Leadership Test eases or gets worse:

- **Unharmed:** (Easy +20%) Leadership Test
- **Lightly Wounded:** (Routine +10%) Leadership Test
- **Moderately Wounded:** (Standard +/-0%) Leadership Test



- **Seriously Wounded:** (Challenging -10%) Leadership Test
- **Grievously Wounded:** (Hard -20%) Leadership Test

If successful, a number of allies equal to your [FB] who can clearly see and hear you, are immediately Inspired. While Inspired, allies temporarily add +1 to their Damage and Peril Thresholds. If your Leadership Test is a Critical Success, allies gain the aforementioned benefits and move one step up the Peril Condition Track positively. Allies gain the +1 benefit until the end of combat or until subjected to a Litany of Hatred or made victim to Stress, Fear or Terror. Finally, allies can only be made subject to Inspiring Words once during a combat.

You cannot use Inspiring Words if you are under the effects of Stress, Fear, Terror or a Litany of Hatred.

LITANY OF HATRED (1 AP)

You break the morale of your enemy by crying havoc!

Effect: Once during combat, you can attempt an Intimidate Test. Depending on where you are on the Damage Condition Track, the Difficulty Rating of the Intimidate Test eases or gets worse:

- **Unharmed:** (Easy +20%) Intimidate Test
- **Lightly Wounded:** (Routine +10%) Intimidate Test
- **Moderately Wounded:** (Standard +/-0%) Intimidate Test
- **Seriously Wounded:** (Challenging -10%) Intimidate Test
- **Grievously Wounded:** (Hard -20%) Intimidate Test

If successful, a number of foes equal to your [FB] who can clearly see and hear you are immediately Intimidated. While

Intimidated, foes temporarily suffer a -1 to their Damage and Peril Thresholds. If your Intimidate Test is a Critical Success, foes also move one step down the Peril Condition Track negatively. Foes suffer the -1 penalty until the end of combat or until Inspired with Inspiring Words. Finally, foes can only be made subject to a Litany of Hatred once during combat.

You cannot use a Litany of Hatred if you are under the effects of Stress, Fear or Terror.

LOAD (VARIES)

With haste, you prepare another shot.

Effect: Before you fire a ranged weapon, you must Load it with ammunition. Spend the requisite amount of APs to Load, as indicated within the ranged weapon's listing in **Chapter 7: Trappings**. However, you must have both hands free to Load a weapon. Once you begin to Load a weapon, you must finish loading before taking any other action. If you spend more than one Turn Loading a single weapon, you are left Defenseless during this time until you complete the Load action.

SUBDUE (1 AP)

You take precise aim or wait for the right moment to unleash an attack.

Effect: Before or after the Difficulty Rating of your Attack Action is called out by the GM, declare that you're attempting to Subdue a foe you're striking. The Damage you inflict with your Attack Action cannot inflict Injuries or cause the foe to Bleed. If the Damage you inflict would normally render the foe Slain!, they are Grievously Wounded instead, they suffer no Injuries and they cannot be made to Bleed. However, they are instantly Incapacitated! and made Helpless for a number of Turns equal to your [CB].

You cannot Subdue with a ranged weapon.

TAKE AIM (1 OR 2 AP)

You purposefully pull the blow from your attack to keep an opponent alive.

Effect: Spend 1 AP to gain a +10 Base Chance to your next Attack Action or Perilous Stunt. If you spend 2 APs, you gain a +20 Base Chance instead.

You cannot Take Aim to Cast Magick.

WAIT (0 AP)

You place yourself into a watchful position, waiting for the circumstances of the fight to change and take advantage of.

Effect: When you Wait, you opt not to act when it is your turn on the Initiative Ladder, but hold your APs in reserve and act later in the Turn. You must act before your next Turn comes up in the Initiative Ladder; otherwise, you are no longer Waiting. Once you've acted, assume the new position on the Initiative Ladder. If you attempt to interrupt a foe's Turn, you must make a successful Scrutinize Test.

You cannot Wait to take two Turns back to back. You must use your Turn – or lose it – before your next Turn comes around in the Initiative Ladder.

USING OTHER SKILLS: While the Actions In Combat cover the most common actions that Characters take, you can use Skills in other creative ways. Once you've described what you wish to do, the GM will assign anywhere from 0 to 3 APs to commit to it. Actions that take longer than your Turn may cost more AP.

REACTIONS

Reactions are always used by Characters as a response to their enemy's attacks and movement or to defend themselves against the onslaught.

ASSIST (VARIES)

Sensing your ally needs help or is in danger, you immediately leap to their aid.

Effect: Whenever an ally is about to use an Action In Combat that requires a Skill Test, you help them succeed. Your GM will take under consideration the situation, the Distance between you and an ally and then assign the appropriate number of AP required to Assist. You are otherwise bound to the same rules for Assisted Skill Tests in **Chapter 2: How To Play**. An Assist never moves your Character a Distance of more than 1 yard. However, this provokes an Opportunity Attack if you leave an Engagement.

COUNTERSPELL (1 AP)

As you witness Æthereal energies coalesce into reality, you draw forth from the Æthereal Veil to counteract a Magick spell's effect.

Effect: Instead of Resisting a Magickal effect, you can attempt to Counterspell to entirely dispel it. Limitations are covered in **Chapter 10: Grimoire.**

DODGE (1 AP)

Using quick reflexes or out of desperation for lack of protection, you attempt to entirely avoid an oncoming attack by ducking out of the way.

Effect: When you are successfully struck by a ranged weapon but before Damage is determined, attempt a Coordination Test. If successful, you avoid all Damage. If you Critically Succeed, you avoid all Damage and do not have to spend an AP to Dodge. More details on Dodging can be found later in this chapter.

You cannot Dodge when left Defenseless or Helpless, nor can you Dodge Called Shots. Finally, you cannot Dodge the effects of Perilous Stunts.

OPPORTUNITY ATTACK (0 AP)

You lash out with a quick, reactive attack against an exposed foe.

Effect: In specific situations (such as a foe moving away from you when Engaged in combat with them), make a free Melee Attack without spending APs. Your foe cannot Counterspell, Dodge or Parry this attack.

You cannot make Opportunity Attacks when left Defenseless, Helpless, on the ground Prone, while concentrating on Magick or with ranged weapons. Note that if you are not already armed with a weapon, you cannot draw one in order to make an Opportunity Attack (unless you elect to attack bare-handed).

PARRY (1 AP)

You raise a weapon or shield to deflect a blow.

Effect: When you are successfully struck by a melee weapon, but before Damage is determined, make a relevant Combat-based Skill Test, referring to the Skill required to use your melee weapon. If successful, you avoid all Damage. If you Critically Succeed, you avoid all Damage and do not have to spend an AP to Parry. More details on Parrying can be found later in this chapter.

You cannot Parry when left Defenseless or Helpless, nor can you Parry Called Shots. However, if you're armed with a shield or weapon possessing the Protective Quality, you can Parry ranged-based Attack Actions. Finally, you cannot Parry the effects of Perilous Stunts. Note that if you are not already armed with a weapon, you cannot draw one in order to Parry an attack (unless you elect to Parry bare-handed).

RESIST (0 AP)

You attempt to withstand the effects of a Perilous Stunt, cast Magick or other effect.

Effect: When you are the victim of Perilous Stunts, Magick or other Talents and Traits that require a defender to withstand a special condition, make a relevant Skill Test, referring to the Skill indicated necessary to withstand the effects. If successful, you nullify the results entirely. If failed, you suffer them in kind (as per the description). If you Critically Succeed, you both nullify the results and move one step up the Peril Condition Track positively.

In cases where your Turn starts and you are currently suffering from the effects of a Perilous Stunt (such as being Choked), you can attempt to Resist once as your Turn begins. If successful, you recover from negative effects. If unsuccessful, you may attempt to Resist again at the start of your next Turn.

You cannot Resist when left Defenseless or Helpless.

Grover Caldwell is struck by a Stunning Blow. He fails to Resist, so upon his next Turn he starts with 2 APs. At the beginning of that Turn, Grover fails to Resist again, continuing to suffer from a Stunning Blow. At the beginning of his next Turn, Grover successfully Resists, recovering from Stunning Blow and now has 3 APs to use.

USING ATTACK ACTIONS

When a Character is armed with a melee or ranged weapon, the ability to strike and the Damage dealt is determined the same way. There are seven simple principles to resolving an Attack Action which results in Damage:

- Step I: Which Weapon?
- Step II: Total Chance For Success
- Step III: Make The Attack
- Step IV: Enemy Defends
- Step V: Roll Damage
- Step VI: Determine Damage Condition
- Step VII: Determine Injury

STEP I: WHICH WEAPON?

When a Character wishes to fight, they must first decide what kind of weapon to use and whether their foe is close enough to strike. Melee weapons are useful for those who like to get up close and personal, while ranged weapons serve the purposes of more cowardly (or some may say wiser) fighters. However, there are benefits and drawbacks, no matter the choice a Character makes when selecting and using a weapon.

What fighting style a Character uses is generally reflective of their Archetype, Profession or Social Class, taught at a formative age when they first learned to defend themselves against an unforgiving, grim & perilous world. Tutelage from a master swordsman is a relatively common practice amongst the Aristocracy and Warriors, whereas Knaves and the Lowborn may have taken their licks in the streets, fighting with clubs and rocks. No matter the instrument of death, all weapons confer general advantages and disadvantages, based on the type of weapon. Here are a few general distinctions:

MELEE WEAPONS

From a simple farmer's tool and splitting maul to a poisoned dirk and duelist's court sword, melee weapons are the most common type of hand weapons. They're typically cheap to purchase, easy to use and reliable even under the worst of conditions.

With a melee weapon, the attacker will make either a Simple Melee or Martial Melee Test, depending on the type of weapon they're armed with. For most melee weapons, the attacker must be Engaged, otherwise standing next to their intended target, in order to attack. While most melee weapons can only be used while Engaged, some may be used to attack foes outside of an Engagement, up to 1 yard away.

'UNARMED' ATTACKS: Not every fight necessarily has to boil down to outright murder. Underground pugilist clubs sponsored by the aristocracy, the tried and true tavern brawl, 'bridge wars' between rival guilds and sanctioned gladiatorial boxing matches are part and parcel of a grim & perilous world. There are also times when punishing someone for their transgressions with a solid smack to the jaw or the lashing of a whip is a better lesson to teach than spitting them on the end of your blade. Violence, while a very real threat, should not overshadow the more "gentlemanly" ways to settle a score. This style of fighting is an excellent way to take down an enemy without having to resort to a fight to the death.

Fists, head butts and kicks function as a bare-handed weapon, as indicated in **Chapter 7: Trappings**.

PRIMARY & OFF-HAND

You can wield any 2 one-handed weapons in combat. However, indicate on your Character Sheet under Background what your primary hand is. When striking with a weapon held in your off-hand, follow the standard rules for Attack Actions, but you must flip the results to fail. Should you possess the Ambidexterity Talent, you suffer no penalties to use your off-hand whatsoever.

While a favored option of other tabletop role-playing games, using two weapons in combat can be difficult for the GM to balance. We prefer a simpler method of application, taking under account the delicate balance of **ZWEIHÄNDER**'s game mechanics.

RANGED WEAPONS

Nothing like the **PLUNK!** of lead shot blasting through plate armor is more satisfying to the ear, save perhaps the resounding hum of an arrow as it shivers upon piercing the target's breastplate. Thrown axes, drawn bows and cranequin-driven crossbows can be incredibly deadly, albeit all taking time to reload between shots.

With a ranged weapon, the attacker will make either a Simple Ranged or Martial Ranged Test, varying by the kind of weapon they're wielding. Akin to melee weapons, the attacker must consider the range to their intended target when attacking with a ranged weapon. However, ranged weapons also possess further ranges to strike, called Distance. Distance is generally measured by the attacker's [PB], modified by the ranged weapon they're using. It represents the number of yards an attacker can accurately target a foe with their weapon:

- **Short Distance** is the minimum range an attacker can stand away from a target without suffering additional penalty to their attack. This means that there must be a bare minimum of 1 yard between the attacker and the intended target. Each ranged weapon has an associated Short Distance as described in **Chapter 7: Trappings**. While at Short Distance, the attacker does not suffer any additional penalties to their attack roll.
- **Medium Distance** is equal to twice the Short Distance. This means an attacker can stand even further away from their intended target and fire effectively. While at Medium Distance, the Difficulty Rating becomes worse by one step on the Difficulty Rating Chart. This is dictated by the GM.
- **Long Distance** is equal to three times the Short Distance. At this range, firing a ranged weapon and hitting the intended target can be considerably difficult. While at Long Distance, the Difficulty Rating becomes worse by two steps on the Difficulty Rating Chart. This is dictated by the GM.

Leopold Coventry has an arbalest crossbow, with a distance of 9+his [PB] in yards. His [PB] is 5, which means the crossbow's Short Distance is 14 yards. Leopold may fire his crossbow a distance of between 1 and 14 yards without the GM adjusting the Difficulty Rating. Its Medium Distance is 28 yards (14 x 2). So Leopold can fire his crossbow a distance of between 15 and 28 yards, but the Difficulty Rating would be made worse by one step. Its Long Distance is 42 yards (14 x3). Thus Leopold can fire his crossbow between 29 and 42 yards, but the Difficulty Rating would be made worse by two steps.

EXTREME DISTANCES: Distances for ranged weapons outside of Long Distance bear little use. At such ranges, a weapon cannot add any Fury Die to Damage. Maximum yardage in these cases is never in excess of four times the Short Distance range value for the weapon.

Although distance is always factor, there may be other reasons why the GM may make a ranged weapons' attack more challenging.

THROWN WEAPONS: Some ranged weapons possess the Throwing Quality. This means that these weapons can never be thrown further than the Distance listed; they always are at Short Distance and do not have a Medium or Long Distance value.

RANGED WHILE ENGAGED: Ranged weapons cannot be fired while Engaged with your enemies, unless it is a Gunpowder weapon.

STEP II: TOTAL CHANCE FOR SUCCESS

There are several key factors that may influence a Character's ability to successfully strike a foe with their attacks or evade their incoming blows. Positioning, ambient modifiers by their abilities and types of Actions can rapidly change the difficulty to strike enemies.

BASE CHANCE

Refer to the Combat Primary Attribute first, then add together the total Skill Ranks for the relevant Combat-related Skill in order to determine Base Chance. Depending on the weapon used, it will also influence Base Chance. For instance, an attacker cannot use the Martial Melee Skill when wielding a ranged weapon. In addition, some Talents or Traits may add a bonus to Base Chance. Similarly, an attacker may be suffering from an Injury or are lower on the Peril Condition Track negatively, which further penalizes their chances of success.

PERIL ADJUSTMENTS

When you are suffering from Peril, you must take this into consideration when the Difficulty Rating for Skill Tests are called out. For instance, you may have a total of three Skill Ranks in Simple Melee, but your Peril Condition Track forces you to ignore two Skill Ranks. Thus, you can only add one Skill Rank to your Base Chance.

Natasha Steeples is attempting to make a Melee Attack with a rapier. Her Primary Attribute in Combat is 45%, while she has a total of three Skill Ranks in Simple Melee. This results in a 75% Base Chance for success (45+10+10+10). However, Natasha is suffering from "Ignore 2 Skill Ranks" on the Peril Condition Track. This means that her Base Chance is now only 55% (45+10).h

GM ADJUSTS DIFFICULTY RATING

Attack Actions and Perilous Stunts have a fixed Difficulty Rating of **(Standard +/-0%)**, but the GM may change it when the situation dictates. These circumstances are always the result of outside influences, used by the GM to either negatively or positively influence the outcome. For instance, should one side outnumber the other within an Engagement, it plays into their favor. Similarly, should an attacker find themselves firing into an Engagement where their intended targets stand amongst their own allies, it will work against them. The GM will impose these final bonuses or penalties and the results of these determine the Total Chance for success the attacker will need to meet. Should you be the attacker, your GM will tell you the Difficulty Rating. Similarly, your GM will always announce the Difficulty Rating of the defender, adjudicated according to circumstances.

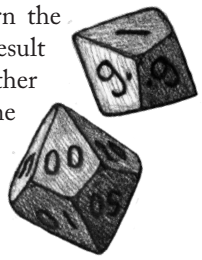
FINAL TALLY

Once these personal modifiers have been tallied by the attacker, the result determines the Total Chance for success to strike successfully.

> Leopold Coventry is ready to attack the Footpad. Unfortunately, his target is standing among Leopold's allies. This will make it particularly difficult to get a shot in, requiring extreme precision. Should he Critically Fail, Leopold will strike one of his own allies The GM determines his Difficulty Rating is (Hard -20%).

STEP III: MAKE THE ATTACK

While Turns in combat adhere to a strict structure, your Character is constantly on the move – spinning this way to feint an attack, turning that way to position themselves for a better shot. It's that one attack, a final shot that makes all the difference as you make a decisive blow, finally rolling the dice. This is where the fun and excitement of combat comes in, as a good roll can turn the tide of the battle, but a poor roll can result in extreme misfortune. Much like other Skill Tests, the attack is resolved using the same rules covered in **Chapter 2: How To Play**.



ROLL TO STRIKE

Once an attacker has considered what weapon they intend to use, what the Total Chance is, it's time to roll a D100. Should the result meet the Total Chance for success or result below it, the attack succeeds. Should the result exceed the Total Chance for success, the attack fails.

It is a good idea for players to announce the Total Chance for success before rolling a D100. The confusion of a fight and all of its related modifiers can sometimes confuse even the most level-headed of players. Conversely, the GM probably won't announce the Total Chance for success for the NPCs as this keeps players guessing and unaware of their foe's true capabilities.

> Adding up all the modifiers, Leopold Coventry's Total Chance for success is 25% or below. Rolling the dice, he comes up with a 24 – barely succeeding – but still strikes the Footpad. If he had rolled a 26% or above, he would have failed.

MATCH – CRITICAL SUCCESS!

Some attacks allow an attacker to trigger a special effect when they roll a Critical Success with an Attack Action. In these cases, Talents, Professional and Ancestral Traits allow an attacker to incur a mechanical bonus or new effect, covered in its description. In cases where the attacker rolls a Critical Success to strike with an Attack Action or Perilous Stunt, the defender is left Defenseless to it. This means that they cannot Counterspell a Magick's effects, Parry melee Damage, Dodge ranged Damage, Resist Perilous Stunts or the effects of Casted Magick.

MATCH – CRITICAL FAILURE?

Rolling poorly with an attack has no immediate adverse effect. However, should an attacker roll a Critical Failure with any Attack Action or Perilous Stunt, it causes combat fatigue from overexertion. They automatically suffer 2D10+2 physical Peril.

STEP IV: ENEMY DEFENDS

Defenders in a fight are constantly on the move. They're maneuvering, side-stepping, bobbing and weaving around and jockeying for a better position. Should defender be aware and ready, they can attempt to turn away an attack.

DEFENDING: DODGE & PARRY

Should a defender wish to avoid an attack, they may try to avoid it by interposing their weapon or shield in front of them by Parrying or duck out of the way by Dodging. Providing they are not Defenseless or Helpless, a defender has two options:

DODGE RANGED WEAPONS: When you are defending and successfully struck by a ranged weapon, you can attempt a Coordination Test. The Test's Difficulty Rating is based on the Difficulty Rating of your foe's Attack Action and always translates into its opposite as a bonus or penalty. This means that if your foe's Attack Action has a Difficulty Rating of (Routine +10%), your Difficulty Rating to Dodge is (Challenging -10%). If successful, you avoid all Damage. If you Critically Succeed, you avoid all Damage and do not have to spend an AP to Dodge. When defending yourself you cannot re-attempt to Dodge the same attack you just failed to Dodge.

Leopold Coventry is instead hit by a ranged weapon thrown by the Footpad and wishes to Dodge out of the way. Fortunately, because Footpad's Difficulty Rating to attack was (Hard -20%), Leopold's Difficulty Rating to Dodge is (Easy +20%).

PARRY MELEE WEAPONS: When a defender is successfully struck by a melee weapon, they make a relevant Combat-based Skill Test, referring to the Skill required to use the weapon used to Parry with. The Test's Difficulty Rating is based on the Difficulty Rating of their foe's Attack Action and always translates into its opposite as a bonus or penalty. This means that if your foe's Attack Action has a Difficulty Rating of (Routine +10%), your Difficulty Rating to Parry is (Challenging -10%). If successful, you avoid all Damage. If you Critically Succeed, you avoid all Damage and do not have to spend an AP to Parry. When defending yourself you cannot re-attempt to Parry the same attack they you just failed to Parry.

If successful, the defender avoids all Damage. If they Critically Succeed, they avoid all Damage and don't have to spend an AP to Parry. A defender cannot re-attempt to Parry the same attack they just failed to Parry.

Natasha Steeples is hit by the Cutthroat's rapier and she tries to Parry. However, because the Cutthroat's Difficulty Rating was (Challenging -10%), Natasha's Difficulty Rating to Parry is (Routine +10%).

WEAPON SIZE & DIFFICULTY RATINGS: The size of a weapon or the form of the attack should be considered when a defender attempts to Parry. The GM may rule that Parrying a pole cleaver with a piddly shiv would warrant an (Arduous -30%) Difficulty Rating to Parry. Similarly, they may rule that a defender gets a better chance to Parry a mortuary sword with a zweihänder, changing the Difficulty Rating to (Routine +10%). In the case of Dodge, ducking out of the way from a flurry of arrows may be considerably more difficult than simply moving out of the way of a thrown bottle. The GM will always make these determinations on a case-by-case basis, changing the Difficulty Rating on the fly.

STEP V: ROLL DAMAGE

After you successfully strike and the foe fails to Dodge or Parry (or chooses not to defend), it's time to determine Damage. There are two specific considerations an attacker should make when determining how much Total Damage they deal:

- Every Character deals out [CB] in Damage. After determining [CB], add a 1D6 Fury Die for the weapon (a property all weapons in **ZWEIHÄNDER** possess). The sum of [CB] and derived results of Fury Dice determines Total Damage.
- Some weapons may possess a particular Quality which may change the way Damage is calculated. You can refer to these differences in **Chapter 7: Trappings**.

Natasha Steeple successfully strikes with her rapier, which has the Finesse Quality. This means she refers to [AB] in Damage instead of [CB]. Her [AB] is 3 and she rolled a 1D6 Fury Die, resulting in face '6'. Natasha now adds 1D6 Fury Die, generating another face '6'. She rolls yet another Fury Die, resulting in face '3'. Natasha inflicts 18 Total Damage (3+6+6+3).

CALCULATE DAMAGE THRESHOLD

A defender always takes into consideration their Damage Threshold when they suffer Damage. It is derived from two sources. One is an instinctive drive, regardless of whether they are aware that they are being attacked or not, to avoid and withstand damage, the other is the simple protection provided by any armor worn. The first is each Character's [BB], the second is the defender's armor's Damage Threshold Modifier. Combined they make up each Character's Damage Threshold.

When an attacker strikes their target and after Total Damage is considered, the defender must now compare it to their Damage Threshold:

The Cutthroat is wearing quilted armor, which has a Damage Threshold Modifier of 1. He has a Brawn Bonus [BB] of 6, thus his total Damage Threshold is 7 (1+6).

EQUAL TO OR BELOW DAMAGE THRESHOLD

If Total Damage is equal to or below the Damage Threshold, nothing happens. The defender's armor has provided sufficient protection or they have shrugged off the blow. Unhurt, they soldier on.

EXCEEDS DAMAGE THRESHOLD

When Total Damage is considered, treat it as such for purposes of determining Damage Threshold:

- If Total Damage exceeds base Damage Threshold, the defender moves one step down the Damage Condition Track negatively.
- If Total Damage exceeds 6+Damage Threshold, the defender moves two steps down the Damage Condition Track negatively.
- If Total Damage exceeds 12+Damage Threshold, the defender moves three steps down the Damage Condition Track negatively.
- If Total Damage exceeds 18+their Damage Threshold, the defender is instantly Slain!

Each level of Damage Threshold should be noted on the Character sheet as base Damage Threshold (Damage Threshold + 6/Damage Threshold + 12/Damage Threshold + 18). For example, if Damage Threshold is 10, it is recorded on a Character sheet as such: 10 (16/22/28).

The Cutthroat's Damage Threshold is 7 (13/19/25). Natasha inflicted 18 Damage, thus the Cutthroat is moved two steps down the Damage Condition Track.

STEP VI: DETERMINE DAMAGE CONDITION

Any time a Character suffers Damage that exceeds their Damage Threshold, the Player or GM must announce to the group where they are on the Damage Condition Track:

- Unharmed
- Lightly Wounded
- Moderately Wounded
- Seriously Wounded
- Grievously Wounded
- Slain!

The closer a Character gets to the bottom of the Damage Condition Track, the riskier things become. Injuries can occur within a specific threat range at misfortune's whim. If they reach the very bottom of the Damage Condition Track (Slain!), death is their reward.

BLEEDING

When you suffer an Injury and are not wearing armor, you will begin to Bleed. When you Bleed, the countdown begins towards death.

While Bleeding, you cannot restore your Damage and Peril Condition Tracks positively. Should you continue to suffer from blood loss for a number of Turns greater than your [BB], you immediately bleed out and are Slain!. Further details regarding Bleeding are covered in **Chapter 9: Hazards & Healing**.

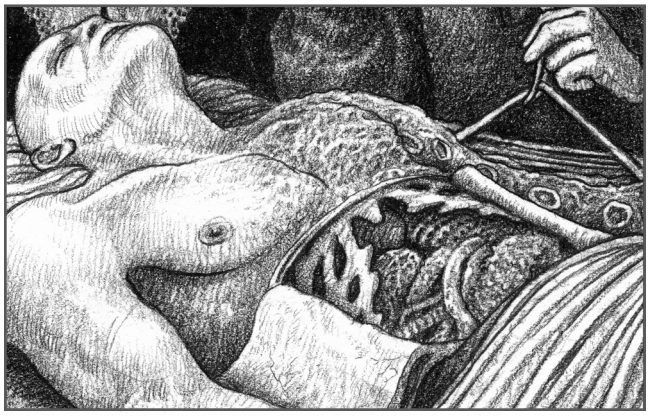
STEP VII: DETERMINE INJURY

When a defender's Damage Condition Track drops to Moderately Wounded, Seriously Wounded or Grievously Wounded, they are at risk of suffering an Injury. In some cases, particular Talents or other Traits may make said Injuries more (or less) severe. Note that you are never at risk of suffering Injuries if you move up the Damage Condition Track; only when you move down the Damage Condition Track.

When a Character's Damage Condition track drops to Lightly Wounded, there is no risk of Injury. Once the Condition Track drops to Moderately Wounded, they must immediately roll a 1D6 Chaos Die. If the result is face '6', they suffer a Moderate Injury. When the Damage Condition Track drops to Seriously Wounded, they must immediately roll 2D6 Chaos Dice. If the results show one or more face '6', they suffer a Serious Injury. When the Damage Condition Track drops to Grievously Wounded, they must immediately roll 3D6 Chaos Dice. If the results show one or more face '6', they suffer a Grievous Injury, and once they reach Slain!, they're dead.

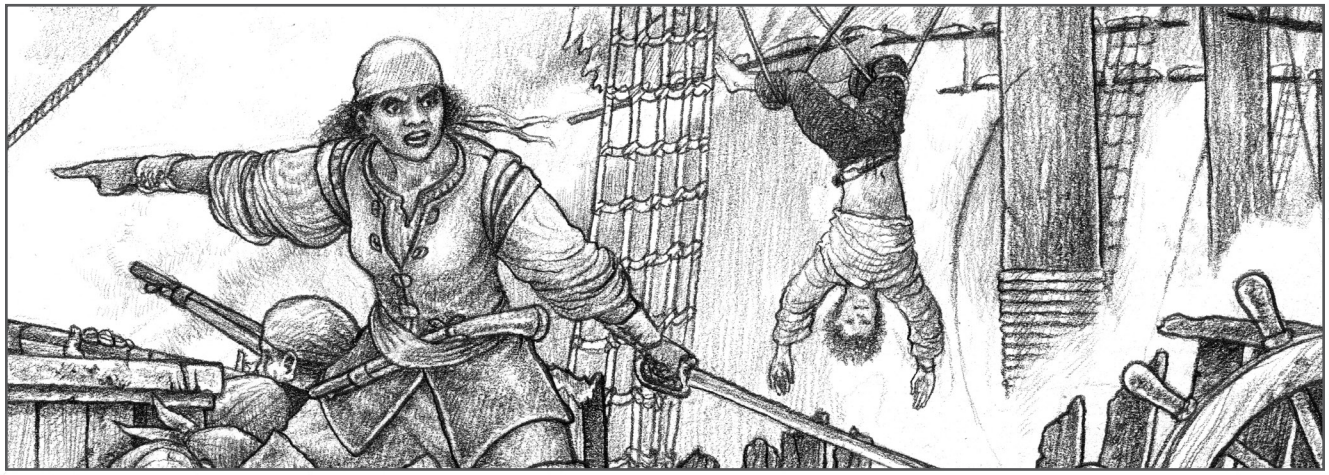
WHEN INJURY OCCURS

Every Injury has a specific penalty you'll incur and then suffer until you're Recuperated. Some Injuries can inflict permanent harm. The GM will assign or randomly determine which Injury the defender suffers from. The kind of Injury is solely dependent on where the defender is on the Damage Condition Track. In addition, Characters also gain 3 Corruption for Moderate Injuries, 6 Corruption for Serious Injuries and 9 Corruption for Grievous Injuries. Treatment of Injuries are covered in **Chapter 9: Hazards & Healing**.

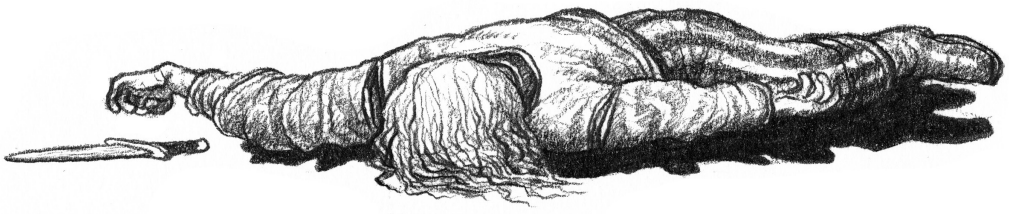


D100	MODERATE INJURY	DESCRIPTION
1 to 8	Fortune's Mercy!	Ignore Injury, keep your Fate Point and continue fighting onwards!
9 to 16	Black Eye	Until fully Recuperated, you must flip the results to fail Skill Tests which rely on vision.
17 to 25	Bruised Ribs	Until fully Recuperated, reduce your Encumbrance Limit by 3.
26 to 33	Dislocated Shoulder	Until fully Recuperated, you start your Turn with 1 less AP.
34 to 41	Hyperextended Elbow	Until fully Recuperated, you must flip the results to fail all Actions in Combat that rely on ranged weapons.
42 to 49	Jammed Finger	You immediately drop whatever you are holding. Until fully Recuperated, you must flip the results to fail all melee weapon attacks with your primary hand.
50 to 58	Pulled Muscle	Until fully Recuperated, you must flip the results to fail all Brawn-based Skill Tests.
59 to 67	Rattled Brain	Until fully Recuperated, reduce your Initiative by 3.
68 to 76	Sprained Wrist	Until fully Recuperated, you cannot hold anything in your primary hand, and must rely on your off-hand.
77 to 85	Strained Groin	Until fully Recuperated, you cannot use any Movement Actions besides Take Cover or Walk in combat.
86 to 92	Twisted Ankle	Until fully Recuperated, reduce your Movement by 3.
93 to 100	Misfortune!	Roll on the Serious Injury table instead!

D100	SERIOUS INJURY	DESCRIPTION
1 to 8	Fortune's Mercy!	Ignore Injury, keep your Fate Point and continue fighting onwards!
9 to 16	Broken Rib	Your armor gains the Ruined! Quality. Until fully Recuperated, you cannot add Skill Ranks to Combat, Brawn or Agility-based Skills.
17 to 25	Busted Kneecap	Until fully Recuperated, any time you fail a Skill Test that relies on Brawn or Agility, you suffer 2D10+2 physical Peril.
26 to 33	Fractured Larynx	Until fully Recuperated, you must succeed at a Scrutinize Test to speak.
34 to 41	Head Trauma	Until fully Recuperated, you cannot use Special Actions in combat.
42 to 49	Minor Concussion	Until fully Recuperated, you remain Incapacitated!
50 to 58	Shell Shock	Until fully Recuperated, you cannot add Fury Dice to Damage.
59 to 67	Skull Fracture	Until fully Recuperated, you must flip the results to fail all Skill Tests.
68 to 76	Stress Fracture	Until fully Recuperated, you cannot Counterspell, Dodge or Parry.
77 to 85	Temporary Paralysis	You are knocked Prone. Until fully Recuperated, you cannot move as you're paralyzed.
86 to 92	Torn Shoulder	Whatever you are holding in your primary hand gains the Ruined! Quality. Until fully Recuperated, you start your Turn with 2 less AP.
93 to 100	Misfortune!	Roll on the Grievous Injury table instead!



D100	GRIEVOUS INJURY	DESCRIPTION
1 to 8	Fortune's Mercy!	Ignore Injury, keep your Fate Point and continue fighting onwards!
9 to 16	Butchered Leg	Until fully Recuperated, you cannot move as you're in pain. You must undergo a successful surgery or suffer the consequences. Once a Butchered Leg has undergone a failed surgery, you gain the Veteran's Leg Drawback. If you already have this Drawback, you permanently lose 9% Agility.
17 to 25	Cerebral Contusion	Until fully Recuperated, you remain unconscious. You must undergo a successful surgery or suffer the consequences. Once a Cerebral Contusion has undergone a failed surgery, you gain the Dunderhead Drawback. If you already have this Drawback, you permanently lose 9% Intelligence.
26 to 33	Detached Ear	Until fully Recuperated, you cannot hear as you're in pain. You must undergo a successful surgery or suffer the consequences. Once a Detached Ear has undergone a failed surgery, you suffer the Crop Ear Drawback. If you already have this Drawback, you permanently lose 9% Perception.
34 to 41	Maimed Foot	Until fully Recuperated, you cannot use any weapon with an Encumbrance Value of 2 or more, as you're in pain. You must undergo a successful surgery or suffer the consequences. Once a Maimed Foot has undergone a failed surgery, you lose 1D6-1 toes. For every toe lost, you permanently lose 1% Brawn. If you lose all toes, you gain the Veteran's Boot Drawback. If you already have this Drawback, you permanently lose 9% Brawn.
42 to 49	Mangled Organ	Until fully Recuperated, you remain Incapacitated!. You must undergo a successful surgery or suffer the consequences. Once a Mangled Organ has undergone a failed surgery, you permanently gain the Eunuch Drawback. If you already have this Drawback, you permanently lose 9% Fellowship.
50 to 58	Mutilated Hand	Until fully Recuperated, you cannot use your primary hand as you're in pain. You must undergo a successful surgery or suffer the consequences. Once a Mutilated Hand has undergone a failed surgery, you lose 1D6-1 fingers. For every finger lost, you permanently lose 1% Agility. If you lose all fingers, you gain the Veteran's Hand Drawback. If you already have this Drawback, you permanently lose 9% Agility.
59 to 67	Mutilated Nose	Until fully Recuperated, you cannot smell as you're in pain. You must undergo a successful surgery or suffer the consequences. Once a Mutilated Nose has undergone a failed surgery, you permanently must flip the results to fail all Skill Tests which rely on smell and taste. If you already have this Drawback, you permanently lose 9% Perception.
68 to 76	Punctured Lung	Until fully Recuperated, you remain unconscious. You must undergo a successful surgery or suffer the consequences. Once a Punctured Lung has undergone a failed surgery, you permanently gain the Weak Lungs Drawback. If you already have this Drawback, you permanently lose 9% Willpower.
77 to 85	Splintered Elbow	Until fully Recuperated, you cannot use one of your arms as in pain. You must undergo a successful surgery or suffer the consequences. Once a Splintered Elbow has undergone a failed surgery, you can no longer use two-handed ranged weapons. If you already have this Drawback, you permanently lose 9% Combat.
86 to 92	Vitreous Hemorrhage	Until fully Recuperated, you cannot see as you're blinded. You must undergo a successful surgery or suffer the consequences. Once a Vitreous Hemorrhage has undergone a failed surgery, you gain the Black Cataract Drawback. If you already have this Drawback, you permanently lose 9% Perception.
93 to 100	Severed Artery	An arterial spray of blood marks your doom; you are instantly Slain!



SACRIFICING FATE POINTS

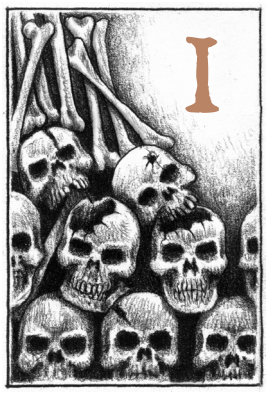
Gods be damned if you're going out like that! When facing certain death, you can politely tap the shoulder of whatever god (or Abyssal Prince) who watches over you to intervene on your behalf.

At any point in time when you feel it's appropriate during a game session – even outside of combat – you may sacrifice 1 Fate Point to save yourself from being Slain! or to ignore any one Injury. Following the sacrifice, your GM may simply allow your Character to soldier onwards or have them fall unconscious. They'll decide what best fits the narrative. Remember: Fate Points are a rare commodity, earned when your Order Rank grows or as a special reward by the GM. Sacrifice them wisely!

FINAL NOTE ABOUT COMBAT

Combat in **ZWEIHÄNDER** is designed to be exciting, riveting and brutal. A variety of dynamic circumstances can rapidly change the battlefield conditions, presenting all-new challenges that require you to use Skill Tests beyond making attacks. You can use them to your advantage, such as leaping behind cover and using it to impede your enemy's attacks against you. At other times, these conditions can impose incredible difficulty upon all Characters, such as inclement weather rendering ranged weapons useless. Ask your GM about the environment you're fighting in, for opportunities that may pose benefits or drawbacks during battle. Be open, and remain alert for narrative cues the GM may present.

HAZARDS & HEALING



In a grim & perilous world, Characters frequently find themselves in situations fraught with danger. They face sword blows from marauders and gunshots from highwaymen, the clawing of Orx and the toxic breath of mutants, but there are many other ways that they can perish. Raging infernos, drugged foods, exhaustion, plummeting from upon high and even the poisonous effects of alcohol can all whittle down the weary. If it were not for enterprising barber surgeons and apothecaries, the lichyards would be overflowing with the bones of the dead!

Categorized below are several types of natural hazards you will face in a game of **ZWEIHÄNDER**. They include Disease, Disorder, Extreme Weather, Falling, Fire, Intoxication, Poison, Sleep Deprivation, Starvation and Suffocation. The following outlines these hazards and related effects, along with how to recover steps on both your Damage and Peril Condition Tracks (as previously indicated in **Chapter 8: Combat**). Finally, 'Materia Medica' at the end of the chapter outlines how you can prepare medicines and other dangerous substances.

SUFFERING DAMAGE & PERIL

Some hazards inflict Damage or Peril. Unlike in combat, Damage cannot be Dodged or Parried, however it may be allayed in certain cases. Those situations are covered below, independent of this universal rule. Whenever Damage or Peril is considered, treat it as such for purposes of determining their related Thresholds:

DAMAGE

- If Total Damage inflicted exceeds base Damage Threshold, they move one step down the Damage Condition Track negatively.
- If Total Damage inflicted exceeds 6+Damage Threshold, they move two steps down the Damage Condition Track negatively.
- If Total Damage inflicted exceeds 12+Damage Threshold, they move three steps down the Damage Condition Track negatively.
- If Total Damage inflicted exceeds 18+Damage Threshold, they are instantly Slain!

PERIL

- If Total Peril inflicted exceeds base Peril Threshold, they move one step down the Peril Condition Track negatively.
- If Total Peril inflicted exceeds 6+Peril Threshold, they move two steps down the Peril Condition Track negatively.
- If Total Peril inflicted exceeds 12+Peril Threshold, they move three steps down the Peril Condition Track negatively.
- If Total Peril inflicted exceeds 18+Peril Threshold, they are instantly Incapacitated!

DISEASE

Death by sickness is a given in a grim & perilous world. An outbreak of sickness can sweep across the land, wiping out the weak and elderly. Many believe that illness is borne from impiety, a cruel curse waged upon the people by uncaring Abyssal demons and angry gods. The poor and unwashed beseech priests for benedictions, making petty sacrifices to please the gods. The middle class cling to apothecaries and barber surgeons, handing over whatever riches they have to alleviate themselves from pain. The rich look to physicians, trained in academies to lance boils, bleed sores and apply unguents. Universally, physicians are no more effective than barber surgeons when it comes to treating disease. Both produce quacks of all stripes, venal charlatans who are no different than buskers who roam the street. The only differences are the lack of funds in the case of a barber surgeon or a fancy certificate illustrating to would-be patients that their physician may be trusted. Priests simply believe both camps are apostates, as vivisection is widely regarded as bordering on heresy.

SPREAD OF DISEASE

Diseases can be spread in several ways. Each Disease has a specific case in how it can pass to a potential victim. While not wholly scientific, they may help give your Character a frame of reference to for when they perceive world (and all its superstitious ways) around them:

INGESTION: Eating befouled foods where a cook's wounds or sores have wept openly into the stew can result in contamination. Even though most adventurers take great pains to keep their foodstuffs from becoming moldy, they can still produce parasitic illnesses. The most common diseases spread through ingestion are Bloody Flux and Filth Fever.

MIASMA: Disease can be spread through 'night airs'; times of terrible pollution and the stench emitting from rotten trash or burnt plague victims. Passing through an area where miasma is present may precipitate Characters being exposed to disease. The most common diseases spread by miasma are Grey Plague and Red Death.

TOUCH: Disease can also be spread by contact. Traditionally, it requires the exchange of bodily fluids with the infected. However, some diseases are so aggressive that a mere touch could pass it to others. The most common diseases spread by touch are Orx-molt and Venereal Disease.

WOUNDING: The fetid and filthy claws of ghouls and other disgusting creatures can pass sickness through infected cuts and wounds. Should a wound prove bad enough to Injure a Character, it has a chance of passing a disease onwards. The most common diseases spread by wounding are Chaotic Rot and Tomb Rot.

DISEASE FORMAT

Every Disease in **ZWEIHÄNDER** is represented using this format:

RESIST: When exposed to a Disease, a Character must initially make a successful Toughness Test – with the Difficulty Rating indicated in its description – or else contract its effects. Its effects take place almost immediately and lasts over the course of its duration. However, if they Critically Fail the Toughness Test, a Character immediately suffers the effects and gains 3 Corruption.

DURATION: Most diseases have a set period of time during which their effects run. Once this duration is up, the effects go away. However, a rare few have a duration of 'until cured', which requires special treatment or circumstances to turn in your favor.

EFFECT: Over the course of the disease's duration, you must take into account its effects. It will also explicitly instruct you when to refer to its effects.

TREATMENT: The effects of diseases may be lessened in some cases through treatment and instructions on how to treat a patient are covered here. While some diseases will respond to treatment, not many can be cured. Any disease can immediately be cured after imbibing a rare Magickal cure-all called Panacea, which you'll learn more about in **Chapter 10: Grimoire.** Further, if you are suffering from multiple Diseases, each must be treated individually.

BLOODY FLUX

Blood in your feces, dehydration, general weakness and inability to focus are symptomatic of the Bloody Flux. Your stools become watery, causing your bowels to cramp in a most uncomfortable manner. The squalor found among the cities and soldiers' camps makes this uncomfortable Disease easier to spread from person to person. Blood sausages, spicy foods and eel pies are oftentimes prescribed to ward away its effects, along with a makeshift diaper to catch the sudden flows of excrescence that are the most obvious and noxious symptoms of the Bloody Flux.

Resist: (Trivial +30%) Toughness Test
Duration: 1D10+1 days
Effect: Over the course of the duration, you awaken each day suffering 2D10+2 physical Peril.
Treatment: Unlike many other diseases, someone suffering from Bloody Flux can treat themselves. You must use a bottle of rotgut and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If you succeed at a (Trivial +30%) Toughness Test, you do not suffer its effects the following day. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

ADDED HARDSHIP

Sometimes, the GM may adjust the Difficulty Ratings in this chapter. For instance, depending on the quality of the tools (or lack thereof), how sanitary (or flea-ridden) the conditions are where a procedure is taking place (preferably not bleeding on a donjon's floor) and whether you were wounded by unclean creatures or rendered in an unsanitary environment (such as a bog, sewer or midden), it may provide additional reasons to make your Heal Test more difficult.

CHAOTIC ROT

A terrible pox, the Chaotic Rot is inflicted upon innocent souls indiscriminately. It is considered to be one of the Abyssal Prince of Decay's greatest works, a terrible contagion

spread by powerfully malign mutants. Characterized by bouts of forgetfulness that escalate into total memory loss, this ailment slowly rots the brain from the inside out. It is the most rapacious of all diseases, one that not only eats the brain, but also eats at the soul. As the disease takes hold, the afflicted often either attempt to take their own lives to end the pain or seek succor from dark gods to lift this terrible sickness from them. Those who follow such a corrupted path risk a fate far worse than death.

Resist: (Arduous -30%) Toughness Test
Duration: Until cured
Effect: Over the course of the duration, you permanently lose one Skill Rank in any Skill of the GM's choice each week. Note that should you ever lose all of your Skill Ranks, you have two choices: your Character is Slain!, or is reduced to a creature of the GM's choosing.
Treatment: To have a chance at being treated, you must undergo psychosurgery once a week. Psychosurgery is fully covered later in this chapter. If they succeed at an (Arduous -30%) Heal Test, you do not suffer the effects for the following week. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

FILTH FEVER

A terribly disgusting disease, it quickly debilitates those who are exposed to it. Wading through a midden or traipsing through bogs and sewers can expose would-be adventurers to Filth Fever. It inhibits the body's ability to recover appropriately and causes mental fortitude to grow more severe.

Resist: (Routine +10%) Toughness Test
Duration: 1D10+1 days
Effect: Over the course of the duration, you cannot recover steps on your Peril Condition Track whatsoever.
Treatment: In order to treat a patient suffering from Filth Fever, a caregiver must have a Skill Rank in Heal, a dose of Mandrake Root and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If they succeed at a (Routine +10%) Heal Test, you do not suffer the effects for the following day. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

GREY PLAGUE

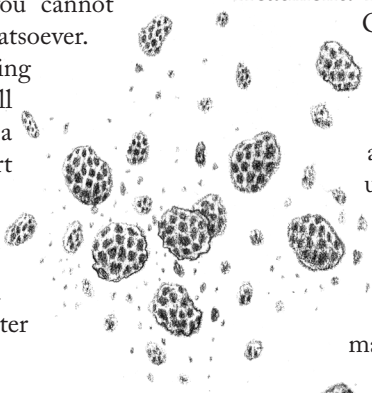
Sometimes also referred to as 'greyscale', the Grey Plague is a relentless disease. It tends to take hold over those who live in damp conditions, affecting the very young or very old. The afflicted exhibit oddities upon their flesh, hardening their skin like thin scales – thus its namesake. It leaves limbs dead and atrophied, causes feverish episodes periodically and even moments of epilepsy before the offending limbs must be removed. For all of its victims, it is a death sentence – albeit a slow, painful one. Cowbells and personal clappers are often forced upon its victims, to warn others of their dire illness as they go about their suffering.

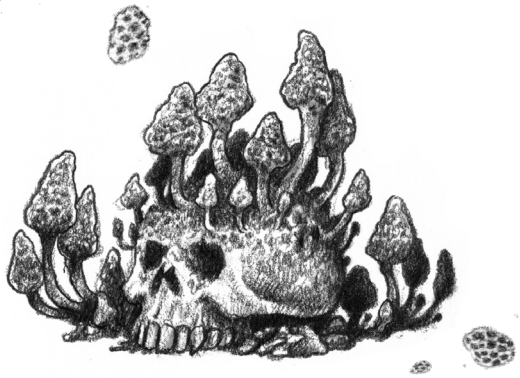
Resist: (Challenging -10%) Toughness Test
Duration: Until cured
Effect: Over the course of the duration, you permanently lose 3% Agility each week.
Treatment: In order to treat a patient suffering from the Grey Plague, a caregiver must have a Skill Rank in Heal, have access to surgical tools, a vial of holy water and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If they succeed at a (Challenging -10%) Heal Test, you do not suffer the effects for the following week. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

ORX-MOLT

Orx-molt is a frightening consequence of the violence Orx bring upon civilized society. This body-wracking disease is spread by Orx-spore, commonly found growing in WAAAR! Horde encampments. Once its spores settle into wounds, it begins to quickly grow across the body, as tiny 'shelves' of fungi fester in the mucus membrane and sprout from embarrassing orifices. It is not easily treated, and those who are killed by other means are revived by it, as they literally slough off their old flesh and emerge into the form of a vile Low Orx.

Resist: (Standard +/-0%) Toughness Test
Duration: Until cured
Effect: Over the course of the duration, you permanently gain 1 Chaos Rank each week. If you suffer a Disorder during this time, you are instead Slain! and arise upon the new moon as a Low Orx.
Treatment: In order to treat a patient suffering from Orx-Molt a caregiver must have a Skill Rank in Heal, have access to surgical tools, a quintessence of Royal Water and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If they succeed at a (Standard +/-0%) Heal Test, you do not suffer the effects for the following week. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.





RED DEATH

The Red Death propagates indiscriminately, a violent disease that sickens – and kills – all it infects. Unlike other maladies, it is more insidious and soul-corrupting than any other. It devours both the flesh and the mind, driving even the most level-headed insane with visions in their sleep. Nightmares eventually give way to physical symptoms. Over the course of a few short weeks, hemorrhaging erupts beneath the armpits, around the neck and below the eyes. The eyes and other open sores begin to 'weep' blood. Victims of the Red Death tend to take their own lives at this point, given the grotesquery they have become.

Resist: (Hard -20%) Toughness Test
Duration: Until cured
Effect: Over the course of the duration, you permanently gain 1 Chaos Rank each week. If you suffer a Disorder during this time, you are instead Slain! and arise upon the new moon as a Reanimated Corpse.
Treatment: In order to treat a patient suffering from Red Death, a caregiver must have a Skill Rank in Heal, have access to surgical tools, a crystal of cinnabar and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If they succeed at a (Hard -20%) Heal Test, you do not suffer the effects for the following week. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

TOMB ROT

Only the foolhardy contract this illness. It is particularly found and spread by would-be adventurers and inexperienced grave robbers. Infection is a tell-tale sign to healers that their patient is likely a criminal who is guilty of at least attempting to rob the dead of their jewels and belongings.

Resist: (Easy +20%) Toughness Test
Duration: 1D10+1 days
Effect: Over the course of the duration, you cannot recover steps on your Damage Condition Track whatsoever.
Treatment: In order to treat a patient suffering from Tomb Rot, a caregiver must have a Skill Rank in Heal, a sprig of wolfsbane and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If they succeed at an (Easy +20%) Heal Test, you do not suffer the effects for the following day. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

VENEREAL DISEASE

There are many names for these sort of illnesses – the clap, sailor's pain, the drip, great pox or hot piss – all evocative in their own way, but the resulting discomfort is generally the same. Its treatment sometimes involves using an iron catheter to insert mites and lice into the genitalia. Terribly embarrassing and potentially fatal, Venereal Disease can persist over a lifetime.

Resist: (Standard +/-0%) Toughness Test
Duration: Until cured
Effect: Over the course of the duration, you permanently lose 3% from Brawn every week.
Treatment: In order to treat a patient suffering from Venereal Disease, a caregiver must have a Skill Rank in Heal, have access to surgical tools, an ampule of Quicksilver and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If they succeed at a (Standard +/-0%) Heal Test, you do not suffer the effects for the following week. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

DISORDER

Medicine is esoteric, as are the ways of the mind. More often than not, the afflicted are simply locked away, dashed over the rocks of a high sea-side cliff or condemned by would-be Inquisitors as prisoners of a sort. Eradicating Disorders is not unheard of, but success is a rare outcome. At worst, attempts to cure a Disorder send the mad spiraling further down into their Disorders, ever closer towards the brink of utter damnation.

There are two known ways to help the sick reverse some of the damage inflicted upon their fragile minds; the first is suppression and the second is psychosurgery.

SUPPRESS DISORDER

All manner of drugs wrought from mercury, snake oil and other odd remedies have been prescribed by would-be apothecaries and charlatans to treat Disorders. Imbibing rare liquid metals have worked in some cases, while poisoning others to death. Resting with a red hen at your side in bed may seem like quackery, but patients note they gain some relief at times from such absurd prescriptions! However, no chemical or herbal concoction can truly cure a Disorder. At best, they can suppress a Disorder's effects for a time, such as through the use of Quicksilver.

After injecting an ampule of Quicksilver, you may ignore a Disorder's effects for 24 hours, but immediately suffer 1 Corruption.

PERFORM PSYCHOSURGERY

Through a most heinous and barbaric practice, some physicians – and even barber surgeons – have managed to cure Disorder through ablation of the flesh. Using all manner of deadly instruments, they can attempt to 'bleed out', or corkscrew their way into the patient's brain. Seepage of the internal fluids may draw out the corruptive influence of a Disorder, cutting away at the mutated flesh as a way to purge it from the body. However, it can do irreparable damage… which may lead to death anyway.

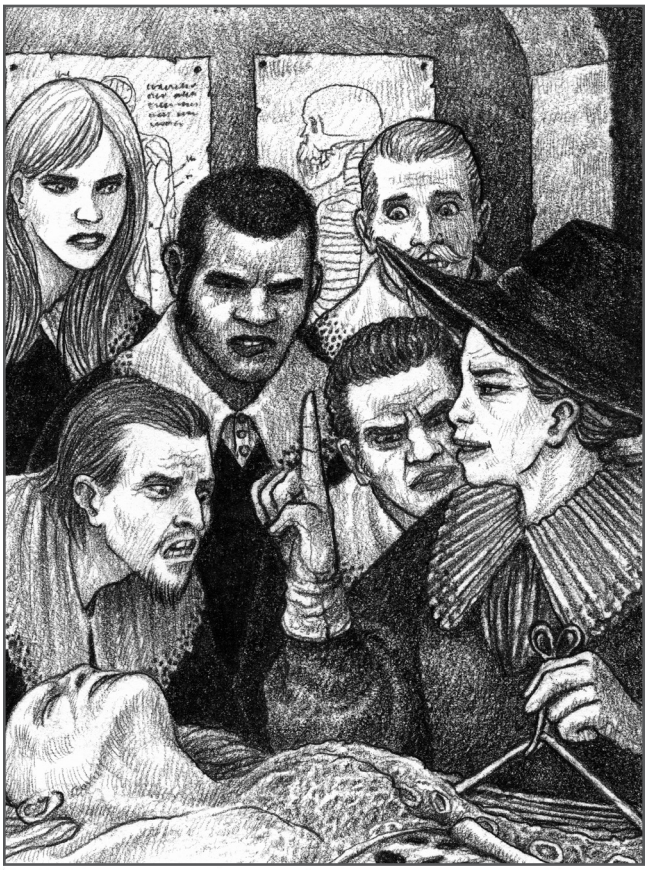
A Disorder or Chaotic Rot can be treated by a surgeon with a successful Heal Test. A patient may only be treated in this manner once a week, no matter whether it is successful

or not. However, the more Chaos Ranks the patient has gained, the worse the Difficulty Rating of the Heal Test gets:

- **0 to 1 Chaos Ranks:** (Trivial +30%) Heal Test
- **2 Chaos Ranks:** (Easy +20%) Heal Test
- **3 Chaos Ranks:** (Routine +10%) Heal Test
- **4 Chaos Ranks:** (Standard +/-0%) Heal Test
- **5 Chaos Ranks:** (Challenging -10%) Heal Test
- **6 Chaos Ranks:** (Hard -20%) Heal Test
- **7 to 9 Chaos Ranks:** (Arduous -30%) Heal Test

To have a chance at performing psychosurgery, a surgeon must have a Skill Rank in Heal, have access to surgical tools, an ampule of Quicksilver, a bottle of leeches and a Bandage (all of which are expended as part of the treatment) and be left uninterrupted for at least 1D10+1 hours. The patient must convalesce for 1D10+1 days following psychosurgery, regardless of success or not.

If treated with a successful Heal Test, the patient's Chaos Ranks are reduced to zero and the Chaotic Rot they are suffering from is cured. A Critical Success has the same results as above, while also curing their Disorder. Failure results causes the victim to permanently lose 9% Willpower, whereas a Critical Failure causes the patient to be Slain! immediately.



EXTREME WEATHER

Beasts of an older age, sanctimonious zealots and ruthless bailiffs harry the road at all corners. But beyond the reach of a monster's claw and the tip of a highwayman's sword lay a more natural but honest opponent – the world around you. A terrible storm may befall you and your comrades, proving to be as formidable as a miserly tax collector with hired swords lying in wait to extort your hard-earned silver from your bruised hands.

FROSTBITE

Frostbite typically occurs as the result of becoming Incapacitated! while in tundra-like conditions. Once you suffer from Frostbite, you can no longer recover steps on your Damage and Peril Condition Tracks by normal means. You also run the risk of losing fingers, toes or even whole appendages. It can only be treated by a trained healer.

TREAT FROSTBITE

Frostbite can be treated by a healer with a successful Heal Test. You may only be healed in this manner once every hour, no matter whether it is successful or not. Depending on where you're at on the Damage Condition Track, the worse the Difficulty Rating of the Heal Test gets:

- **Unharmed:** (Easy +20%) Heal Test
- **Lightly Wounded:** (Routine +10%) Heal Test
- **Moderately Wounded:** (Standard +/-0%) Heal Test
- **Seriously Wounded:** (Challenging -10%) Heal Test
- **Grievously Wounded:** (Hard -20%) Heal Test

In order to treat a patient suffering from Frostbite, a caregiver must have a Skill Rank in Heal, have access to surgical tools, a Bandage (which is expended as part of the treatment), a lit campfire and be left uninterrupted for at least 1 hour. If the patient has any untreated Grievous Injuries, they must be attended to first before being having the Frostbite treated.

With a successful Heal Test, Frostbite goes away and you can begin to recover steps on your Damage and Peril Condition Tracks normally. A Critical Success causes your Frostbite to go away and you move one step up the Damage and Peril Condition Tracks positively. Failure results in the loss of 1D6-1 fingers or toes. For every toe lost, you permanently lose 1% Brawn. If you lose all toes, you gain the Veteran's Boot Drawback. For every finger lost, you permanently lose 1% Agility. If you lose all fingers, you gain the Veteran's Hand Drawback. A Critical Failure causes you to lose a whole foot or hand regardless, as you immediately suffer either the Veteran's Boot or Veteran's Hand Drawback.

If a successful treatment isn't provided for Frostbite within 24 hours, you automatically gain either the Veteran's Boot or Veteran's Hand Drawback.

HEATSTROKE

Heatstroke typically occurs as the result of becoming Incapacitated! while in desert-like or high heat conditions. Once you suffer from Heatstroke, you can no longer recover steps on your Damage and Peril Condition Tracks by normal means. You also run the risk of damaging your brain. It can only be treated by a trained healer.

TREAT HEATSTROKE

Heatstroke can be treated by a healer with a successful Heal Test. You may only be healed in this manner once every hour, no matter whether it is successful or not. Depending on where you're at on the Damage Condition Tracks, the worse the Difficulty Rating of the Heal Test gets:

- **Unharmed:** (Easy +20%) Heal Test
- **Lightly Wounded:** (Routine +10%) Heal Test
- **Moderately Wounded:** (Standard +/-0%) Heal Test
- **Seriously Wounded:** (Challenging -10%) Heal Test
- **Grievously Wounded:** (Hard -20%) Heal Test

In order to treat a patient suffering from Heatstroke, a caregiver must have a Skill Rank in Heal, Smelling Salts, a jug of water (which are both expended as part of the treatment) and be left uninterrupted for at least 1 hour.

With a successful Heal Test, Heatstroke goes away as you awaken and can begin to recover steps on your Damage and Peril Condition Tracks normally. A Critical Success causes your Heatstroke to go away and you recover one step up the Peril Condition Track positively. Failure results in damaging your brain, as you permanently lose 3% Willpower. A Critical Failure causes you to immediately suffer the Dunderhead Drawback. If you already have this Drawback, you permanently lose 6% Willpower.

If a successful treatment isn't provided for Heatstroke within 24 hours, you are Slain! instead.

FALLING

Clinging perilously to the side of a tower, you climb further and further upwards. Ever-distant is the top-most edge, rimmed with grotesque gargoyles watching you with malevolent grins. One small misstep and you'll be worm food.

FALL ONTO A HARD SURFACE

Depending on the distance, you suffer Damage equal to 1D10+the number of yards you fell. This ignores any Damage Threshold Modifier your armor may confer. Unlike Damage done during combat, you do not suffer Injuries from a fall. Should you fall a number of yards in excess of 3+your [BB], you must succeed at an (Arduous -30%) Toughness Test or else be Incapacitated! from the fall, unable to walk or use Movement Actions until your Damage & Peril Condition Tracks are restored to Unhindered and all Injuries fully Recuperated from.

> Hamish Claviger Critically Fails an Athletics Test to climb up a nearly-sheer cliff and plummets towards his doom. He falls 15 yards, and suffers 1D10+15 Damage. As Hamish's [BB] is equal to 7 (3+[BB] of 4), he must succeed at a Toughness Test to withstand being Incapacitated!, unable to walk away from the fall.

FALL INTO WATER

If you fall into water that is at least half as deep as the distance you fell, reduce the yards you fell by 9 for purposes of lessening Damage you suffered (to a minimum of 1 yard).

> Leopold Coventry Critically Fails an Athletics Test to climb the walls of a castle and falls back down into the moat. This may cushion his fall. He falls 15 yards and the water is easily 8 yards or deeper. Normally, he would have suffered 1D10+15 Damage. Instead, the GM adjusts the Damage to 1D10+6 as if Leopold fell 6 yards.

FIRE

Fire cooks food and warms homes, but it can also ravage houses, raze settlements and be used for torture. Survivors end up mutilated and grotesque, their skin burned nearly down to the bone. Over time, the flesh may mend, but the scars will always remain.

AVOIDING FLAMES: Whenever you are first exposed to fire and every minute thereafter, you must succeed at a Coordination Test. The ferocity of the fire sets the Difficulty Rating for Resisting its effects. If you succeed, you pat out the flames and move onwards. If you Critically Succeed, you may automatically succeed at the next Coordination Test you make while avoiding the flames. If you fail the Test, you are exposed to flames and suffer Damage. However, if you Critically Fail this Test, you are both exposed to flames and set On Fire. Damage caused by Fire doesn't inflict Injuries.

MILDLY DANGEROUS

Examples of mildly dangerous fires include candles, cooking oil, hot coals and lamps.

Resist: (Routine +10%) Coordination Test
Effect: You immediately suffer 1D10+1 Damage from fire.

MODERATELY DANGEROUS

Examples of moderately dangerous fires include camp fires, bottle bombs, hearths and burning torches.

Resist: (Standard +/-0%) Coordination Test
Effect: You immediately suffer 2D10+2 Damage from fire.

SERIOUSLY DANGEROUS

Examples of seriously dangerous flames include boiling oil used during a siege, burning buildings, forest fires and massive conflagrations.

Resist: (Challenging -10%) Coordination Test
Effect: You immediately suffer 3D10+3 Damage from fire.

ON FIRE: Unlike Damage in combat, you do not suffer Injuries from fire, but still face the potential for a fiery demise.

Whenever a Character is exposed to fire and their condition on the Damage Condition Track drops to Lightly Wounded, there is zero risk for being set On Fire. Once their condition on the Damage Condition Track drops to Moderately Wounded, they must roll a 1D6 Chaos Die. When their condition on the Damage Condition Track drops to Seriously Wounded, they must roll 2D6 Chaos Dice or 3D6 Chaos Dice when their condition on the Damage Condition Track drops to Grievously Wounded. If the result is one or more face '6' on any of the Chaos Dice, they are On Fire.

Whenever you are On Fire, you immediately suffer 3D10+3 Damage and every minute thereafter.. Immersing yourself in water or smothering the fire with a heavy blanket immediately ends this condition.

INTOXICATION

In a grim & perilous world, it is not uncommon for Characters to drown their sorrows in the depths of a bottle. Some get stinking drunk, relieving themselves openly in public (or in their pants). Others grow increasingly belligerent, picking fights with anyone who looks at them the wrong way. The introspective attempt to pontificate upon the mysteries of the world and philosophize openly with those nearby (much to the chagrin of friends and strangers). One thing is a certainty: many questions but few answers have been found at the bottom of a cup. Why adventurers continue to subject themselves to the demon drink is hard to say. It may provide fleeting joy, but remains a poor excuse for a cure.

LIQUID COURAGE

For every hour you drink, make a Toughness Test based on what you're imbibing (with the Difficulty Rating becoming worse for each hour you drink). This means if you drank wine on the first hour, it would be a (Standard +/-0%) Toughness Test, but for the second hour it would be (Challenging -10%), the third hour (Hard -20%) and so on. If you mix different alcohols, assume the worst of the two or more types of liquor you drank. Failure results in Intoxication, whereas a Critical Failure results in becoming immediately Incapacitated! from Intoxication. You may always choose to automatically fail your Toughness Test to become Intoxicated, however.

- **Cheap wine:** (Easy +20%) Toughness Test
- **Mead:** (Routine +10%) Toughness Test
- **Good wine or rotgut:** (Standard +/-0%) Toughness Test
- **Spirits:** (Challenging -10%) Toughness Test
- **Dwarven beer:** (Hard -20%) Toughness Test

While Intoxicated, you gain a +3 Damage Threshold, immediately suffer 3D10+3 physical Peril and 1 Corruption. Intoxication lasts for six hours. If for some reason you are Incapacitated! while Intoxicated, you fall unconscious for six hours. You cannot recover your Peril Condition Track for 24 hours after being Intoxicated, as you suffer from a hangover.

POISONS

It is commonly said that Poison is the weapon of women, the craven and eunuchs. It's also the weapon of choice for sophisticated assassins who wish to kill their targets with the least fuss possible. Slayers even make use of Poisons, using them to render creatures either paralyzed or dead. However, some can produce euphoric effects, enhancing the abilities of Characters, but at the cost of potential addiction. While some Poisons can be cured with an antidote, others simply have no antidote and victims of such Poisons have no choice but to suffer and wait out their effects.

POISON USE: Unless otherwise noted, all Poisons can be placed into food in liquid form or applied to a weapon when rendered into a paste. However, Poisons evaporate within three hours when exposed to open air.

There are three main families of Poisons, with many subtypes of Poisons belonging to each:

DELIRIANTS

Deliriants are made from plant materials by apothecaries looking to make a quick handful of coins. Deliriants are all hallucinogenic, abused by those seeking to escape the world around them in a drug-induced haze. Deliriants are seriously habit-forming, mind-altering and potent enough to possibly kill their users. However, most Deliriants provide a modicum of benefit and are used by aspirants of strange cults, administered as treatments for the insane and taken by dervishes or other marauders to withstand pain. However, this comes at the cost of potentially maddening influence.

EXPOSURE TO DELIRIANTS: The effects of a Deliriant immediately take hold within 1 hour of ingestion. For each dose taken, you suffer 1 Corruption. In addition, each dose dulls your senses while putting you at risk for paralysis.

When under the influence of one dose, treat all failed Perception-based Skill Tests as Critically Failed instead. When under the influence of two doses, you suffer the same effects as above and treat all failed Willpower-based Skill Tests as Critically Failed instead. When under the influence of three doses, you suffer the same effects as above and treat all failed Brawn-based Skill Tests as Critically Failed instead. If for some reason you are Incapacitated! while exposed to a Deliriant, you fall unconscious for six hours. Afterwards, your Peril Condition Track is not restored as if you had rested.

There is no known cure to break the hold of a Deliriant. It must simply run its course. Note that Deliriants only affect living victims; creatures that are classified as Abyssal or Supernatural are unaffected.

BLACK LOTUS

This Deliriant is a powerful opiate, found deep in the jungles and forests of the world. It is either smoked or ingested, causing moderate hallucinations. It opens the mind and psyche to visions. If taken in large enough doses, it can prove fatal.

Effect: When affected by one dose, add a +10% to Willpower for three hours. When affected by two doses, add a +20% to Willpower for six hours. When affected by three doses, add a +30% to Willpower for nine hours.

MANDRAKE ROOT

Thought to be the only anthropomorphic root in the world, it has a notorious 'scream' whenever it is plucked from faerie circles. Wilderness folk are careful to plug their ears with wax before pulling it from the ground, as it is well known that this scream can kill a man. The root is incredibly powerful, well-regarded by doctors as a treatment for curing the insane. It is also a powerful reagent used by occultists for their profane Magicks.

Effect: When affected by one dose, add a +1 to Peril Threshold for three hours. When affected by two doses, add +2 Peril Threshold for six hours. When affected by three doses, add +3 Peril Threshold for nine hours.

RED CAP MUSHROOM

These hallucinogenic mushrooms are highly sought after by Orx, marauders and sportsmen alike. Ingesting these fungi can arouse frenzy, rendering pain impotent as the imbiber becomes 'mad as a hatter'.

Effect: When affected by one dose, add +1 to Damage Threshold for three hours. When affected by two doses, add +2 Damage Threshold for six hours. When affected by three doses, add +3 Damage Threshold for nine hours.

TOXINS

Toxins are produced by combining rare chemicals and plant matter, carefully mixed in an alchemist's laboratory. While not as powerful as Venoms, this class of Poison is manufactured to affect specific creatures' physiology. Geared specifically for those creatures, they otherwise cause stomach pains with those they're not designed to affect. Hedgewise and Apothecaries produce Toxins, with Slayers as their primary clientele.

EXPOSURE TO TOXINS: When coming into contact with a Toxin, you must attempt to withstand being Poisoned for each dose suffered. If you come into contact with one dose, it requires a (Routine +10%) Toughness Test. If coming into contact with two doses, it requires a (Standard +/-0%) Toughness Test. If in contact with three doses, it requires

a (Challenging -10%) Toughness Test. Upon failure, you suffer the effects as outlined. However, should a victim ever Critically Fail their Toughness Test to withstand Toxins, you are Slain! once the Toxin runs its course.

There is no known cure to break the hold of a Toxin. Its effects must simply run their course.

ANIMALBANE

The most common of Toxins, it is used to drive away or subdue wild animals. In larger doses, it can calm an animal ready for the kill.

Special: Only affects creatures classified as an Animal
Effect: If subjected to one dose, it immediately causes the creature to flee for one minute. If subjected to two doses, it immediately causes the creature to flee for two minutes and reduce its Movement by 6. If subjected to three doses, the creature cannot use Movement Actions as it is paralyzed for three minutes.

BEASTBANE

Ancient creatures stir in this world. While sword and gunshot may drive them away temporarily, this Toxin is used by Slayers to banish them permanently from this world. It inflicts crippling paralysis and renders the beast unable to withstand the death blow.

Special: Only affects creatures classified as a Beast
Effect: If subjected to one dose, it causes the creature to immediately suffer 1D10+1 physical Peril. If subjected to two doses, it causes the creature to immediately suffer 2D10+2 physical Peril. If subjected to three doses, the creature immediately suffers 3D10+3 physical Peril.

BLACKROOT

This Toxin is the hammer and shield against the mutant incursion. Much like Folkbane, it is attuned to attack the nervous system of Goblins, Orx and Skrzzak alike. Black as midnight and thick as molasses, it has the taste of buttery syrup to all other Ancestries. But for Mutants, it is death in a bottle.

Special: Only affects creatures classified as a Mutant
Effect: If subjected to one dose, it immediately causes the creature unable to use Reactions for one minute. If subjected to two doses, it causes the creature unable to use Perilous Stunts or Reactions for two minutes. If subjected to three doses, it causes the creature unable to use Movement Actions, Perilous Stunts or Reactions for three minutes.

DEMONBANE

Demonbane is one of the only ways to ward off creatures from beyond this world. With a pungent stench of rotten eggs and sulfur (much like the foes it seeks to ward away), it is secreted away by inquisitors and exorcists, as it is expensive and rare.

Special: Only affects creatures classified as Abyssal
Effect: If subjected to one dose, it causes the creature to immediately suffer 1D10+1 physical Peril. If subjected to two doses, it causes the creature to immediately suffer 2D10+2 physical Peril. If subjected to three doses, the creature immediately suffers 3D10+3 physical Peril.

FOLKBANE

This particular Toxin arrests the nervous system of the major Ancestries. Arresting the limbs and nerves, it can almost instantly debilitate and kill with the right dosage.

Special: Only affects creatures classified as a Humanoid (including player Ancestries)
Effect: If subjected to one dose, it immediately causes the creature unable to use Reactions for one minute. If subjected to two doses, it causes the creature unable to use Perilous Stunts or Reactions for two minutes. If subjected to three doses, it causes the creature unable to use Movement Actions, Perilous Stunts or Reactions for three minutes.

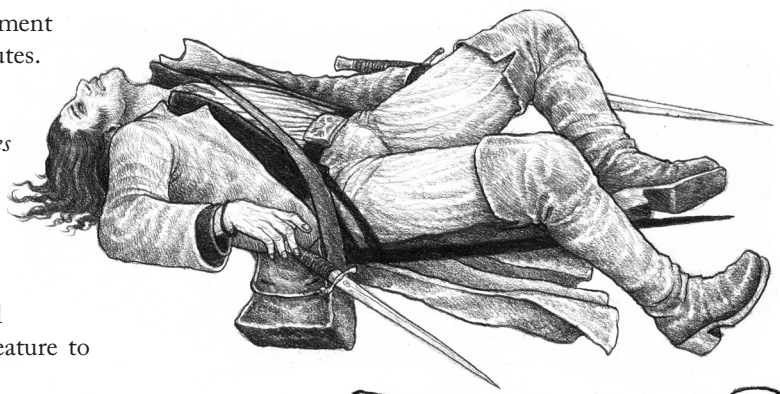
GRAVEROOT

Graveroot is yielded from a brew made from the roots of trees which have been planted at the head of a grave, plus wolfsbane and other rare herbs. It is an anathema to the unliving.
Special: Only affects creatures classified as Supernatural
Effect: If subjected to one dose, it immediately causes the creature to flee for one minute. If subjected to two doses, it immediately causes the creature to flee for two minutes and reduce its Movement by 6. If subjected to three doses, the creature cannot use Movement Actions as it is paralyzed for three minutes.

VENOM

Venoms are milked from various creatures, carefully harvested by beast tamers who capture and raise these creatures for this singular purpose. Traditionally, venoms are used to debilitate or kill their victims. They are extremely potent and costly to collect or purchase.

EXPOSURE TO VENOMS: As soon as you come into contact with a Venom, the effects immediately take hold – no matter how many doses a victim is exposed to. However, if they Critically Fail to Resist the effects of Venom, they are Slain! Immediately.



The effects of most Venoms on a living victim can be immediately cured by administering a single dose of Antivenom to them. Antivenom can be applied universally, nullifying any Venom's deadly effects.

SCORPION VENOM

This particular venom is milked from the stinger of nine scorpions. Handlers of these particular venoms must take great care to not be stung themselves, lest they alike suffer the effects in kind. The sting of this venom immediately paralyzes the nervous system of its victims, which can lead to their death.

Resist: (Standard +/-0%) Toughness Test
Effect: When subjected to scorpion venom, the victim must flip the results to fail any Skill Test which relies on sight. If not given an Antivenom within a number of hours equal to or less than the victim's [BB], they are Slain! immediately.

SNAKE VENOM

Snake venom is easy to come by, given the number of Poisonous snakes in swamps and fields. Pit vipers, cottonmouth and water moccasins are the most common species of snake captured for their venom. It leaves its victims in a fever dream, until they expire from pain.

Resist: (Challenging -10%) Toughness Test
Effect: If subjected to snake venom, the victim is left Incapacitated! and cannot recover their Peril Condition Track by any means. If not given an Antivenom within a number of hours equal to or less than the victim's [BB], they are Slain! immediately.

SPIDER VENOM

Only the deadliest of spiders can yield this venom. Taken from their glands, it must be harvested from at least nine spiders to create one usable dose. Spider venom leaves its victims delirious, unable to protect themselves. Eventually, it can lead to death from delirium.

Resist: (Routine +10%) Toughness Test
Effect: When subjected to spider venom, the victim cannot move whatsoever, left Helpless from paralysis. If not given an Antivenom within a number of hours equal to or less than the victim's [BB], death is imminent.

SLEEP DEPRIVATION

All living, breathing creatures must sleep. It is the primary requirement to recover on the Peril Condition Track.

If awake for more than 24 hours, you cannot recover from Damage or Peril until after you've slept six hours. For every 24 hours that pass, you suffer 2D10+2 mental Peril. Once reaching Incapacitated!, you fall unconscious until awakening 24 hours later. After resting, your Peril Condition Track recovers completely.

STARVATION

Living creatures must eat and drink to survive. Whether eating links of blood sausages, a head of cabbage with gravy, pork belly with radishes or even a bowl of watery soup, all living creatures need sustenance. Food and water is not always easy to come by. In extreme circumstances, they may resort to eating spoiled fruit, tree bark, plant roots, their own belt or shoes. In the worst of cases, they may even turn on themselves, consuming the flesh of their own kind (or when all else fails, eat themselves).

HUNTING & FORAGING: You can spend 1D10+1 hours tracking down animals, gathering berries, stocking up on water and other edibles. This gives enough days of food equal to your [PB], provided you succeed at a Survival Test. Naturally, some environments yield limited amounts of water and food, or even none at all.

You must eat at least one meal per day, consisting of at least bread and water. For each day that a meal is not eaten, you cannot recover from Damage or Peril until after you've eaten. In addition, you suffer 2D10+2 physical Peril if you don't eat daily. Should you continue not eating for a number of days greater than your [BB], you are Slain!.

SUFFOCATION

There are several cases where a person can suffer from asphyxiation. Choking in heavy smoke, being drowned in a shallow river or even inhaling dangerous gases; these all comprise the various ways Suffocation can take hold.

You can hold your breath a number of minutes equal to your [BB]. Afterwards, for every minute without breath, you suffer 2D10+2 physical Peril. Upon reaching Incapacitated!, you fall unconscious and are Slain! if not rescued within a number of minutes equal to your [BB].

KISS OF LIFE

If you've fallen unconscious from Suffocation, but are not yet Slain!, you can potentially be revived. However, the longer you have been unconscious, the worse the Difficulty Rating of the Heal Test gets:

- **1 minute:** (Trivial +30%) Heal Test
- **2 minutes:** (Easy +20%) Heal Test
- **3 minutes:** (Routine +10%) Heal Test
- **4 minutes:** (Standard +/-0%) Heal Test
- **5 minutes:** (Challenging -10%) Heal Test
- **6 minutes:** (Hard -20%) Heal Test
- **7 minutes or more:** (Arduous -30%) Heal Test

To have a chance of being revived with the kiss of life, a healer must be left uninterrupted for at least one minute.

With a successful Heal Test, you awaken, but remain Incapacitated!. Failure results in your remaining unconscious.

PERIL & DAMAGE

People within a grim & perilous world have a very archaic understanding of the human body. Germs and bacteria are unknown terminology, with most disease and ills being attributed to an excess of humors within the body, to a miasma or the influence of Abyssal spirits. Even the most renowned physicians command a very ill-conceived understanding of how the body truly works. Worse, quacks, charlatans and other snake oil peddlers muddy the medical field, such that finding a legitimate doctor is a trial unto itself. Despite these misunderstandings, the Heal skill represents not only the knowledge of physiology, but of its interconnection to the spiritual world around it. That means you'd better pay and pray, because you're going to need all the help you can to get back on the mend.

MAGICKAL HEALING?

In a grim & perilous game, healing potions, spells and resurrection from the dead aren't easy options, nor readily available. Those who thrust themselves into the jaws of hell must rely on Barber Surgeons and trained Plague Doktors to treat their wounds. Fortune and Fate Points may help bridge the gap between bad dice rolls and circumstance, but don't throw yourself into a situation where you're counting on either to save your hide. After all – who knows when you'll need that Fate Point next?

PERIL CONDITION TRACK

Unlike Damage, the Peril Condition Track is a temporary setback caused by excessive physical or mental strain. It may be caused by a Chokehold, fatigue from travel, the stresses of courtly intrigue, the results of a horrifying situation or the myriad other perilous conditions spelled out in **Game Mastery Chapter in ZWEIHÄNDER Revised Core Rulebook**. Depending on where you are on the Peril Condition Track, it will determine what penalties you suffer for all Skill Tests until you have recovered. There are six distinct steps which make up the Peril Condition Track:

- **Unhindered:** You are the very model of health and face no adversity whatsoever. You face no road weariness, anxiety or other mental states... *yet*.
- **Imperiled:** Although you're operating under a minimal amount of strain, you should consider all choices with more care.
- **Ignore 1 Skill Rank:** The pressure is on, and you can feel it. Your brow beads with sweat and you are more ponderous and slower with all actions. When in this state, you must ignore one of your Skill Ranks when taking any action.
- **Ignore 2 Skill Ranks:** You are toiling with every step you take, as your mind is filled with anxiety. Likely, you're suffering from intense doubt, worn to a frazzle or a combination of both. When in this state, you must ignore two of your Skill Ranks.
- **Ignore 3 Skill Ranks:** You can barely hold on. You're facing a significantly reduced chance to succeed at any task, but hold on... help may be on the way! When in this state, you must ignore all three of your Skill Ranks when taking any action.
- **Incapacitated!:** Your body betrays you, dragging with every step. When in this state, you cannot succeed at any Skill Test, no matter what Talents, Traits or special situations normally play into your favor. In addition, you immediately suffer 6 Corruption when you are Incapacitated!.

REST TO RECOVER

You can improve your condition on the Peril Condition Track with rest. To recover, you must find a place of warmth and safety and then sleep. This can be round a camp fire, in a temple sanctuary, on a floor of an inn common room, but wherever it is, there must be little to no danger to your person and you must get at least six hours of uninterrupted sleep. After resting, you move all steps up the Peril Condition Track positively to Unhindered.

RESTING IN UNSAFE PLACES: If you are sleeping upon a cold dungeon floor, in the bed of a prostitute, on the floor of a wine sink, in a back alleyway, in a dangerous area outside or somewhere that there may be an inherent risk to your safety, you still need to be left to sleep uninterrupted for six hours. After resting, your Peril Condition Track can only ever recover to Imperiled while in unsafe places.

USE SMELLING SALTS

After inhaling a capsule of Smelling Salts, you move one step up the Peril Condition Track positively, but suffer 1 Corruption. For instance, if you were Imperiled, you are now Unhindered. You can only recover from your current status on your Peril Condition Track in this manner with one capsule within a 24 hour period. Inhaling more than one capsule during that period has the opposite intended effect.

DAMAGE CONDITION TRACK

You'll find that the healing process in **ZWEIHÄNDER** is oftentimes a lengthy proposition, as Characters carry their wounds over from session to session. Your Damage Condition Track paints a portrait of how wounded a Character may be while informing other players how the Party is holding up. It effectively acts to inform a Character's allies as to where to assign support and focus. Cohesion amongst allies can make all the difference, resulting in a greater chance of success and survival rate.

It is a good idea when players begin combat or at the beginning of a game session to announce to everyone around the table where their Character is on the Damage Condition Track. The bottom line is that if your Character is hurt – tell everyone about it, so they'll throw someone else in front of those marauding chaos berserkers! There are six distinct steps which make up the Damage Condition Track:

- **Unharmed:** You may have old wounds that are scarred up and scabbed over, stitches and sutures that no longer threaten to open up or Bandages that cover lacerations and bruises. Carouse with friends, cavort with strangers, "make it rain like m'lords do", slum it up or go pick a fight – you're the very picture of good health.
- **Lightly Wounded:** You have small cuts, light bruising and perhaps an itch or mild pain. You can shrug most of this off with perhaps a visit to the local barber surgeon. You've been hurt at some point, but a bit of rest should help.
- **Moderately Wounded:** You have moderate bruises, cuts that require sutures and lesions that may threaten infection. You're not dead (yet). You're suffering in pain and likely won't make it on your own without the aid of a physician or barber surgeon.
- **Seriously Wounded:** As your wounds get worse, your clothing begins to darken with blood. A black eye, busted nose, irregular gait and difficulty speaking complete sentences characterizes what's happened to you. Should you play your cards right, you'll live to talk about it.
- **Grievously Wounded:** Splintered bones, hyperextended muscles, deep cuts and black bruising characterize your body. Your clothing is likely blood-soaked, as are the hands of your would-be killer.
- **Slain!:** Sadly, you are dead and about to meet your maker. But will you heed death's calling or defy the gods to live another day? Sacrifice a Fate Point to live, or don't. The choice is yours.

BIND WOUNDS TO RECOVER

You can improve your condition on the Damage Condition Track with a successful Heal Test. You may only be healed in this manner once every 24 hours, no matter whether it is successful or not. Depending on where you're at on the Damage Condition Track, the worse the Difficulty Rating of the Heal Test gets:

- **Lightly Wounded:** Automatically succeed
- **Moderately Wounded:** (Routine +10%) Heal Test
- **Seriously Wounded:** (Standard +/-0%) Heal Test
- **Grievously Wounded:** (Challenging -10%) Heal Test

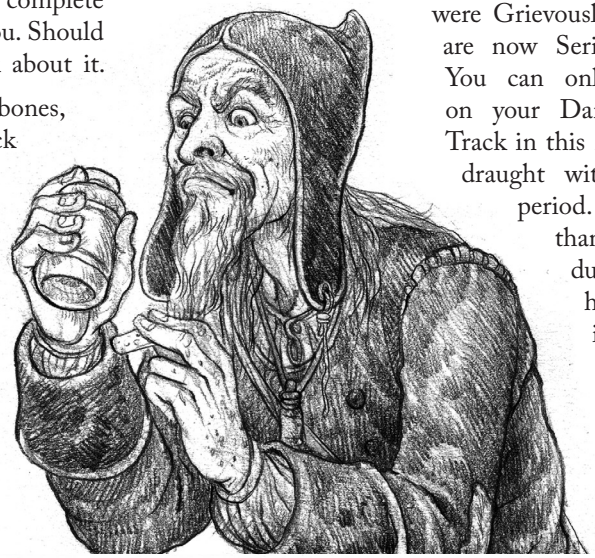
In order to treat a wounded patient, a caregiver must have a Bandage (which is expended as part of the treatment) and be left uninterrupted for at least ten minutes. If the patient has any untreated Grievous Injuries, they must be attended to first before having their wounds bound.

With a successful Heal Test, you move one step up the Damage Condition Track positively. This means that if you were Grievously Wounded, you are now Seriously Wounded. A Critical Success allows you to move two steps up the Damage Condition Track instead of one. Both Failure and Critical Failure means you cannot begin Recuperating until undergoing successful treatment, while Critical Failure also indicates that your wounds now suffer from Infection.

You cannot recover your Damage Condition Track if you are suffering from Injuries that have yet to be successfully treated or undergone surgery. In addition, resting never allows you to recover from Damage, unless you have a Trait or Talent that indicates otherwise.

USE LAUDANUM

After imbibing a draught of Laudanum, you move one step up the Damage Condition Track positively, but suffer 1 Corruption. This means that if you were Grievously Wounded, you are now Seriously Wounded. You can only recover steps on your Damage Condition Track in this manner with one draught within a 24 hour period. Imbibing more than one draught during that period has the opposite intended effect.



INJURIES

Oftentimes nasty, Injuries can result in trauma, loss of a limb or lead to an irrevocable end for Characters. They have effects that persist far beyond combat. While some are temporary and require time to Recuperate, others can haunt a Character for a lifetime. They manifest in many different ways – as a result of a fall, being shot, stabbed or attacked by predators and other wild creatures. Some Injuries may temporarily incapacitate the ability to function, whereas others result in broken ribs and a rare few can cause blindness, loss of limb, punctured lungs or worse. Injuries serve as a grave reminder of the brutal and violent nature of a grim & perilous world. In a fight, it is rare to walk away unscathed for those daring (or foolish) enough to draw their sword.

CORRUPTION FROM INJURIES: The toll of war inflicts deep psychological wounds upon living survivors. Thus, it is not surprising to find those who've suffered crippling wounds to be afflicted by madness and derangement.

Every time a Character suffers an Injury, they gain 3 Corruption if it is a Moderate Injury, 6 Corruption if it is a Serious Injury and 9 Corruption if it is a Grievous Injury. This Corruption cannot be avoided in any way whatsoever, even if your Profession confers immunity to Injury.

TREAT INJURIES

Both Moderate and Serious Injuries must be treated successfully to begin Recuperation. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not. If you are suffering from multiple Injuries, each must be treated individually. The more Injuries you're currently suffering from the worse the Difficulty Rating of the Heal Test gets:

- **One Injury:** (Routine +10%) Heal Test
- **Two Injuries:** (Standard +/-0%) Heal Test
- **Three Injuries:** (Challenging -10%) Heal Test

In order to treat a patient with Injuries, a caregiver must have a Skill Rank in Heal, a seed pod of opium (which is expended as part of the treatment) and be left uninterrupted for at least ten minutes.

If you are treated with a successful Heal Test, you begin Recuperation. A Critical Success has the same results as above while reducing the Recuperation time by 3 days. Both Failure and Critical Failure means you cannot begin Recuperating until undergoing successful treatment, while Critical Failure also indicates that your wounds now suffer from Infection.

PERFORM SURGERY

Grievous Injuries require surgery before Recuperation begins. Successful surgery also allows you to avoid any permanent effects it may confer. However, you must undergo this surgery within a number of hours equal to your [BB] of suffering a Grievous Injury or else its effects are permanent. As before, if you are suffering from multiple Injuries, each must be treated individually. The more Injuries you're currently suffering from, the worse the Difficulty Rating of the Heal Test gets:

- **One Injury:** (Routine +10%) Heal Test
- **Two Injuries:** (Standard +/-0%) Heal Test
- **Three Injuries:** (Challenging -10%) Heal Test

In order to treat a patient with Grievous Injuries, a caregiver must have a Skill Rank in Heal, have access to surgical tools, a seed pod of opium and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour.

If you are treated with a successful Heal Test, you may begin Recuperation and don't suffer from the permanent effects of a Grievous Injury. A Critical Success has the same results as above while reducing the time to Recuperate by 3 days. Both Failure and Critical Failure means you cannot begin Recuperating until undergoing successful treatment, while Critical Failure also indicates that your wounds now suffer from Infection.

RECUPERATION TIME

While undergoing Recuperation, you still suffer from any penalties your Injury conferred on you. Recuperation requires a certain number of days before the effects are lifted and the Injury disappears. Total recovery is based on the severity of the Injury:

- **Moderate Injury:** 1D10+1 days to Recuperate
- **Serious Injury:** 2D10+2 days to Recuperate
- **Grievous Injury:** 3D10+3 days to Recuperate

Note that if you elect to remain bedridden while Recuperating, you reduce the time to Recuperate by one additional day you remain in bed (to a minimum of 1 day to Recuperate). This means that if you require 6 days to Recuperate and you spend the first 3 days in bed, you are fully Recuperated.

USE TINCTURE

When a healer isn't handy, an Injury's effect can be temporarily suppressed through use of rudimentary medicine. When administered, it can suppress the pain of an Injury for a short period of time.

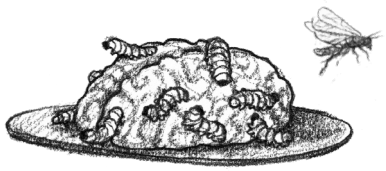
After injecting an ampule of Tincture, you may ignore an Injury's effects for 24 hours, but suffer 1 Corruption.

INFECTION

Infection causes your Injuries to become red and swollen, oozing pus and throbbing with pain as flies gather around the sore. Infection can result from falling into a midden heap, being thrown into a dungeon while suffering from untreated Grievous Injuries, being dealt an Injury by an unclean creature, being treated by a barber surgeon's unclean instruments or any number of other circumstances that may lead to further trauma.

In general, a Critically Failed Heal Test to treat Injuries causes Infection, but there are plenty of other circumstances that may mean you suffer Infection, dictated by the GM. Once suffering from Infection, you cannot recover steps on either the Damage and Peril Condition Tracks, nor can you Recuperate from your Injuries until the Infection has been appropriately dealt with. Infection lasts until it has been successfully treated through bloodletting.

If Infection is not properly treated within 24 hours, you permanently lose 1% Brawn and continue to lose 1% Brawn every 24 hours thereafter, until it has been successfully treated.



BLOODLETTING

Infection can be treated by a healer with a successful Heal Test. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not. The more severe your Damage Condition Track, the worse the Difficulty Rating of the Heal Test gets:

- **Unharmed:** (Easy +20%) Heal Test
- **Lightly Wounded:** (Routine +10%) Heal Test
- **Moderately Wounded:** (Standard +/-0%) Heal Test
- **Seriously Wounded:** (Challenging -10%) Heal Test
- **Grievously Wounded:** (Hard -20%) Heal Test

In order to heal a patient, a caregiver must have a Skill Rank in Heal, have access to surgical tools, a bottle of leeches and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour.

If you are treated with a successful Heal Test, your Infection goes away. A Critical Success causes your Infection to go away and you move one step up the Damage Condition Track positively. Both Failure and Critical Failure means that there is no recovery, while Critical Failure also results in the permanent loss of 6% Brawn.

BLEEDING

Some attacks may cause you to begin Bleeding, such as being struck by special attacks, suffering an Injury when unarmored or other perilous circumstances. Only the daft and foolish picks a fight with a swordsman wearing only their Sunday best.

STEM BLEEDING

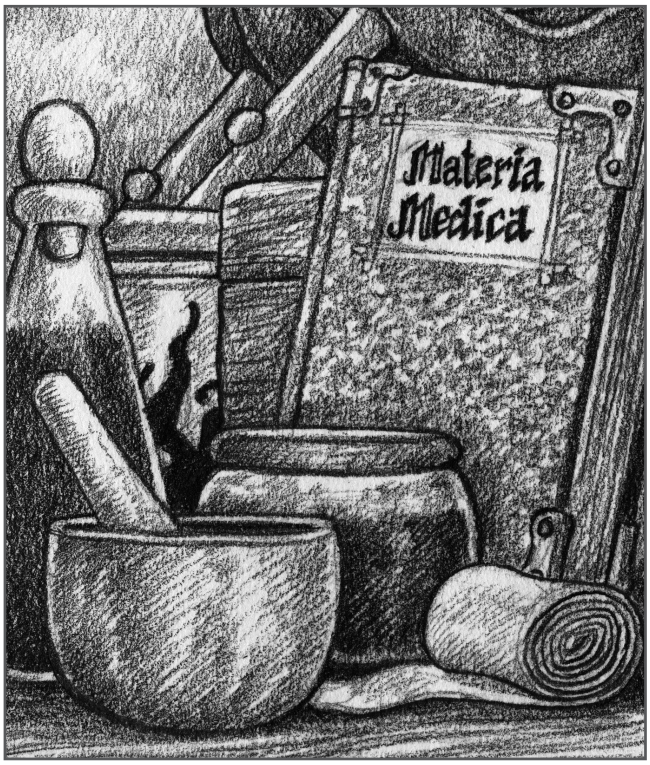
Providing you have a Bandage to expend, it doesn't require a Skill Test to stem blood loss, taking one Turn (otherwise 3 Action Points) to do so. Barring that, you can ask a nutter with a penchant for sadism to cauterize the wound instead with a hot poker or torch! If you cauterize the Bleeding, the patient moves three steps down on the Peril Condition Track negatively. If this moves them to Incapacitated!, they also fall unconscious for 1 hour.

DEATH BY BLOOD LOSS: When you are Bleeding, you cannot restore steps on your Damage and Peril Condition Tracks. Should you continue to suffer from blood loss for a number of Turns greater than your [BB], you immediately bleed out, and are now Slain!.

MATERIA MEDICA

For apothecaries and other would-be pharmacologists, the preparation of various medicines, poisons and other common treatments require extensive knowledge of elemental properties of plants. Carefully recorded into voluminous text of the natural world, these *formulae* describe how to manufacture these costly elixirs and libations. Outlined below are the most common forms of preparation they'll make in attending to the sick and the dying. Also included are the forms in which materials can be rendered into more deadly tools.

ALCHEMICAL LABORATORY: A standard laboratory is assumed to have alchemical substances, glassware and herbs required to create most any alchemical substance. Should any of the Materia Medica require other substances, they will also be listed.



BANDAGES

Bandages can be crafted into strips. Up to three strips can be prepared at a time. The more strips you wish to prepare at once, the worse the Difficulty Rating of the Heal Test gets:

- **One strip:** (Routine +10%) Heal Test
- **Two strips:** (Standard +/-0%) Heal Test
- **Three strips:** (Challenging -10%) Heal Test

In order to prepare Bandages, a preparer must have a Skill Rank in Heal, a honey pot and a strip of ragged cloth (both of which are expended as part of the preparation) and be left uninterrupted for at least ten minutes.

With a successful Heal Test, you prepare the number of strips you intended to make. A Critical Success prepares one additional strip. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 mental Peril.

'CHAOS' BANDAGES: Bandages can be made without use of a honey pot. However, when they are used, a patient must roll a 1D6 Chaos Die. If it lands on face '6', the Bandages are ineffective and instead cause Infection.

BOTTLE BOMB

Bottle bombs can be prepared into bombs and used as a ranged weapon. Up to three bombs can be created in this manner. The more bombs you wish to prepare at once, the worse the Difficulty Rating of the Tradecraft Test gets:

- **One bomb:** (Routine +10%) Tradecraft Test
- **Two bombs:** (Standard +/-0%) Tradecraft Test
- **Three bombs:** (Challenging -10%) Tradecraft Test

In order to prepare a Bottle Bomb, a preparer must have a Skill Rank in Tradecraft, strip of ragged cloth and a bottle of rotgut (both of which are expended as part of the preparation) and be left uninterrupted for at least ten minutes.

With a successful Tradecraft Test, you prepare the number of bombs you intended to make. A Critical Success prepares one additional bomb. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 Damage from fire.

DELIRIANTS

Deliriants can be prepared into doses, and may be inhaled, ingested or smoked by a user. Up to three doses of Deliriants can be prepared at a time. The more doses you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One dose:** (Routine +10%) Alchemy Test
- **Two doses:** (Standard +/-0%) Alchemy Test
- **Three doses:** (Challenging -10%) Alchemy Test

In order to prepare Deliriants, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a plant the Deliriant is derived from (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of doses you intended to make. A Critical Success prepares one additional dose. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

GUNPOWDER

Gunpowder can be prepared into shots and used for any weapon that possesses the Gunpowder Quality. Up to three shots can be created in this manner. The more shots you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One shot:** (Routine +10%) Alchemy Test
- **Two shots:** (Standard +/-0%) Alchemy Test
- **Three shots:** (Challenging -10%) Alchemy Test

In order to prepare Gunpowder, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a vial of saltpeter (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of shots you intended to make. A Critical Success prepares one additional shot. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 Damage from fire.

LAUDANUM

Laudanum can be rendered into a draught of liquid possessing a characteristically bitter taste. Up to three draughts of Laudanum can be prepared at a time. The more draughts you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One draught:** (Routine +10%) Alchemy Test
- **Two draughts:** (Standard +/-0%) Alchemy Test
- **Three draughts:** (Challenging -10%) Alchemy Test

In order to prepare Laudanum, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a seed pod of opium (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

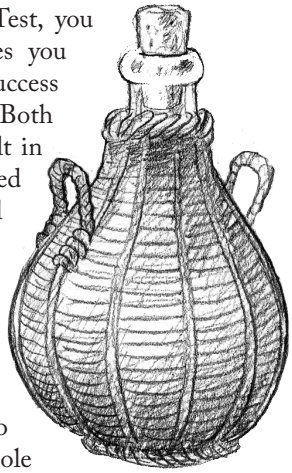
With a successful Alchemy Test, you prepare the number of draughts you intended to make. A Critical Success prepares one additional draught. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

QUICKSILVER

Quicksilver can be rendered into an ampule that is injected by the user. Up to three ampules of Quicksilver can be prepared at a time. The more ampules you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One ampule:** (Routine +10%) Alchemy Test
- **Two ampules:** (Standard +/-0%) Alchemy Test
- **Three ampules:** (Challenging -10%) Alchemy Test

In order to prepare Quicksilver, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a crystal of cinnabar (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.



With a successful Alchemy Test, you prepare the number of ampules you intended to make. A Critical Success prepares one additional ampule. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

ROYAL WATER

Royal Water can be rendered into a quintessence, which can be poured over any material to instantly dissolve a hand-sized hole in it or used to treat Orx-molt. Up to three quintessence of Royal Water can be prepared at a time. The more quintessence you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One quintessence:** (Routine +10%) Alchemy Test
- **Two quintessences:** (Standard +/-0%) Alchemy Test
- **Three quintessences:** (Challenging -10%) Alchemy Test

In order to prepare Royal Water, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a vial of saltpeter (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of quintessence you intended to make. A Critical Success prepares one additional quintessence. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

SMELLING SALTS

Smelling Salts can be rendered into a capsule; a colorless but incredibly acrid-smelling liquid. Up to three capsules of Smelling Salts can be prepared at a time. The more capsules you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One capsule:** (Routine +10%) Alchemy Test
- **Two capsules:** (Standard +/-0%) Alchemy Test
- **Three capsules:** (Challenging -10%) Alchemy Test

In order to prepare Smelling Salts, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a vial of epsom salt (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of capsules you intended to make. A Critical Success prepares one additional capsule. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

TINCTURE

Tinctures can be rendered into a dose which is imbibed by the user. Up to three doses of Tinctures can be prepared at a time. The more doses you wish to prepare once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One dose:** (Routine +10%) Alchemy Test
- **Two doses:** (Standard +/-0%) Alchemy Test
- **Three doses:** (Challenging -10%) Alchemy Test

To have a chance at preparing Tincture, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a seed pod of opium (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of doses you intended to make. A Critical Success prepares one additional dose. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

TOXINS

Toxins can be rendered into a dose; a resin-like paste which can be applied directly to a weapon. Up to three doses of Toxins can be prepared at a time. The more doses you wish to prepare once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One dose:** (Routine +10%) Alchemy Test
- **Two doses:** (Standard +/-0%) Alchemy Test
- **Three doses:** (Challenging -10%) Alchemy Test

In order to prepare Toxins, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, an extract of the plant or animal that the Toxin originates from (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of doses you intended to make. A Critical Success prepares one additional dose. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

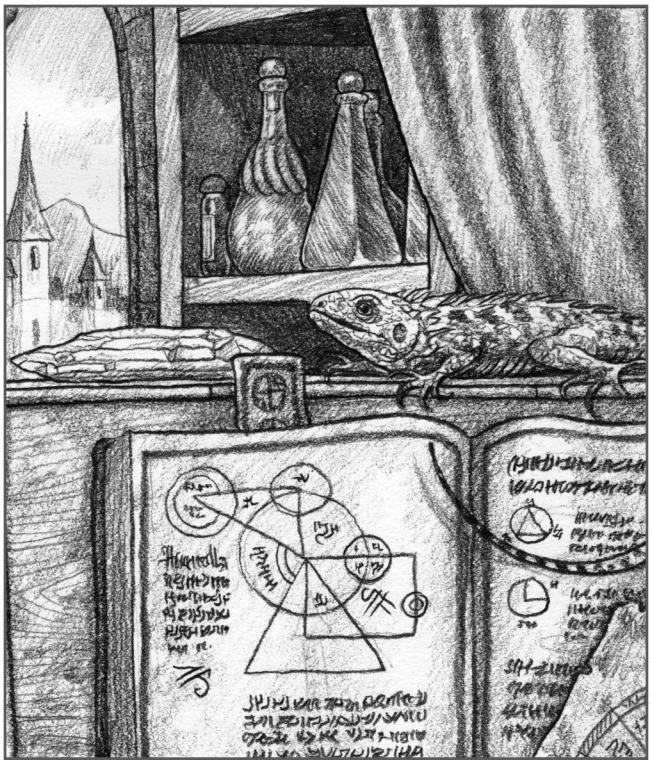
VENOMS & ANTIVENOMS

Venom can be rendered into a dose, a resin-like paste which can be applied directly to a weapon. Up to three doses can be prepared at a time. In addition, you can prepare a dose of Antivenom in the same fashion. The more doses you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

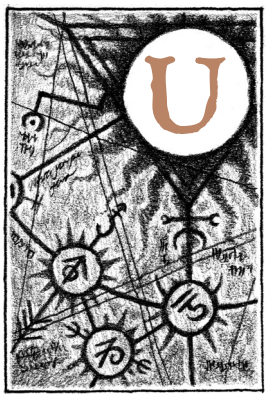
- **One dose:** (Routine +10%) Alchemy Test
- **Two doses:** (Standard +/-0%) Alchemy Test
- **Three doses:** (Challenging -10%) Alchemy Test

In order to prepare Venom and Antivenom, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, possess a sample of the original Venom (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of doses you intended to make. A Critical Success prepares one additional dose. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.



GRIMOIRE



Unlike common prestidigitation and parlor tricks, Magick is a metaphysical, chaotic force that exists outside of reality. It is the fifth element, called *Æther* by practitioners. It is an emotional expression of the universe, compelling those to its presence through the promise of power. It is otherwise intangible, unable to be felt or discerned by the common person. However, its subversive, decaying Effects can be seen in the faces of people. Disease, sickness, famine, violence and other undeniably unsavory outcomes are born from it. In its purest form, Magick is cancerously malignant, corrupting the now hapless souls who would force it to kneel before them – if they could. It does not discern between mighty statesman or petty farmer; all are fair game when it comes to its poisonous grasp. The dangers of Magick are well known; nevertheless, the lure of power compels some more than others. They are the ones who would strike hell-bound bargains with demons or soul-bound promises with gods in exchange for its eldritch might.

ÆTHERIC WINDS

The living world, or 'reality' as most know it, is called the Material Realm. Sages uniformly believe Magick's origins exist outside of the Material Realm, collapsed into a vibrating membrane between here and the endless hellhole of the Abyss. This membrane is called the Æthereal Veil, comprised of multi-colored scintilla and particles of chaos. It spreads into our reality intangibly by way of unseen Winds, felt only by those attuned to sense it. Just as the eternal symbol of the chaotic Abyss possesses nine arrows, there are also nine directions in which the Ætheric Winds flow out of the Abyss. Those who are sensitive to the Winds can sometimes visibly detect these Ætheric 'disturbances', each Wind scintillating into a distinct color like light passing through a prism. Each of the nine has its own name, though from a tongue long lost. The brilliant colors of the nine Winds, however, belie their true origin, for they are chaos manifest.

Fortunately for the rest of humankind, the Ætheric Winds are dissipated by the eons which exist between the living world they inhabit and the endless pit of the Abyss; by the time they reach the living world, they are mostly invisible to the naked eye. For those who can sense their presence, however, they can be harnessed to have a myriad of Effects upon the Material Realm. Both the apprentice wizard and the priestly disciple are trained to manipulate them in this fashion, to work them into a tangible force which can make a simple flame appear or even move a mountain. But fickle are the Ætheric Winds, for they are volatile and dangerous for even the most practiced wizard or faithful priest to control.

INNER WORKINGS OF MAGICK

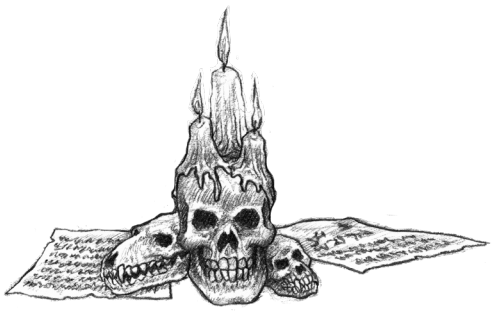
As words upon the page represent language, so too can geometric shapes and linguistics be used to catalogue Magick and its esoteric teachings. Whether by ink and quill written within a book, carved into beads upon a necklace or tattooed upon one's flesh, Magick can be recorded. However, Magickal language is not simply comprised of one set of symbols or letters. It is written in a variety of languages, generally penned in the native tongue of its practitioners.

It can take decades to research, understand and reproduce Magickal phenomena. Even the most esteemed of master wizards or high priests continue to learn and practice as time toils onward. The casting of Magick requires three traditions of incantation – **Verbal**, **Somatic** and **Material**.

Verbal enunciation is standard to all spells, the pronunciation of specific syllables combined with the inflection of the voice and both shading of pitch and intonation of words initially drawing forth the Ætheric Winds. Somatic weaving of the hand, either as in prayer or as if directing a concert, is required to 'weave' the Winds into the Material Realm. Finally, the Material component consists of physical reagents particular to the type of Magick being woven. Such components can be as simple as a pat of butter held in hand or as complex as the bones of a saint being broken beneath the heel.

Beyond these three absolute necessities to purposefully attempt to cast Magick, aught else is required... with exception of having to sacrifice a part of one's soul in exchange for the promise of power both mundane and unfathomable. Once this sacrifice is made, disciplined rigor and mental fortitude are all that stands as safeguards against the corruptive Effects of the Æthereal Veil.

THE TWO TRADITIONS OF MAGICK: The Winds of the Æther can be harnessed in two mutually exclusive ways. Arcane Magick is practiced by arcanists, while Divine Magick is seen as the gift of the gods by priests.



ARCANE MAGICK

Arcane Magick is perhaps the most ubiquitous of the two traditions, though not the easier. Its practitioners prescribe to the theory that the Æthereal Veil can be tapped into through less godly means. They use geometry, formulae and personal will to weave the Æther as a seamstress weaves thread onto a loom, creating the tapestry of Magick. This tapestry tells of mortal resolve – and not of godly oversight – to control Magick's wondrous might. This can put them at odds with the more fervent faithful who sometimes denounce arcanists as apostates, for mortal kind is not truly fit to harness the Æther in this way. However, arcanists do not deny the existence of the gods; instead, they believe mortals are masters of their own destiny.

Arcanists typically record the spells they know in arcane tomes. They guard them jealously, not wanting to lose the knowledge they have worked so hard to learn. They guard them even more jealously if the spells they alone have uncovered or devised, lest such knowledge be lost to a rival.

ARCANA OF ANIMISM

Animism is an Arcana of living things and their Magick potential. The Æther flows through everything, from the smallest bug to the largest elephant and Animism is the branch of the arcane that harnesses these energies. Animism can control and influence animals as well as changing an arcanist's user's form into something more bestial and primal.

Arcanists who use their Magicks to control wildlife are called Shaman. They are wild and unruly, nearly more beast than man. Very few wash or groom, becoming more bestial in appearance as they become more in-tune with their energies. Their hair grows and coarsens, their nails elongate and they nearly develop snouts. Chaos Shaman become terrible primordial things, murderers and cannibals who thrum with the power of the animal kingdom.

GEVURAH, THE BROWN WINDS: Shaman practice the Arcana of Animism, thus commanding 'Gevurah', the Brown Winds of the Æthereal Veil. This Wind is wild and untamed, as it comes from the bestial fury of the creatures of the land, sea and sky. In a sense it is chaotic, but not malevolently so – it operates on nearly bestial instinct and can be hard to control at times. Gevurah gathers in the wilderness and dens of creatures and this is where Shaman develop their powers most easily. Gevurah is warm but brooding, full of survival instincts and a hunger for meat.

ARCANA OF ASTROMANCY

The stars and the heavens above hold many secrets, some believing that the cosmos is the source of Æther and the origin of Magicks. The Astromancy school embraces this belief, making the skies the subject of its study. Astromancy's manifestations often deal with prophecy and the movement of stars, but the fury of celestial storms and plasma also play a part.

Ethereal and often absent-minded, the mysterious arcanists known as Soothsayers devote themselves to the endless void above. They place more faith in their star charts and astrolabes than they do in any town crier or noble. As they grow more powerful, Soothsayers almost exist in a dreamlike state of existence as the stars and planets almost appear to play in their hair and eyes. Soothsayers who follow the wrong path often end up delving deeper into the mysteries of pure Æther –and of the Abyss beyond as well.

BINAH, THE BLUE WINDS: Soothsayers practice the Arcana of Astromancy, thus commanding *Binah*, the

Blue Winds of the Æthereal Veil. This Wind is extremely mysterious and odd, as it flows out of the inky, star-filled blackness of the Vault of Night and pummels the land. Not only is it a reagent for storms and the inky black of beyond, its haze can be gazed into to see the future. Soothsayers can easily become wrapped up in the uncertain yet tempting power of the Binah, leading to vacant stares and mercurial minds. Binah is almost electric in its feel and experience, full of both the fury of storms and potential of the future.

ARCANA OF ELEMENTALISM

Elementalism is perhaps the most primal, the most dangerous of the Arcana Magick. It is the power of the earth, water, plants and weather; nature's fury unbridled and enraged. Its spells can conjure a feast for dozens of people or assault the land with frost and hail.

Elementalists are often unpredictable, their attitudes and viewpoints changing with both environment and season. They can often shift appearance as well, their skin growing greener during spring and summer, then darkening through red and brown, their hair growing brittle during autumn and winter. Abyss-touched Elementalists will often bring down the fury of the elements on civilization, claiming that their exploitative ways are not natural to the order of the universe.

CHESED, THE GREEN WINDS: Elementalists practice the Arcana of Elementalism, thus commanding *Chesed*, the Green Winds of the Æthereal Veil. This Wind is a natural and old one that swirls about mountains peaks, down through valleys and rushes through rivers. Elementalism does not strictly deal with the four classical elements, but rather nature and all its aspects contained therein. It represents growth and potential, as Elementalists also hold a religious fervor for creation and the natural order of things. Chesed is fresh and uncaring, forever rolling across the landscape and buffeting anything that may intrude upon its path.

ARCANA OF LUMINESCENCE

The Arcana of Luminescence is probably the arcane tradition closest to being widely accepted by the populace, though this is often because it is confused for holy Magick derived from the gods. Luminescence is the lore of light, illumination and order and of all the schools of Magick it is the closest antithesis to the powers of the Abyss.

Hierophants practice Luminescence. Most feel superior and intelligent and have immense egos. As they absorb more lore, Hierophants will almost begin to glow or take on an angelic appearance, which makes their enormous self-confidence even more monstrous. Hierophants who find themselves lured to darkness take their superiority in a terrible direction, smiting and destroying anyone they feel is unworthy of their majestic glory.

KETER, THE WHITE WINDS: Hierophants practice the Arcana of Luminescence, thus commanding *Keter*, the White Winds of the Æthereal Veil. Diffused and everywhere, it is the hardest of the Winds to gather and harness in sufficient quantities to unleash. When it is though, the spells are dazzling and baffling, almost divine in their execution. Hierophants are intellectuals in a philosophical sense and often adopt airs of superiority over not only commoners, but other arcanists. Keter is warm and welcoming, but only when you can find it.

ARCANA OF MORTICISM

The Arcana of Morticism is often wrongfully confused with Necromancy. While Necromancy deals with controlling the Supernatural and exploiting them, Morticism deals with communicating with the dead and bringing the Supernatural to peace. Morticism is generally more 'gentle', often involving exorcising spirits or protecting mortals from the ravages of the hereafter.

Experts in Morticism are called Funerary Mages and in addition to their spell prowess, many will preside over funeral services in addition to acting as priests. Funerary Mages are a dour and grim lot, though not particularly hostile. As they speak more with the spirits, their skin pales, their eyes sink and their hair darkens and often falls out. Those who fall too far to the wayside often start exploring the darker side of death Magick either through the path of a Black Magister, or worse, enraging spirits into act of fervor and violence.

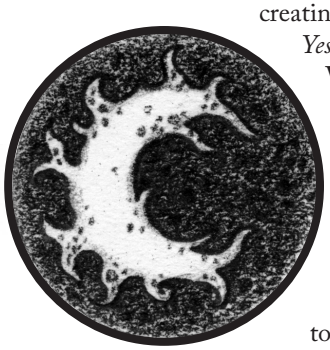
TIFERET, THE PURPLE WINDS: Funerary Mages practice the Arcana of Morticism, thus commanding *Tiferet*, the Purple Winds of the Æthereal Veil. It is the most commonly-seen Wind through the power of Wytchsight. It swirls around places of inevitable fate and death, and in fact, it is often confused for Necromancy. In reality, Morticism respects the cycle of life and death and Funerary Mages see death as just another step in the cycle of life. Tiferet is dark and cold, but not inherently hostile. It represents the power of mortality, a remnant of life lost and transformation from ashes to dust.

ARCANA OF NECROMANCY

If there is one thing that both arcanists and commoners can agree on, it's that the dead should stay dead. Death and the afterlife is too mysterious, too dangerous and too godforsaken to meddle with. However, some dark souls practice the damning Arcana of Necromancy. Necromancy is not only a way to invigorate the dead, but also to bring about unnatural chills of the grave, spiritual screams and visions of your demise.

Necromancers are a vile sort and many obviously obscure their craft. In performing blasphemous and grotesque experiments on both the dead and the living, they fall deeper into madness, their skin becoming jaundiced and clinging to their bones, giving them a corpse-like visage. The worst Necromancers straddle the line between preserving life and attempting to cheat death, many in the search for immortality through lichdom.

YESOD, THE ONYX WINDS: Necromancers practice the Arcana of Necromancy. However, they do not command one Ætheric Wind, but intertwine strands of them together, creating the Onyx Wind known as *Yesod*. The combination of these Winds are utterly corruptive to one's soul and requires a powerful force of presence and personality to ever hope to control their destructive outcomes. Thus, it is not uncommon to find that Necromancers are given to bouts of depression and nihilistic philosophies.



ARCANA OF PYROMANCY

Fire was the spark that brought about the beginning of civilization and this remains an immense point of pride for the users of Pyromancy. The fire-based Magick of Pyromancy is flashy and a spectacle to behold, with explosions and great gouts of flame being the norm among its users. Not only does it burn foes, but it also ignites courage and strength.

As Pyromancers, the users of flame Magick, learn more of this Arcana, the more they take on the characteristics of the flame they love. Their hair reddens, they become quick to anger and the air shimmers around them. Those who submit themselves to the flame become cruel pyromaniacs; indeed, many a witch hunter has had to strike down a Pyromancer who engulfed entire cities in their crimson death.

HOD, THE RED WINDS: Pyromancers practice the Arcana of Pyromancy, thus commanding *Hod*, the Red Winds of the Æthereal Veil. This Wind is the embodiment of passion, desire and violence – all of which manifests as crimson flame and cloying smoke. It rips across the world like a wildfire, settling in places of wild emotion and lust, or places full of terrifying promise. Pyromancers are almost mad from the cinders that scorch them, quick to anger, but also quick to love. Hod is hot, dry and lustful, as mesmerizing as staring into a campfire as it is frightening as a forest fire.

ARCANA OF SHADOWMANCY

Sometimes, what is not visible to the eye is just as important as what is. Things are not always what they seem and the mysterious Arcana of Shadowmancy embodies this, an arcane lore about obscuring information, conjuring things that are not there and hiding things from sight. Shadowmancy can be a terrifying sight to behold, even when you not quite seeing!

Practitioners who devote themselves to Shadowmancy are known as Illusionists. They like to remain hidden and unnoticed, clothing themselves in dark gray and bilious robes; though if they wish, their Magick allows them to easily walk the streets unseen. As they study more of the lore of Shadowmancy, their skin washes out into translucency and their voice drops to little more than a faint whisper. Illusionists who turn to chaos are favored by the Prince of Change, being able to obscure themselves at will.

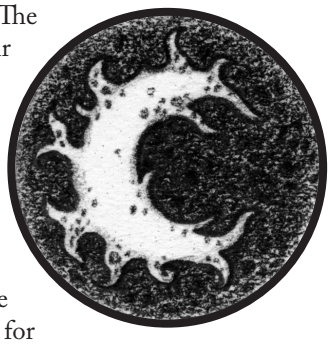
NETZACH, THE GREY WINDS: Illusionists practice the Arcana of Shadowmancy, thus commanding *Netzach*, the Grey Winds of the Æthereal Veil. This Wind contains the essence of confusion, perplexity, doublespeak and paradox.

It billows over the world like a misty fog, landing in places of uncertainty like fetid moors and dark alleyways. It is silent and terrifying, just like the Illusionists who harness it. Netzach is cold and clammy, but it also opens up the senses and makes the world seem vivid to those that can penetrate the fog.

ARCANA OF SORCERY

Commoners fear Magick of all sorts, but Sorcery is the Arcana that causes doors to be bolted, inquisitors to fear for their lives and humanity to fear their place in the world. Sorcery is the Magick of the Abyss, and it is nearly pure chaos made form. Its invocations are dark and vile, preying on humanity's greatest fears and doubts to extreme Effect.

Sorcery's practitioners are known as Warlocks. Most will have given their minds and their souls to the call of chaos long ago, but many also find themselves physically corrupted as well, their skins marked with fetid sores, their breath reeking of brimstone, their foreheads marked by diabolical, curving horns. The only life they value is their own, most seeing the rest of the living as tools that can help them fulfill their own dark, twisted ambitions. Warlocks who fail to fulfil such ambitions often find themselves absorbed fully by the Æther, becoming little more than a hand puppet for capricious and cruel Abyssal Princes.



YESOD, THE ONYX WINDS: Warlocks practice the Arcana of Sorcery. Like their Necromantic cousins, they do not command one, but mix the Ætheric Winds together, crushed into the Onyx Winds of *Yesod*. Unlike Necromancy, however, their methods often lead to mania and madness – seeing beyond the Veil into the chaos of the Abyss. Warlocks stop at little to gain their power, bargaining with demons and other beings for even just the pure promise of possibility.

ARCANA OF TRANSMUTATION

In an age of soaring churches, rumbling carts and the advent of other philosophies, people still strive to learn the secret of turning lead into gold. Though this ability has not yet been discovered, those who study the Arcana of Transmutation will likely be the first to find it. Transmutation is alchemical in nature, a Magickal tradition that deals with metals and state changes.

Hermetics are the main practitioners of Transmutation. A rather scholastic and insular group, as they reveal more mysteries of the metallurgic sciences, they become more implacable and stalwart, sometimes even struggling to move their very joints. Hermetics who have been touched by the Abyss often wander into impossible realms of the Arcana, attempting to turn everything they touch into dust or even the transmutation of their very flesh into an everlasting metal.

CHOKHMAH, THE YELLOW WINDS: Hermetics practice the Arcana of Transmutation, thus commanding *Chokhmah*, the Yellow Winds of the Æthereal Veil. This Wind is one of cold logic and reason, gathering around dense metals that Hermetics use as reagents of all sorts. Chokhmah represents abstraction and possibility, albeit one guided by strict rules – that being said, it is also a Wind of creativity, experimentation and imagination. Hierophants always have active minds, pushing beyond the boundaries and imitations of Magick, though this leads many to become obsessive and odd. Chokhmah is uncaring and stiff, but able to bend easily in the hands of a master.

THE WINDS INTERTWINED

The Winds of Magick are energies of contradictions. Arcanists have spent centuries trying to tap into the true essence of the Æthereal Veil in order to get to the true origin of Magick and they have only just stumbled upon the beginnings of it.

MALKUTH, THE VOID: The Onyx Winds of Yesod has long been known about as the root of Necromancy and Sorcery, but something more terrifying lays within the inky black stillness. The Winds have coalesced unnaturally in places of darkness and terror, forming almost visible pools as they shred and obliterate all living things. Looking into this unnatural miasma is not just seeing black – it is akin to looking into true oblivion, the Void known as *Malkuth*. All Winds are absorbed into Malkuth, gnawing away at existence itself. Those who have managed to touch the Void are the foul Black Magisters. It is the closest embodiment to an existential, arcane evil as you can reach – uncaring, malevolent and so very cold. Most who have followed the path of Malkuth have been consumed by it.

DA'AT, THE SILVER WINDS: Some arcanists have managed to take the first shaky steps in the other direction – not crushing the Ætheric Winds into the Void, but refracting them as if putting them through a prism. Dubbed the

Silver Winds of *Da'at*, this Magick is beyond complicated, but free of corruption as it has become perfectly ordered into a rainbow-like pattern, blazing with silvery light. Only Archmages have unearthed the secrets of the Silver Winds, but the Ancient Ones were said to have passed the gifts to the Aztlan long ago. Da'at is order made manifest, hopeful and sometimes seen as a beacon – even then, it takes decades to master.

SOCIETAL VIEW OF ARCANE MAGICK

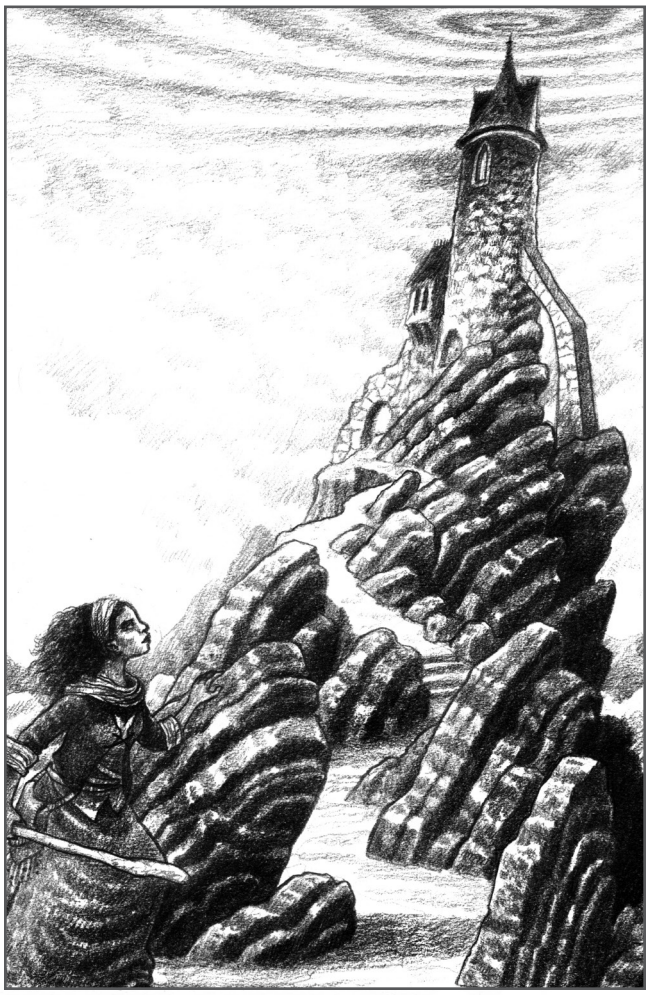
Unlike other traditional fantasy settings where Magick may simple be exhausting or time-consuming, Magick in a world where Abyssal agents are specifically attuned to seek out arcanists, is not only dangerous, but most likely world-ending. Approached from the layman's point of view: arcanists are most likely in league with demons, and if not, the temptation is there, so why not kill them? After all, an ounce of prevention is worth a pound of cure. However, even though Magick is dangerous, just like all things it depends on its user. True, Magick in a grim & perilous world cannot easily revive the dead or translate to different realities, but they can prove a boon to those who'd embrace its life-altering ways.

SANCTIONED & UNSANCTIONED MAGICK: Wizards are divided between two groups: the sanctioned and the unsanctioned. Sanctioned mages often have approval by some religion, self-governing body or school to practice their Magick in league with others. These organizations are few and far between, but they teach arcanists how to keep from abusing its power and avoiding the dangers of spell-casting through use of proper reagents, how to control the Ætheric Winds and not fall afoul of dark Magicks. Of course, this may not prevent an arcanist from sprouting horrible mutations or being run out of a town by a pitchfork wielding mob, but it does usually grant at least a writ or just cause to avoid a witch hunter's pyre for one more day.

Unsanctioned spell-casters, on the other hand, are a much different story. Most of them are self-taught, meaning they have incomplete knowledge and a broken understanding of the nature of reality. At times this is forgivable – if an old wise woman can brew a little indigestion aid from newt eyes, a fuss is rarely raised. But Magick has always been a slippery slope – it unhinges and warps, leading its practitioners to seek more and more dangerous pathways unless held back by another. This resulted in the foul discoveries of arcana such as Necromancy and Sorcery, and the corruption of countless souls. Unsanctioned wizards are often mad or very close to being so, mutated heavily with dreams of domination and power. They are the very beasts that inquisitors look for and townspeople fear above all else. If any Character delves into Magick of a darker stripe, unless they hide it very well, they will be hunted and tried as a heretic and a warlock – if they are lucky.

Fire must be fought with fire and when the enemies at the gates are literally made of flames, harnessing a minor Magickal missile of Ætheric energy doesn't seem too damning in hindsight. Further, smaller Magick practices have become even more acceptable – alchemical processes are now considered science rather than heresy. But what happens if it goes too far? This is where inquisitors and witch hunters come into play. Many are contracted by the church, sent to scour the land clean of all souls who have fallen wayward of the natural order. Some members of the inquisition are even former arcanists themselves, but have given it up to root out corruption and Abyssal influence at its core.

Wizards are a rarity; wandering arcanists are even rarer. Only a smidgen of people possesses the gift of spell-craft, an even smaller percentage of them can actually be taught to use it and a fewer number still can be kept from either blowing themselves up or falling towards the call of the Abyss. Even then, just a handful of arcanists complete their collegiate or intellectual training and prove themselves worthy to leave the hallowed halls of apprenticeship. If a peasant ever saw a true wizard in the flesh, it is a story they would pass down to their grandchildren – the time that they saw the very power of reality stride through their streets.



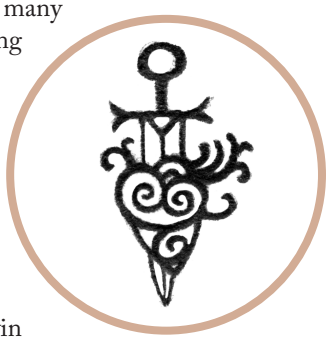
DIVINE MAGICK

The second tradition that the Ætheric Winds can be reached is through divine Magick. Its practitioners are clerics or priests who in return for their piety, their faith and their intense devotion to the gods, are lent gifts of power. These gifts are carefully recorded as illuminations in their prayer books, works of divine liturgy and ceremony that when intoned call forth the Winds from the Æthereal Veil. Ceremony and religious rites dominate its application. Clerics and priests have miracles of the smallest and grandest design at their fingertips. However, despite their piety and faith, the practice of divine Magick is not without its dangers – the gods who grant them their gifts of power do not necessarily protect against their use and their use makes them open to being used directly as vessels for their god's divine might. Whether or not a god uses one of its devoted as such a vessel depends upon the whims of the god, after all, the gods are nothing if not fickle.

By and large, clerics do not manipulate the Winds in the same traditions as wizards. However, they draw Magick forth from the same wellspring from where all deities derive power – the Æthereal Veil. The gods, however, make specific demands of their worshippers and expect strict adherence to those demands by their priests. Violation of these sacred tenets can result in a priest being denied the ability to use divine Magick, gaining Corruption, or worse.

THE CROUCHING ONE

The Crouching One is the god of assassination, blood and cruelty and has been worshipped for thousands of years. In modern times, much of civilization has turned away from this vicious deity, with many countries outright banning His worship. The Crouching One is maniacal and devious, often appearing as a handsome male with striking angular features with His skin being scarred with countless, self-inflicted wounds. The Crouching One is often said to be the twin brother of the Custodian, both possessing similar preoccupations with death. Strangely, the Crouching One is a hero-god for the Elves, though open worship is rare. The Crouching One only gives prayers to those who perform a bloodletting ceremony; His actual powers are vile and murderous.

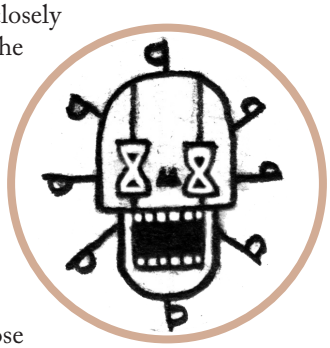


PRIESTHOOD: The Crouching One's murderous priests are called Bloodmongers. The only outward sign that anyone is a Bloodmonger are the tattoos they mark themselves with after every individual that they personally slay. Of course, they cover up such tattoos except in their ceremonies where they revel in them. They worship in secret and their ceremonies are often very sanguine and manic. The more killings they carry out in the name of the Crouching One, the more erratic and euphoric they become (though they expertly hide the madness in public). It does not take much for a Bloodmonger to tip over the edge into complete insanity, killing wantonly with serial joy. Many priests of the Crouching One suffer from a Disorder called the Dark Passenger.

COMMANDMENTS: As a death cult, the strictures of the Crouching One hold that all death is sacred, but assassination and murder the most sacred. It should not be rushed and killing is its own reward. Opportunities should not pass you by and though murdering by proxy is acceptable, it's not ideal. Bloodmongers are commanded not to betray the cult or conceal their killings from the clergy or the public – they are blasphemous artists in a way. Finally, they should only wield weapons that can be hidden upon their person.

THE CUSTODIAN

The Custodian bears a grim visage, but She is by no means a god of chaos, for She is the lord of death, dreams and the afterlife, as well as the husband to the Learner. The Custodian is depicted as a person of ambiguous gender cloaked by a large burial shroud. Although She bears a frightening appearance, the Custodian is wise and kindly though She remains mysterious and tight-lipped on the secrets of death. Since the afterlife is so closely tied to the Vault of Night, the Custodian is attended by the living who look to the stars for answers. She grossly despises the supernaturally-awoken undead, seeing them as having been stolen from Her realm, the Well of Souls. So many prayers deal with the destruction of those abominations.

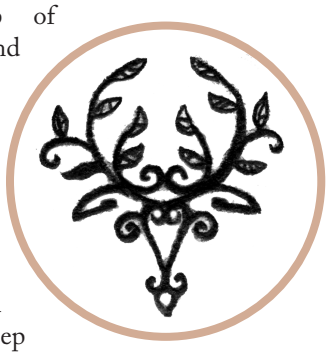


PRIESTHOOD: Priests of the Custodian are called Augurs due to their ability to peer into the past and make sense of events in the present. As Augurs adhere more strongly to their faith, they grow more in tune with death, though not in a macabre way. Her priests spend hours ruminating on the nature of the soul and dreams, often becoming distracted from other tasks. Much like Funerary Mages, corrupted priests of the Custodian seek to root out the secrets of death from the Custodian and are thus sometimes diverted onto the crooked path of the Dark Disciple.

COMMANDMENTS: Augurs observe nothing but the utmost respect for the dead. Part of their strictures includes observing all rites of death, as well as paying their respects to the departed's loved ones. They also oppose the Supernatural of all sorts, as these unliving pretenders usurp the Custodian's natural order. They are cautioned to pay heed to their dreams – as dreams give an understanding to the deeper secrets of the Material Realm. Finally, and perhaps obviously, Augurs are forbidden from desecrating the graves or stealing from the tombs under the care of the Custodian.

THE DEMIURGE

The Demiurge is the dualistic god of nature, animals, earth and fertility, as well as the parent of the Leviathan. The Demiurge is a hermaphrodite, possessing both female and male attributes. All of life – including the other gods – is said to be born from the Demiurge's womb. Depictions of the Demiurge are always of a beast or animal, including humans, but whatever the form, the Demiurge is always depicted as being heavy with child. Priests who follow the deity of the wilds receive prayers, all of which tap into the raw majesty of the wilderness and the creatures that inhabit it.

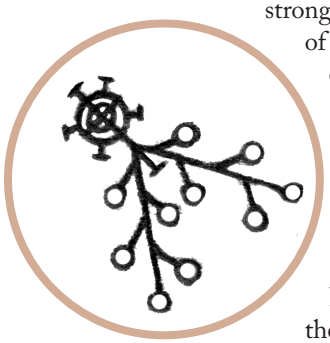


PRIESTHOOD: Worship of the Demiurge is ancient and Its priesthood of Druids are truly blessed by their god. Druids make their worship in remote petrified glades and before stone monoliths, locations that far predate mortal kind's existence. It is not uncommon for these fringe priests to keep humble jobs such as midwives and herbalists. The most blessed of Druids have the wilds swirl around them, giving off the scent of fallen leaves or attracting animals wherever they roam. Taken down paths of corruption, Druids will revert to their ancient forbidden practices, such as living sacrifices and mass orgies of destruction. They would tear down every wall of civilization and see the world cast into absolute anarchy, if only to usher in a return to the basic elements of life.

COMMANDMENTS: The strictures of the Druids are much about respect and understanding. Animals should be honored for giving us their meat and bones, continuing the predator-prey cycle and for being truly innocent in the god's eyes. Once a year a Druid must abandon civilization to get in touch with their bestial side for a week. Sacrifices of animals or grain must be made monthly as well and Druids are forbidden from wearing metal – though they may wear skins. Druids also oppose science and innovation, encouraging the use of natural weapons and pure skill. Finally, Druids are forbidden from bringing harm upon animals, unless killed for food, in self-defense or as a sacrifice.

THE GOD-EMPEROR

According to folklore, a child was born of virginal birth, heralded below a blazing winter star. Three seers, witnessing the birth, prophesied the boy would save humanity. The blessed child grew from being a mere carpenter to become a strong and charismatic champion of order, who united dozens of warring regions into a cohesive empire. He eventually ascended to divinity and was dubbed the God-Emperor, becoming the lord of civilization, courage and humanity. From a heavenly throne amid the clouds, the God-Emperor's divine light brings revelation to the darkest of places, worshipped universally as the chief god of humanity. His prayers are radiant and inspire courage, but are only granted to the worthiest agents of order.



PRIESTHOOD: The priesthood of the God-Emperor are known as Godsworn: hammer-wielding, militant paladins who root out Mutants and chaos in the name of humanity. They are a zealous and headstrong priesthood, taught to never back down and to always put faith in their divine lord. Older Godsworn seem to exude holy light, with the mark of a burning hammer branded on their skin. Heretical Godsworn are unforgivable and deemed traitors of the highest order, militant supremacists who put anyone who is not 'purely human' to the flame, though what qualifies as 'purely human' is very much open to definition. Pogromists of the worst sort, their brand is twisted and upside down, indicating their allegiances to Ancestral purity.

COMMANDMENTS: The Godsworn must obey orders given to them by superiors and always show true allegiance for their godly lord. They must always promote civilization, even at the cost of their individual freedoms. Above all, Godsworn priests must follow the commandment to root out rot and Corruption in all its sordid forms. Finally, Godsworn must only wield blunt weapons so as to not spill blood. Cracking skulls, however, is encouraged when facing down Orx and other Mutant Ancestries.

THE LEARNER

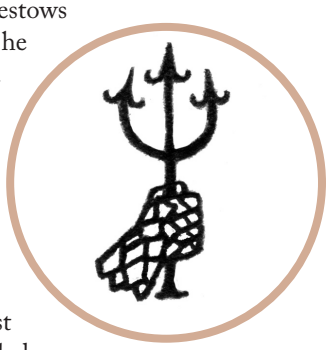
As literacy slowly becomes more of a given than not, the Learner has moved from being an obscure deity to one of the most well-regarded. The Learner is the god of knowledge, justice and history, as well as the husband of the Custodian. He is a kind and patient though esoteric god, seen most often as an aged scholar or an owl. In addition to being the patron of philosophers and intellectuals, many sanctioned arcanists of all sorts pay lip service to the Learner. The Learner often values usable knowledge over mystical powers, but He does grant prayers of perception to those He deems intelligent enough to use them wisely.

PRIESTHOOD: The Learner's devout are called Truthsayers. Their ranks are few but well-regarded for their sagacity. They record and maintain great histories, including of those other faiths that let them and they often serve as arbitrators or judges on disagreements between feuding churches. As a Truthsayer obtains more knowledge and submits their new-found learning to the restricted archives kept by their priesthood, they develop an almost eidetic memory while their sense of judgement grows less humane and more pragmatic. Truthsayers who use knowledge for their own twisted purposes are beyond saving, for their awareness of dark truths can serve as potent weapons against their fellows.

COMMANDMENTS: First among all of the Learner's strictures are that Truthsayers must safeguard knowledge of all sorts, as it is the foundation of civilization. It is also their duty to arbitrate in disputes, free from bias. In addition, though they view combat as a last resort, they see no shame in using it to overthrow injustice and heresy. The Learner also expressly forbids the priesthood from telling falsehoods, unless it would grant heretical or dark knowledge to others.

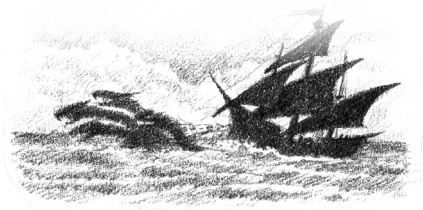
THE LEVIATHAN

The Leviathan is the goddess of the sea and of storms. A capricious and sometimes angry goddess, the Leviathan is often depicted as a massive, blue-skinned woman with undulating tentacles, though she is also depicted as an enormous creature of the sea, such as a kraken, shark or whale. She is also said to be the first daughter of the hermaphroditic Demiurge, born from Its loins deep below the sea. The Leviathan bestows prayers rarely, but the ones She does can becalm storms and bless voyages or plunge enemies of the faith into briny fathoms from which there is no escape.



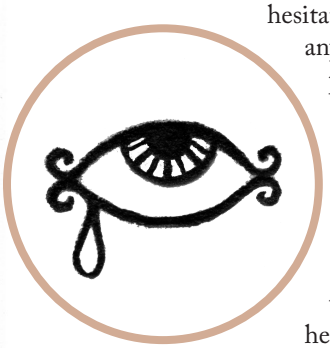
PRIESTHOOD: Priests of the Leviathan are known as Drowned Ones. The most fervent followers of their lady are often sailors and explorers who having survived drowning and been kissed by the Leviathan's terrible storm, have been found worthy. Drowned Ones who descend deeper into the faith take on the tempestuousness of their lady and often smell horribly of dried seaweed and dead fish. Drowned Ones who command the mightiest of Magicks of the lady of storms can forcibly drown people they see as enemies or throw them overboard into the maws of sharks, the Leviathan's holy creatures.

COMMANDMENTS: Their beliefs are sometimes contradictory – some temples believe whistling on a ship is bad luck, while others think it encourages a good headwind. Common tenets forbid the killing an albatross, disobeying your captain, keeping a cat on the ship and countless others – they usually vary from ship to ship and temple to temple. Finally, the Leviathan prohibits the Drowned Ones from wearing armor heavier than quilted armor, so that they can swim unencumbered.



THE MARTYR

With plagues, disease and poison being common occurrences, the Martyr is a commonly worshipped goddess. The lady of healing, mercy and childbirth, the Martyr is the wife of the Steward. The Martyr is the only wholly-benevolent deity, hesitating to lift a hand against anyone and well-regarded as the protector of mothers and the slain sons of the battlefield. She is often depicted as a beautiful maiden clothed in all white and she is said to radiate a motherly, soothing glow. All of Her priests are taught the healing arts and her Magicks involving healing or caring for the injured and sick.



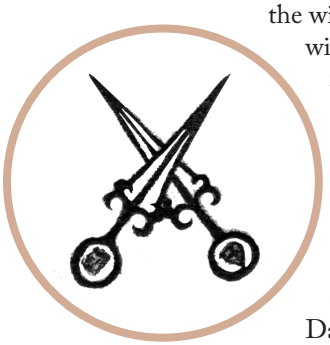
PRIESTHOOD: Those who come to worship to the Martyr call themselves Revered Mothers. As men are dissuaded from becoming Her priests, the vast majority of Her priesthood consist of women. They embody the care and love of their goddess, helping any who are in need of aid. As their years of healing the sick pass by, Revered Mothers become more resistant to their own pain, while feeling the pain of others more strongly; often openly weeping screaming lamentations at the sight of others in pain. Revered Mothers who follow darker paths still believe in the healing arts, but their surgeries: limbs that need only stitching are amputated, leechings turn into full exsanguination and so on. They become literal revenants of the battlefield, valkyries who only revive the dead in order to extol the war-like aspect of the Martyr (whom they would call the 'Red Revenant').

COMMANDMENTS: Revered Mothers, the priesthood of the Martyr, focus solely on others – never themselves. They will never refuse pleas for healing, but nor will they let someone suffer an agonizing death. They avoid killing at all times and carry no weapons, but they have an almost personal vendetta against the Abyssal Prince of Decay – many declare Him their mortal enemy. The Martyr forbids use of armor and Her priests may only carry a staff. Finally, they should never take the life of another, unless as an act of self-defense.

THE NIGHTFATHER

A wry smile, the cut of a leather coin purse and a lie told in confidence are all little worships given to the conniving Nightfather. The lord of good fortune, commerce and the patron of burglars and confidence men, almost everyone throws a brass or two to the Nightfather's coffers when all else seems impossible. The Nightfather is a trickster, though not malicious; He often appears as a cunning knave or orphan, otherwise in the form of a jackdaw such as a crow or raven. Many assert that the Nightfather was originally a mortal who tricked His way into ascending into the court of the gods. The lord of fortune's Magicks are subtle and often appear as twists of fate on the surface, which is what the Nightfather desires: keep people in the shadows as to his true intentions.

PRIESTHOOD: The Nightfather's priesthood is rag-tag and disorganized at best. Calling themselves Grey Guilders, they operate more as a shrewd merchant or banking guild than as an overarching church like that of the God-Emperor. Guilders are cunning and often throw caution to the wind, knowing the Nightfather will bless them with good fortune and safe travel. As they rise higher in the 'church', the Guilders will rarely make any decisions themselves, instead letting fate decide any course of action, even carrying dice or flipping coins to that end. Darker Grey Guilders not only place their own lives in the Nightfather's hands, but also the lives of others, spreading misfortune and death in the process. Their dice are always of onyx or jet. Such tarnished Guilders often mutilate half their face in reverence to the Nightfather as they dispense life and death at the flip of a coin.



COMMANDMENTS: Grey Guilders expound freedom and liberty in their tenets. You must live by your wits, hold your sword back from unnecessary violence and work the wheels of commerce in your favor. They don't believe in honor, but trust is valued above all else. Oppression is a terrible sin; they consider it better to die than live under its yolk. The Nightfather demands that Grey Guilders donate one out of nine coins they have. They are expressly forbidden from wearing metal armor and commanded to only carry small one-handed weapons that can be secreted about themselves.

THE STEWARD

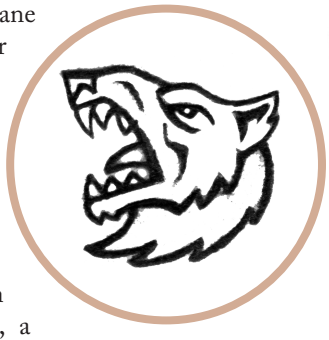
War and conflict have always existed, but only until recently have many taken the brutality of combat and turned it into a true art form and game. The Steward rules over this type of war, being the god of soldiers, strategists and warfare in general, as well as being the husband of the Martyr. A deity widely worshipped where the sun beats down the brightest and hottest, He is commonly represented by a rising sun, emblazoned with a downward-thrust spear. The Steward's prayers both rally allies and frighten enemies, with many great generals offering prayers to Him.

PRIESTHOOD: Faithful of the Steward call themselves Iron Abbots, steeled and martial warriors who spend almost as much time in battle as they do in worship. Steely-eyed and lionhearted, they nearly rival the Godsworn in their devotion, but Iron Abbots are far more proud and regimented. Their pride and devotion can be their undoing as it can lead to rash decisions and headstrong tomfoolery. Iron Abbots who follow darker paths become warlords, gathering other zealots to pillage and burn with a fervor rarely seen outside of an Orx horde. While the world fears rape and pillaging from soldiers, the zealotry of a corrupted Iron Abbot's fanatics inspires sheer terror.

COMMANDMENTS: The Steward is a foreign god, but respected all the same. Honor and dignity are highly important – His priests must not only respect their commander, but also show pity and respect to prisoners of war. The Iron Abbots show neither pity nor respect to the enemies of humanity, whether that be Mutant or Abyssal. Iron Abbots are expressly forbidden from using weapons other than spears, pikes and polearms. Lastly, when an Iron Abbot makes a promise or swear themselves to another, their Vow of Fealty to the Steward (as detailed out under Generalist Magick) means that it can only be lifted by the oath-giver or completion of a sacred quest.

THE WINTER KING

Far to the north, where the beasts are cruel and winters are crueler, only the Winter King holds court. He is a god of winter, wolves and battle, though His focus on warfare is more bloody and wild than the Steward's command of stratagem and organization. The lord of ice is worshipped most often in His form of a large, burly and bearded warrior, though He can also appear as a large winter wolf with a steely mane of hoarfrost. The Winter King gives no mercy and favors only the strongest of warriors, as those who die in the cold do not deserve to be protected from it.



PRIESTHOOD: The Winter King finds His chosen souls in the White Wolves, a priesthood who wrap themselves in wolf pelts and often serve as rangers and outriders. White Wolves are hardy and given to bloodlust, their heart and souls almost as cold as the woods and the tundra they dwell in. As the ice and sleet infuse their bones, White Wolves rebuke any sort of heat and have little trouble staying on the fringes of the wilderness despite the terrible season. Should a White Wolf let the howls of winter flurries bury into their souls, they become insane berserkers, straddling the line between man and beast in a ferociously bloody haze.

COMMANDMENTS: The White Wolves share similar tenets with the Godsworn. They too are supposed to obey superiors, defend their honor and be truthful in all things. Winter Wolves also believe that using ranged weaponry is dishonorable, as is wearing the pelt of a wolf you did not personally kill. Furthermore, they are bound by sacred oath not to back down from a direct challenge, often fighting to the death.

FAITH & WORSHIP

The gods and the church are integral to the people's lives – they serve as both guidance and leadership, and for many, they are the only certainty they have in a grim & perilous world. Crops may fail, children may be taken by pox and cities may fall, but the canticles of the church continue to be sung. Despite what many deacons and learned priests say, the gods do not speak to them and rarely show signs that they are real. Not every cleric can speak with the gods or use their Magick; in fact, those that can are exceedingly rare. In most cases, there is a difference between the 'god sworn' clergy of the God-Emperor and the true Godsworn priests who can call upon His enigmatic power.

Worship of each deity varies from region to religion. For example, worship of the God-Emperor takes place in grand

temples and is very formal in structure, while a deity like the Demiurge holds meetings only during the spring and at harvest time rather than congregating in grand churches. Despite the number of the gods worshipped in a grim & perilous world, most towns possess just a temple to a single deity, while small shrines to other gods may be found within. For example, temples to the Leviathan will be found in most ports, while temples to the Learner will be found near great schools and universities. Some temples serve dual purposes, for example, the Martyr's temples also service as hospitals and hospices.

Nevertheless, all gods find equal worship, at least among humanity. Most select a patron god as the center of their devotion, but all carry out the small rites and prayers befitting all the normal gods: a prayer to the Martyr when asking for a mercy, a call of thanks to the Leviathan for a hearty catch or a small beseechment for light from the God-Emperor in dark times. Demihumanity is a different story, worshipping both the traditional gods of humanity as well as their own pantheons. For example, Dwarves may worship the Steward and their ancient ancestors, while Ogres may look to a god of hunger for favor.

Most religions record their liturgies and prayers in holy books and tablets, but modern worship still involves a large amount of folk belief. Omens, portents and good luck charms – relics of a bygone old faith – still exist and to some, offer perhaps arbitrary protection. Does snapping your finger when seeing a falling star really bring good luck? Perhaps not, but why risk it? Most formal religions have adopted and canonized such omens and portents, for example, a grey wolf being an omen of death from the Winter King or a dove being a symbol of good health from the Martyr. Thus they are as holy as the gods themselves.

Each god has their own priesthood and their role in maintaining the faith and administering to the faithful, varies from religion to religion. Usually, there is often both a hierarchy in the church and a split between a militant and scholarly arm. There is little consistency – God-Emperor priests are both warriors and scholars while the Demiurge's followers serve mainly as intellectual adherents. What is consistent is that worship requires total devotion; priests often devote their entire life to the service of their god, following and enforcing the tenets of their faith. Those that rebel against or veer away from these tenets or break the church's commandments or bring the faith into disrepute, often find themselves excommunicated or if a priest, defrocked and excommunicated. What constitutes reason enough to be excommunicated varies from religion to religion. However, every church demands that the priesthood be models of perfection and not only practice, but live by the tenants of its faith. Choosing to don priests' vestments is not something to be decided upon on a whim – it means a life of servitude, separation and dogma for the potential promise of divine reward.

HERESY & FANATICISM

Religion though, exists beyond the boundaries of the formal religions. Here it takes on a darker form and may not even be legal. For example, the Crouching One and his worship is almost universally outlawed, while the worship of many non-human deities or folk god offshoots is severely frowned upon if not outright banned. And should worship of an Abyssal Prince or one of their demons ever be discovered, then inquisitors with broad hats and flasks of fire will hunt down these heretics and then have them questioned under torture before drawing and quartering them without mercy. All are aware of the inquisition's wrath in such matters, but that does not stop some from worshipping the Abyssal Princes. Whether the Abyssal princes are truly 'real' as other gods is up for debate, but zeitgeist and dogma has ensured that these beings are a terrible possibility.

Nevertheless, even the accepted religions number fanatics among their faithful; the line between devotion and insanity being surprisingly thin. Some priests do veer from orthodoxy, joining heretical sects, mortifying their flesh and becoming almost as barbarous as demon worshippers. The duties of templars and paladins make keeping their faith more of a challenge than the priests in their temples. Tasked to root out and destroy the enemies of their god, in actuality templars and paladins sometimes find themselves undertaking unsavory acts that may not be entirely based on their god's commandments. "Fight fire with fire" is a common saying by inquisitors, who see it as the only way to root out Corruption. For the most part though, priests are generally well-meaning and have their flock's best interests at heart, offering guidance in times of trouble. Their temples ring with song and their roadside shrines see constant tithe, so it need not be all fire and brimstone – just some of the time.

FOUR PRINCIPLES OF MAGICK

There are four principles of Magick – General, Petty, Lesser and Greater, each of greater Magickal potential than the previous form. Each of these forms dictate a group of common power, results and expiration, which are called spells. The ability to learn and cast spells is granted by being of a specific Profession.

GENERALIST MAGICK

Generalist Magicks are the lowest principles of Magickal power, easily harnessed by those who know how to reach into the Æthereal Veil to draw forth their power. Learned by rote, intense prayer or by accident, Generalist Magicks are shared between both practitioners of Arcane and Divine Magick. Practitioners of either Magick must first master the lessons of basic Magick if they are to progress on to learning how to cast the Petty, Lesser and Greater Magicks of their chosen arcana or prayers to their god. Although they are the simplest to cast, Generalist Magicks are not without their dangers and just like more powerful spells, they too can generate Chaos Manifestations as the Ætheric Winds whip uncontrollably into the Material Realm.

PETTY MAGICK

The simplest forms of enchantment are Petty Magick and Generalist Magick and are minor enough that when cast, their spells may be construed by an outsider as luck, unusual phenomena or works of superstition. These range from extinguishing lanterns from afar, keeping ones' clothes entirely dry from the rain and imbuing a weapon with a god's blessing (or curse) to determining truth from fiction, temporarily robbing another's ability to speak and bewitching or cursing another with terrible dreams.

LESSER MAGICK

Lesser Magick is more complex than Petty Magick and when cast, it creates results that are wildly improbable, undoing reality in small ways. Such powers range from creating things out of thin air, invoking divine protection and vanishing and reappearing nearby to bewildering another with scintillating lights that only they may see, ensorcelling a weapon to temporarily burn with a tongue of fire or enabling you to breath water for a time.

GREATER MAGICK

Greater Magick re-authors the world around you or removes something which was formerly real, breaching the laws of reality. It can summon an earthen maw to consume enemies, cause a rain of fire over a village and open gates to other places across the world. It can bring forth heaven or hell-raised flames from the sky and earth, regrow limbs or chase away mutation entirely It can transmute lead into gold, or create mighty artifacts and relics.

YOUR LIBRARY OF SPELLS

Whenever you gain your first Skill Rank in Incantation, you must immediately make a choice: does your Character rely on the gods to grant them power or is it personal willpower and formula that they derive their power from? This choice is generally a function of your Profession's Special Trait. The choice also determines how you store your Magick spells in the written form:

ARCANE TOME: Those who prescribe to precious mathematical formula to conduct their Magick must write their lessons in an arcane tome. It may take many shapes. It could be a bronze rod inscribed with symbols that writhe along its length; a simple book, chained around one's waist to prevent theft by other practitioners; or stones inscribed with runes, kept in a special velvet pouch. The only limit to the form it takes is whether or not it can be used to record an arcanist's spells, but in a grim & perilous world, the most common form is a book of some kind. For example, those that practice the art of Transmutation typically inscribe their spells on sheets of rolled tin while those who use Necromancy author their vile rites within flesh-bound books.

PRAYER BOOK: Those who believe the gods grant them Magick must record their rites into a prayer book. Much like the arcane tome, it too can take many forms. It could be an illuminated scripture of the holy word; a sheaf of copper plates, held on a link of chain; or devotions hand-carved into a set of prayer beads. In general, the form that a prayer book takes reflects the teachings of the god it is devoted to. For example, the Winter King may require his priests to author their spells on the backs of animals they've slain, whereas the priesthood of the Custodian authors their spells upon death shrouds.

It would not be uncommon to find that a god would require their followers to place rites upon their tools. Either way, the prayer book is a permanent accounting of all the Magick spells you've learned.

As with an arcane tome, a prayer book is a permanent notation of all the spells that its owner has learned. Both arcane tomes and prayer books can be used to record up to nine total Magick spells, regardless of their form – Petty, Lesser or Greater Magicks.

LEARNING NEW SPELLS

Over the course of your adventures, you will inevitably run into others not unlike yourself. All arcanists jealously guard their Magick, especially if it is Magick that they have created themselves, but some may be willing to trade their knowledge with you or perhaps grant as a reward for undertaking some difficult service or other. It will be no great surprise to learn that some of them may lack your scruples and as such, their lust for power – in particular Magick power – is wanton and endless. To that end, they will ultimately seek to steal or destroy the knowledge you possess. This is just one of the many challenges that an arcanist may face, but if you can defeat such opponents, you can instead learn their secrets.

You may even stumble across ancient ruins which speak tales of sorcerers and priest-kings, who were then buried with their own accounts of Magick. Unsurprisingly, such tombs are rarely left unprotected and powerful curses, deadly traps and even the presence of the undead are usually enough to deter most individuals. The lure of power may be enough though, to seek such places out and with luck and skill mark your gaining of great power – or a perilous end to your story.

REQUIREMENTS: In order to learn new Magick spells, you must first have access to a Magick spell you don't currently know. This can be taught to you by a learned scholar, practiced in church by participating in ceremonies with your elders, transcribed from ancient texts or learned in any other fashion which may make sense, given your Profession. Once you commit to learning a new Magick, you can only spend time learning that specific spell. You cannot study multiple spells at once.

CREATE SACRED SCROLL: You record the intricate, complex Magickal formula and prayers temporarily on paper or parchment, called a sacred scroll. Generally, it takes one hour to record a Petty Magick spell, two hours for a Lesser Magick spell and three hours for a Greater Magick spell. Recording a spell upon a sacred scroll doesn't require any Skill Tests, but it cannot be interrupted, otherwise you must start over again. However, merely recording it doesn't necessarily mean that you have learned it yet. This is only the beginning of the process.

PRACTICE NEW SPELL: Before practicing a new spell, you must acquire the reagents necessary to cast it. These are listed according to the spell and may require the simple expenditure of coin or an adventure in itself. Once acquired, to practice the spell you will repeat the correct intonation of syllables, the weaving of one hand and the proper use of the reagents. It takes one day in

COST OF REAGENTS

Most reagents require a bit of cleverness on the player's part to hunt down. While many can be found through use of Skills, foraged for in the wild or recovered from Slain! enemies, some reagents must be manufactured. In cases where you are uncertain how much a reagent would cost to purchase or resell, follow these simple guidelines to determine cost by Principle of Magick:

- Generalist or Petty Magick Reagent: 3 brass pennies (bp)
- Lesser Magick Reagent: 6 silver shillings (ss)
- Greater Magick Reagent: 9 gold crowns (gc)

ceremony to practice the new Petty Magick spell, two days in ceremony for a new Lesser Magick spell or three days total for a Greater Magick spell. The hours spent in ceremony, along with the days spent in ceremony, are sacred to both arcane and divine magicians. Fortunately, these days need not be consecutive, but the days you commit to the ceremony cannot be disturbed, or else you must begin anew.

FINALIZE RESEARCH: Once you finish practicing, you'll make an Incantation Test to see if your research was successful, with the principle of the Magick setting the Difficulty Rating; Generalist & Petty Magick has a fixed Difficulty Rating of (Routine +10%), Lesser Magick a (Standard +/-0%) and Greater Magick a (Challenging -10%), but the GM may change it as the situation dictates.

Upon success, you finalize your research and are ready to record the Magick into your arcane tome or prayer book, but must spend Reward Points to record it. If you rolled a Critical Success on the Incantation Test, you both finalize your research and need not spend Reward Points to record it. Failing the Incantation Test means you must begin practicing anew right from the start. A Critical Failure however, means you can never learn this Magick spell.

RECORD THE SPELL

In all cases, once you have succeeded or Critically Succeeded to learn the Magick spell, you must incinerate the sacred scroll in flames, using the ashes mixed with an ink pot (which are both expended) to author the spell into your arcane tome or prayer book. This step also permanently 'writes' the Magick spell into your mind, so that you can cast it at any time without looking at the Magickal formula. In addition, it allows you to use your arcane tome or prayer book to Channel Power later on.

Finally, you must finally spend either 100 Reward Points for a Petty Magick spell, 200 Reward Points for a Lesser Magick spell or 300 Reward Points for a Greater Magick spell to complete the ceremony. Once complete, you can now cast the Magick spell without aid of your arcane tome or prayer book. Be sure to track the Magick spells you know under Unique Advances on your Character Sheet.

You can only ever learn a number of Generalist Magick, Petty Magick, Lesser Magick and Greater Magick spells equal to your [IB]. This means that if you have an [IB] of 5, you can only learn 5 Generalist, 5 Petty, 5 Lesser and 5 Greater Magick spells.

CAST MAGICK OVERVIEW

Below is a brief overview to follow whenever you wish to cast Magick:

- Step I: Select Magick Spell
- Step II: Channel Power
- Step III: Determine Results
- Step IV: Roll Chaos Dice
- Step V: Unfetter Spell

STEP I: SELECT MAGICK SPELL

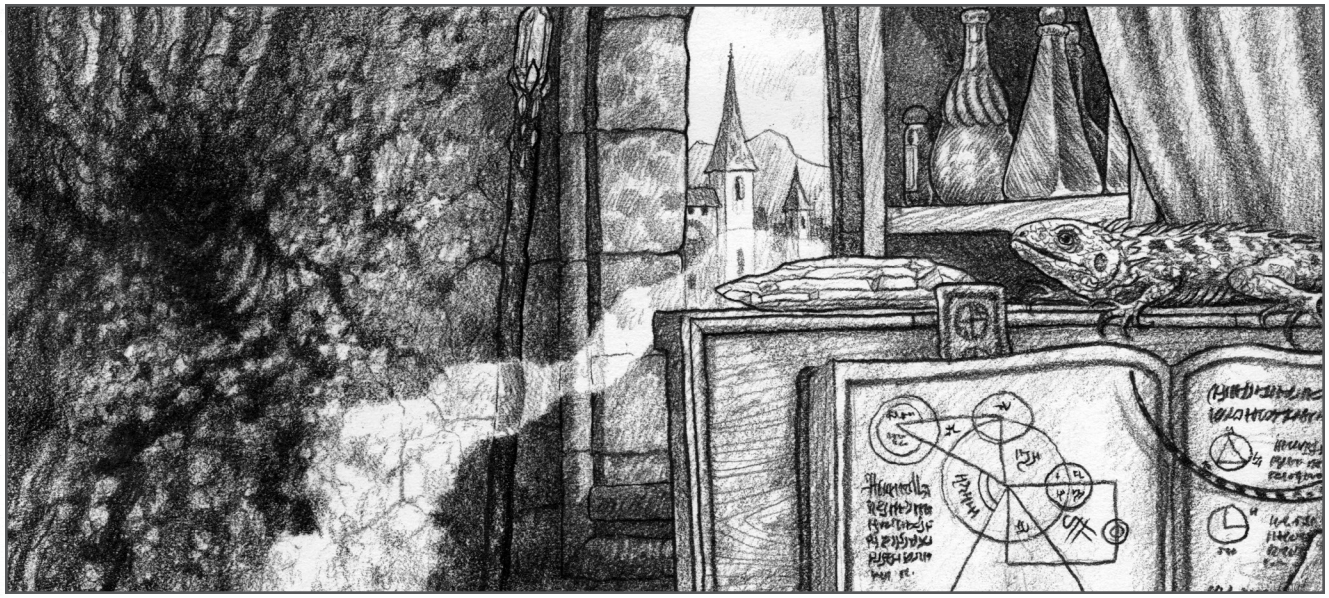
Drawing forth from the Æthereal Veil, the aspiring practitioner creates an invisible breach to form chaos into order. With the intonation of words, the weaving of hands into the air and presentation of the reagent, this complicated ceremony may bear the fruit of arcanist's labors – or ultimate disaster.

Whenever you wish to attempt to cast Magick, you must first choose what Magick spell your Character intends to cast. Only Magick spells that the Character has formally learned can be attempted. In addition, you cannot wear armor which possesses the Heavy Quality while casting Magick, as it inhibits the ability to use the Incantation Skill properly. Wearing any sort of armor may produce harder Difficulty Ratings to properly cast Magick.

Providing the circumstances are right – and the reagents are available – announce to the GM you intend to use a specific Magick spell.

THE FOUR RULES OF MAGICK

Use of Magick is traditionally bound by four, easy to remember, restrictions: one hand must be free, you must be able to see, you must be able to speak and you must have all of the appropriate reagents on your person to properly cast.



GM ADJUSTS DIFFICULTY RATING

Generalist & Petty Magick has a fixed Difficulty Rating of (Routine +10%), Lesser Magick a (Standard +/-0%) and Greater Magick a (Challenging -10%), but the GM may change it as the situation dictates. These circumstances are always the result of outside influence and can have a positive or negative influence upon the outcome. For instance, if an arcanist is involved in an Engagement where one side outnumbers the other, then this plays into their favor and they will be awarded a bonus to their Incantation Skill Test. Conversely, if the arcanist wants to cast Magick into an Engagement where their intended targets stand amongst their own allies, it will work against them and their Incantation Skill Test will be penalized.

MAGICK SPELLS IN COMBAT: If you are in combat, you must spend the appropriate number of APs on your Turn before you make an Incantation Test. Generalist and Petty Magick costs 1 AP, Lesser Magick 2 APs and Greater Magick costs 3 APs. Casting a spell takes ten seconds of in-game time. As Duration is measured in minutes (and combat Turns are measured in seconds), it's usually unnecessary to track Duration in combat.

CONCENTRATION: Given that some Magick requires Concentration or the casting time extends into next Turn, if you are brought to harm during this time, it may spoil your casting. If for any reason you suffer Damage or Peril, have to Resist Magick or an Effect, Counterspell, Dodge or Parry during this time, you will need to make a successful Resolve Test or your focus will be broken. Once Concentration is broken, the Effects of spells that have a limited Duration immediately end.

You can only Concentrate upon one Magick spell at a time, but may cast other Magick spells while Concentrating.

STEP II: CHANNEL POWER

A practitioner of Magick may need to draw deeper from the Æthereal Veil, gathering more power than normally possible to expand their hold over Magick. Widening the rift, it can produce more desirable results by drawing in and venting more chaotic power. However, the Æther is fickle and even the most sagacious of spell casters cannot fully control what may occur afterwards.

Before or after the Difficulty Rating is called out by the GM, you can attempt to absorb more power from the Æthereal Veil. Drawing deeper from the well, it raises the chance for success, but not without raising the stakes. This is known as Channeling Power, costing 1 AP if done during combat. Only those who possess the Arcane Magick or Divine Magick Trait can attempt to Channel Power. Be careful though, the chances of you provoking a more severe incursion of Æthereal dissonance increases with the number of Chaos Dice you roll. You must have an arcane tome or prayer book in-hand to Channel Power. When Channeling Power, you have three options (with the following consequences):

- Raise your chances of success by increasing the Difficulty Rating by one positive step, but immediately suffer 1 Corruption. In addition, you must roll 1D6 Chaos Die after your Magick is cast to see if a Chaos Manifestation is triggered, regardless of whether the casting was successful or not.
- Raise your chances of success by increasing the Difficulty Rating by two positive steps, but immediately suffer 2 Corruption. In addition, you must roll 2D6 Chaos Dice after your Magick is cast to see if a Chaos Manifestation is triggered, regardless of whether the casting was successful or not.

- Raise your chances of success by increasing the Difficulty Rating by three positive steps, but immediately suffer 3 Corruption. In addition, you must roll 3D6 Chaos Dice after your Magick is cast to see if a Chaos Manifestation is triggered, regardless of whether the casting was successful or not.

CORRUPTION: Corruption is temporarily recorded on your Character sheet, as mentioned in **Chapter 3: Character Creation**. Remember, the more Corruption you gain, the greater the chance there is of your gaining a mark on your Chaos Rank at the end of the Game Session. Once you've decided to Channel Power, you must make an Incantation Test.

Grover Caldwell is attempting to cast a Petty Magick spell. He currently faces an (Arduous -30%) Incantation Test. Grover decides to Channel Power, raising the Difficulty Rating by two steps. This moves the Difficulty Rating for his Incantation Test from (Arduous -30%) to (Challenging -10%), while suffering 2 Corruption. However, Grover must roll 2D6 Chaos Dice after making his Incantation Test.

STEP III: DETERMINE RESULTS

Giving shape to chaos in the Material Realm, your Magick takes hold. Its results depend upon the spell that has been cast, whether that is a subtle influencing of a target's actions or a blaze of scintillating light that dazzles and blinds all.

Each Magick spell has a list of Effects. Effects take hold if your Incantation Test is successful. However, if you Critically Succeed the Incantation Test, you'll take into account both the standard Effects and the result from the Critical Success listing. Failing an Incantation Test has no immediate drawbacks. However, Critically Failing an Incantation Test can be devastating. Refer to the Critical Failure listing for the Magick spell to determine what happens.

DISTANCES & SIGHT

In order for it to strike a target at Distance, you must be able to clearly see the intended target of your Magick spell. Those partially obscured may raise the Difficulty Rating for your Incantation Test. The GM will make that determination.

BURST, CONE & EXPLOSION MAGICK: Some Magicks affect not one, but many targets. Magick of this nature is unpredictable, rarely unable to distinguish between friend and foe once a practitioner casts it. For purposes of these Magicks, their Effects will be indicated as either a Burst, Cone or Explosion Template in the Magick's description. You can reference Templates back in **Chapter 7: Trappings**.

TOUCH MAGICK: Some spells require a practitioner of Magick to touch another for its Effects to work. During non-combat situations, it should be easy enough to touch someone without them being inherently aware that you're trying to harm – or help – them. However, if this takes place during combat, you must be Engaged with the person before you can attempt to touch them. This is considered a part of the Cast Magick action, requiring no additional expenditure of APs or Skill Tests to initiate the touch. The Distance entry will always note if the subject must be touched.

AVOIDING MAGICK

Magick often requires an opponent to Resist the Effects of a spell by using one of their Skills. If a spell can be resisted, it will be indicated in its description as well as the Skill necessary to Resist its Effects. Touch-based Magick cannot be Dodged or Parried, requiring an unwilling person you can touch to Resist with a successful Coordination Test to avoid its Effects. If the subject of your spell willingly accepts its Effects, they are not required to Resist its Effects – even if your Magick goes haywire with a Critical Failure!

Whenever a foe is struck by Magick that requires them to Resist its Effects, they must make a relevant Skill Test as indicated in the spell's entry. The Test's Difficulty Rating is based on the Difficulty Rating of the Magick cast by your foe and always translates into its opposite as a bonus or penalty. This means that if the Difficulty Rating of the Magick cast by your foe has a Difficulty Rating of (Routine +10%), your Difficulty Rating to Resist is (Challenging -10%). However, the GM may adjust the Difficulty Rating for Resisting Magick based on the situation. Some conditions may play into your favor, for example, casting Magick upon someone who cannot readily see you, and at other times against you, such as a foe presenting a holy symbol meant to ward off chaos as you cast a necromantic spell on them. These determinations will always be made by the GM.

As mentioned in **Chapter 8: Combat**, Defenseless and Helpless foes cannot Resist Magick spells.

COUNTERSPELL

Whether you follow the arcane or divine path, all casters can try to Counterspell enemy Magick. Its use allows an arcanist to instantly dissolve the Effects of a Magick spell cast against them. This is known as Channeling Power, costing 1 AP if done during combat.

Whenever you are targeted by a Magick spell cast at you (referring to the Distance entry for Magick), attempt an Incantation Test. The Test's Difficulty Rating is based on the Difficulty Rating of the Magick cast at you by your foe and always translates into its opposite as a bonus or penalty. This means that if your foe's cast Magick has a Difficulty Rating of (Hard -20%), your Difficulty Rating to Counterspell is (Easy +20%).

If successful, you immediately negate and dispel their Magick entirely. If you roll a Critical Success, you retain the APs you would have spent to Counterspell. If you fail, you can attempt to Resist as normal. If you Critically Fail, you cannot Resist as normal and suffer 2D10+2 mental Peril.

There are several limitations to Counterspelling:

- You must know how to cast the Generalist Magick spell of *Dispel Magick;*
- You must have one hand free, be able to see and speak in order to Counterspell;
- You must have two Skill Ranks in Incantation to Counterspell Lesser Magick;
- You must have three Skill Ranks in Incantation to Counterspell Greater Magick;
- You cannot Counterspell when left Defenseless or Helpless;
- You cannot Counterspell when the caster Critically Succeeds on their Incantation Test to Cast Magick;
- You cannot Counterspell Magick whose Duration is listed as Instantaneous.

MAGICKAL INJURY: Magick rarely causes Injuries, unless otherwise noted within the Magick's entry. Simply ignore the Chaos Dice normally rolled after suffering Damage from the Magick's Effects. In some cases, there may be a chance to be set On Fire or suffer other Effects. For these special exceptions, roll Chaos Dice as you normally would for Injuries, but refer to the alternative Effect mentioned by the Magick spell.

STEP IV: ROLL CHAOS DICE

The Winds of the Æthereal Veil are incredibly unpredictable. The more power you invoke to cast Magick, the more likely that the Æther's chaotic nature will slip between the cracks. Whether by whimsy of the gods or by not making a suitable enough sacrifice, raw chaos-stuff can spill forth changing the Material Realm around you.

You can be forced to roll Chaos Dice for a myriad of reasons. However, when you Channel Power, you are required to roll them after the Effects of the Magick have been determined. If you generate one or more face '6's while casting Magick, you trigger a Manifestation. This a Petty Manifestation when casting Generalist or Petty Magick, a Lesser Manifestation when casting Lesser Magick and a Greater Manifestation when casting Greater Magick.

CHAOS MANIFESTATIONS

Pouring forth from the breach between the Æthereal Veil and the Material Realm, uncontrolled Magickal energy can wrack the mind of the would-be practitioner in the best of cases or rend them into fleshy pieces at worst. Not bound by reality, the influence of the Abyss resonates strongly within the Æthereal. Unimaginable horrors await those who draw too deeply from the Æthereal and let chaos take hold of both themselves and the world.

The GM will assign or randomly determine which Chaos Manifestation takes hold. Particularly damning results may even have persistent, permanent Effects**.** This is solely dependent on how many steps you decided to Channel Power. Chaos Manifestations last for an amount of time as described in the Chaos Manifestations table.

CASTING UNKNOWN MAGICK FROM A SACRED SCROLL

Unlike other RPGs, you cannot 'store' a back-up of scrolls to cast from. However, there will be times when you want to cast a spell, normally forbidden, contained on a sacred scroll . Reagents are unnecessary in this case.

Although you cannot Channel Power whenever you cast from a scroll, you must roll Chaos Dice as if you had Channeled Power by a number of steps equal to the Principle of Magick. Once cast, regardless of success or failure, the sacred scroll is instantly incinerated by a heatless flame.

DIVINE PUNISHMENT

As a worshiper continues to call upon power, they grow closer in both mind and spirit to the divine origins of their deity, while taking upon certain aspects of their physical being. Although Divine Magick is practiced through intercession and ceremony, the gods grant and withdraw power upon their whim. Not every call to power is returned; some prayers go unanswered. In these times, those of a divine bent can call beyond the reaches to forgotten gods and potent demons to answer their previously unanswered prayers. Should their god ever catch wind of this, however, they mete out a particular brand of punishment upon the cleric – a grim reminder of whom the sinner truly serves.

Some Expert Professions that practice Divine Magick are able to avoid Chaos Manifestations altogether. When you would have normally generated a Chaos Manifestation (no matter the number of face '6's that are generated), you instead suffer the Effects of Divine Punishment. Each is unique to the god you worship, but all have negative Effects. Unlike Chaos Manifestations, once a Divine Punishment has been

meted out to you, the more that you transgress, the greater the severity of the punishment's Effects. These Effects last until atonement is made for your sins.

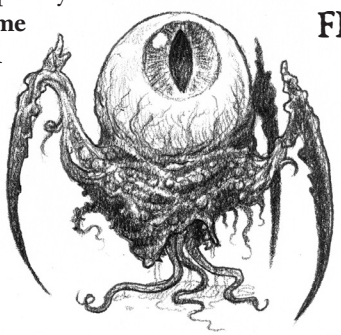
MINOR PUNISHMENT: The first time you generate a Chaos Manifestation, you instead gain a Minor Punishment. Its Effects are narratively appropriate to the god you worship. For instance, worshippers of the bloody Crouching One find that they always Bleed no matter the number of wounds they suffer.

MODERATE PUNISHMENT: If while suffering from a Minor Punishment, you generate another Chaos Manifestation, you gain a Moderate Punishment. This Effectively means you can suffer from both a Minor and Moderate Punishment at the same time. Moderate Punishments can be uncharacteristically difficult to deal with. For instance, worshippers of the Custodian may find that they 'draw' Necromancers and the undead towards their presence. As before, the GM will determine the details of the Moderate Punishment you will suffer from, tailoring to fit the god that you worship.

MAJOR PUNISHMENT: In the worst of cases, if you generate a Chaos Manifestation while suffering from a Moderate Punishment you gain a Major Punishment. A Major Punishment's Effects will be obvious to all, a condemnatory incitement upon both your soul and your lack of faith in the god you profess to worship. The social implications, especially from those with whom you profess to share a faith, are equally damning. Unless you can find a way to atone for your actions, the next step is likely to be apostasy and excommunication.

ATONEMENT

Each Punishment must be addressed individually, with atonement being made by sacrifices of varying degrees in consideration of the tenets of your god. All forms of atonement should add to a campaign's narrative rather than be a simple matter of rolling a few dice and apologizing. For example, an Augur might have to atone for their transgressions by presiding over the funeral of a murdered soldier, while a Revered Mother might be commanded to make their way into a disease-ridden ghetto and bring comfort to the sick for three days. In each and every case where atonement is required and sought, the form it takes should be different and always decided upon by the GM. Guidelines are provided in **Game Mastery chapter in ZWEIHÄNDER Revised Core Rulebook**, but their form are always appropriate to the tenets of your god and the campaign world itself.



STEP V: UNFETTER SPELL

At times, in order to power your Magick, it may be necessary to maintain a continuous tether through the breach between the Material Realm and the chaotic Æther. By holding onto the tether, your Magick can be re-energized and Magickal Effects sustained, but doing so runs the risk of exhaustion.

From the moment that a Magickal spell is cast and throughout its Duration until just before the moment it is due to expire, you can choose to extend the time a Magick spell's Effects persist by its listed Duration. When you do this, you must immediately lower your condition on the Peril Condition Track a number of steps according to Magick cast. For Generalist and Petty Magick, this is one step down the Peril Condition Track negatively; for Lesser Magick, this is two steps down the Peril Condition Track negatively; and for Greater Magick, this is three steps down the Peril Condition Track negatively.

Essentially, you immediately extend its Duration, but you can extend the Duration of a Magick spell again and again up to the point when you're Incapacitated! or go to sleep. Note that you cannot extend the Effects of a Magick where the Duration is listed as Instantaneous or Forever. However, some Rituals can be Unfettered (as mentioned below in the Ritual's entry).

FINAL NOTE ABOUT CASTING

There are no upper limits to the number of Magick spells you can cast in a given day. Note that a person can only be subjected to the beneficial or negative Effects of a Magick spell one at a time. For instance, this means you cannot cast *Hasten Speed* twice on an ally so they gain double the benefits nor cast *Hush* again upon a foe who's already currently affected by *Hush*.

MAGICK FORMAT

Every Magick spell in **ZWEIHÄNDER** is presented in the following format:

DISTANCE: This reflects the range over which your Magick can be cast. Distances that rely on sight and sound must take under consideration visibility. For instance, if it is dark out it would be nearly impossible to target another with Magick without proper lighting (or an appropriate Trait to see in the dark). If the Distance says 'yourself', it means precisely that you can cast it only on yourself and no other. If a Magick spell can be cast upon objects or people by touch, it means that it can also be cast on yourself. Any time a 'person' is mentioned, it also means a creature (unless there is a restriction mentioned in the Effects) or yourself. The GM will apply their best judgement in these cases. You are always your ally, so you can cast Magick intended for others upon yourself as well.

REAGENTS: Reagents are material ingredients normally required to cast Magick. Reagents are usually not expended after casting Magick, unless indicated otherwise in brackets as in (expended). When reagents are expended, they are destroyed whether you were successful in casting the Magick or not. No additional time is required to produce reagents in readiness to cast a Magickal spell. Unless buried in the bottom of your backpack, it is always assumed that reagents are within easy reach – such as in pockets, a slingbag or folds of a mantle – when casting Magick.

DURATION: This determines how long the Magick lasts once successfully cast, until it runs its course. Duration can be ended by caster at will, unless they critically failed to cast it. Otherwise, it must be made subject to *Dispel Magick* in order to stop it before its Duration expires.

EFFECT: An Effect describes what happens after the Incantation Test has been successfully made. In some cases, you'll deal Damage with your Magick spells using a number of 1D10 Magick Dice. However, Magick Dice never explode like 1D6 Fury Dice do. In all cases, 'person', 'foes', 'creatures' and 'allies' are interchangeable, imposing no additional distinction or restriction due to the relationship you have (or lack thereof) for consideration as to who is affected by the Magick.

CRITICAL SUCCESS: The Magick works, gaining additional bonuses indicated in this description. Note that Magick spells where you've rolled a Critical Success cannot be made subject to Counterspell.

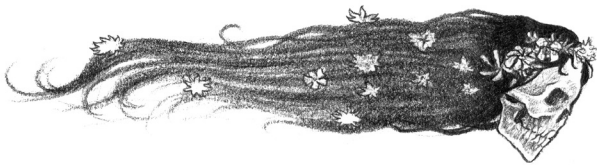
CRITICAL FAILURE: The Magick fails and incurs additional penalties indicated in the description. Critical failures generally indicate that the Critical Failure Effects last as long as the Duration, unless stated otherwise. Naturally, it is not to your benefit to Unfetter the Duration in these cases!

GENERALIST MAGICK

Each of the listings below represents the broadest application of Magickal power. It should be noted however, that while they may have the same Effects and require the same reagents, not every spell is known by the same name. For example, while a Diabolist would call *Ægis* by its proper name, a Preacher of the God-Emperor would call it the *Emperor's Shield*, a Hedgewise might know it as *Witchly Protection* and to an Adherent it would be *Mother's Grace*. You should feel empowered to change the names of these Magick spells to suit your Character's basis of Magickal practice.

GENERALIST SPELLS

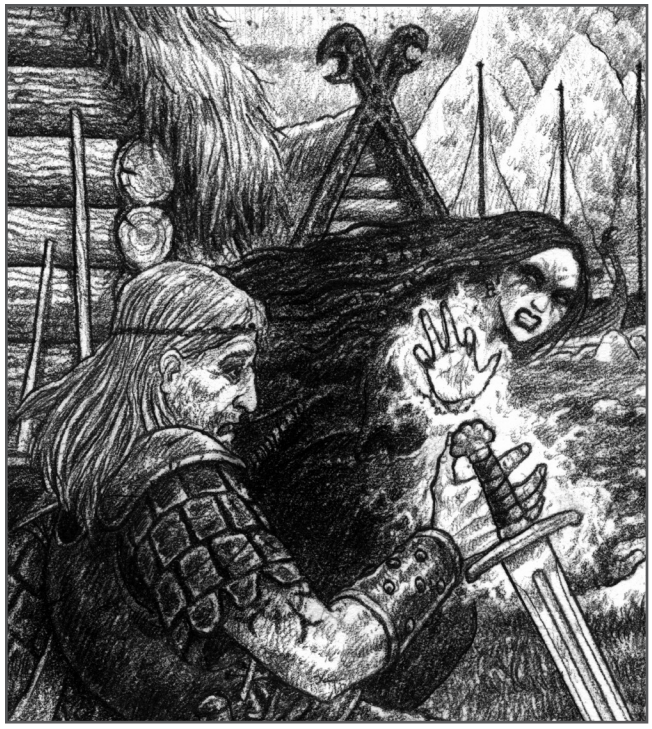
Ægis	Invoke Fury
Anoint Weapon	Magick Missile
Bewitched	Pinprick
Cack-handed Grasp	Rainshade
Candlelight	Robber's Misery
Dispel Magick	Sanctuary
Gust of Wind	Shut-eye
Hasten Speed	Trackless Step
Hat-Trick	Vow of Fealty
Haunting	Warding
Hush	Will o' the Wisp
Indomitable Spirit	Wytchsight



ÆGIS

A mystical halo of wind buffets you from all sides, offering you protection from attacks.

Distance: Yourself
Reagents: A splinter of a wooden shield kept in your pocket
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, add 3 to your Damage Threshold and you cannot Bleed. If you are currently Bleeding, you are Bleeding no more.
Critical Success: As above and you are immune to Damage inflicted by ranged weapons.
Critical Failure: Your Magick goes terribly awry, as the wind is knocked out of you. You immediately suffer 1D10+1 physical Peril and are left Defenseless for the Duration of the spell.



ANOINT WEAPON

With but a touch, you imbue a weapon with righteous might.

Distance: Any one weapon you can touch
Reagents: Three drops of holy water dabbed upon the weapon (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, a weapon you touch gains the ability to strike enemies that may be normally unharmed by non-Magickal weapons.
Critical Success: As above, but you can anoint up to three weapons instead.
Critical Failure: Your call to bless a weapon has angered gods unknown, as you now suffer from a terrible curse. For the next 24 hours, you must add an additional 1D6 Chaos Die to all Magicks you cast.

BEWITCHED

With a simple rhyme and an object in-hand, you can call forth a terrible hex to befall the object's keeper.

Distance: Any one object you can touch
Reagents: An inanimate object you wish to curse, which must be small enough to carry in the hand
Duration: Forever
Effect: After successfully casting this spell, the object you touch is bewitched. Whenever another carries this object, they suffer an irritating curse – such as flatulence, hiccups, pimples, warts or an otherwise innocuous but annoying Effect. As a consequence, the cursed suffers a -10 Base Chance to all Fellowship-based Skill Tests while the object remains in their possession. A foe cannot be made subject to the Effects of more than one curse at a time.
Critical Success: As above, but the cursed instead suffers a -20 Base Chance to all Fellowship-based Skill Tests.
Critical Failure: Your Magick backfires in the worst way imaginable! An object on your person is cursed instead, as you suffer a -20 Base Chance to all Fellowship-based Skill Tests so as long as you possess the object. Unfortunately, you do not know which object has been bewitched without use of further Magick!

CACK-HANDED GRASP

Take one dab of fat, rub between the fingers and a foe will immediately drop whatever is in-hand.

Distance: Any one person you can see
Reagents: A dab of animal fat, rubbed between two fingers (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, one foe instantly drops whatever is in their hands onto the ground just outside of easy reach.
Critical Success: As above and your foe is knocked Prone.
Critical Failure: Butter weeps from your hands. You are rendered maladroit for 24 hours. You cannot hold anything in your hands without it slipping out of grasp.

CANDLELIGHT

With a snap of your fingers, you can ignite a candle, torch or other tiny object that's flammable.

Distance: Any one object you can see
Reagents: A drop of lantern oil rubbed between your fingers (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you can ignite a candle, torch or other tiny object you can see. It provides an insignificant amount of heat and light, equivalent to a candle. Its flames are considered to be Mildly Dangerous. Optionally, you can hold this burning light in your palm without risk of harm, until you must use your hand again.
Critical Success: As above, but you can ignite up to three objects instead.
Critical Failure: Fire suddenly engulfs your arm. You immediately suffer 1D10+1 Damage from fire. If you suffer Injuries from this Damage, you are On Fire instead.

DISPEL MAGICK

Weaving your hands about, you instantly cause a Magick spell to end abruptly.

Distance: Any one object or person you can see
Reagents: A silver tuning fork, struck against the ground
Duration: Instantaneous
Effect: After successfully casting this spell, you immediately cause one Magickal spell's Effect to end permanently. This can be used to dismiss Magickal Effects, such as *Ægis* or other Magick spells which may protect another. This has no Effect on summoned creatures or Rituals. You must have this

Magick in order to Counterspell. Finally, you can never use *Dispel Magick* to dismiss the Effects of other Magick spells whose Duration is listed as Instantaneous.
Critical Success: As above and the person who was affected by the *Dispel Magick* suffers 1D10+1 physical Peril.
Critical Failure: As the tuning fork strikes the ground, your ears begin to bleed as you are deafened and concussed. You immediately suffer 1D10+1 physical Peril and cannot hear for 24 hours.

GUST OF WIND

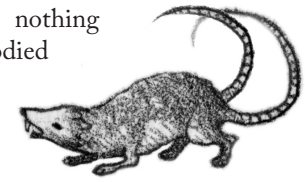
With a 'whoosh', a wind is drawn from the Æthereal Veil to blow things about.

Distance: Any one object you can see
Reagents: The breath of a chaste woman, contained in a jar (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you can conjure a gust of wind which instantly extinguishes candles, blows papers about and tosses blankets around.
Critical Success: As above, but instead the wind can be directed to open an unlocked door or move a heavy object no larger than a carriage.
Critical Failure: A sudden gale of wind blows you over, as you are knocked Prone.

HAT-TRICK

You produce an aberrant creature from the folds of your clothing.

Distance: Yourself
Reagents: A bag, hat or pocket from where an animal can be withdrawn
Duration: Instantaneous
Effect: After successfully casting this spell, you produce a small living animal of your choice, such as a dove, fish, mouse or rabbit. This creature has an odd mutation about them, such as mismatched eyes, hidden boils beneath their fur or even two tails.
Critical Success: As above, but you draw three creatures forth instead.
Critical Failure: You draw nothing from your hat, save bloodied fingers! You begin to Bleed and are unable to use your primary hand for 24 hours.



HAUNTING

Contacting the world between here and elsewhere, you call forth a poltergeist to rattle its chains and haunt an area.

Distance: Any one place you can see
Reagents: The death shroud of someone murdered
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you can conjure ghostly sounds or voices, which manifest as a low whisper or a dull roar. They can only mimic natural sounds or voices that your Character would know (the GM may require you as the player to sound them out at the game table).
Critical Success: As above, but instead those who witness the Haunting suffer from Stress (as mentioned in the **Game Mastery chapter in ZWEIHÄNDER Revised Core Rulebook**).
Critical Failure: You are contacted by the Abyssal Princes, babbling in ancient languages within your mind. A terrible secret of your past is revealed to you. You immediately suffer 3 Corruption.

HASTEN SPEED

With a 'snap' of your fingers, you usher others to move much faster.

Distance: Any one person you can touch
Reagents: The boot of a weary traveler, worn on your feet
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, the person you touch increases their Combat Movement and Initiative by 3.
Critical Success: As above, but they also gain 1 additional AP per Turn in combat.
Critical Failure: Time begins to ebb strangely around you. The person you intended to hasten immediately ages three years.

HUSH

With but an utterance, you steal the ability of another to speak.

Distance: Any one person you can see
Reagents: A silver thimble placed upon your finger, raised to your lips
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you immediately silence one foe and render them unable to verbally communicate whatsoever. Your foe can successfully Resist with an Awareness Test.
Critical Success: As above, but your foe is unable to Resist this Magick.
Critical Failure: An invisible, demonic cat steals your tongue and will not return it for 24 hours. During this time, you cannot speak.

INDOMITABLE SPIRIT

By crushing the shell in-hand, you are able to grant a minor gift of protection to another.

Distance: Any one person you can touch
Reagents: A shell of a tortoise (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, the person you touch increases their Peril Threshold by 3.
Critical Success: As above and they immediately move one step up the Peril Condition Track positively.
Critical Failure: With but a touch, the strength withers away from the intended beneficiary of this Magick. They suffer a -3 to Peril Threshold for the spell's Duration.

INVOKE FURY

Invoking righteous anger and vengeance, you instill the god's power unto another.

Distance: Any one person you can touch
Reagents: Ink or dye, which is painted on the person's hands or face (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch is given the gift of retribution. They may add a 1D6 Fury Die to their next Total Damage roll with a melee or ranged weapon.
Critical Success: As above and the person may add the Punishing Quality to their weapon.
Critical Failure: Your invocation has angered the god of war. As a result, the next attack successfully made upon you with a melee or ranged weapon inflicts an additional 1D6 Fury Die to the Total Damage roll and adds the Punishing Quality.

MAGICK MISSILE

You conjure a missile of energy that darts forth to harm your enemies (but not the darkness).

Distance: Any one person you can see
Reagents: A silver dart, held in-hand (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, one foe suffers 1D10+[WB] in Damage.
Critical Success: As above and the foe drops whatever is in their hands just outside of easy reach.
Critical Failure: The bolt flickers outwards before turning and striking you! You suffer 1D10+[WB] in Damage and drop whatever is in your hands just outside of easy reach.

PINPRICK

With but a prick of the needle, you can render another dazed.

Distance: Any one person you can touch
Reagents: A small needle, held in-hand (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, one foe suffers 1D10+[WB] in physical Peril.
Critical Success: As above and the foe is unable to Counterspell, Dodge or Parry on their next Turn.
Critical Failure: Your body is wracked with pain, lightning lancing through your bones. You suffer 1D10+[WB] in physical Peril.

RAINSHADE

Raindrops keep falling on your head, but you stay dry despite the weather.

Distance: Yourself
Reagents: A leafy branch held above your head (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, you can travel in the rain or snow without getting wet. This does not ward against other Effects related to rain or snow that may inflict Peril or other penalties related to weather. However, it will keep your clothes dry, your torch lit and your grimoires safe!
Critical Success: As above, but you also clear the area of bad weather within a Burst Template around you, so that others may take advantage of this Magick.
Critical Failure: The weather around you grows worse, as you're drenched to the bone. You suffer 1D10+1 physical Peril.

ROBBER'S MISERY

You permanently lock a door, preventing second story men from ever entering.

Distance: Any one key you can touch
Reagents: A skeleton key
Duration: Forever
Effect: After successfully casting this spell, a key you touch can be used to permanently lock one portal or lock. That lock can never be picked or the door opened without use of this key. However, it doesn't prevent it from being busted open.
Critical Success: As above, but this key can be used on three portals.
Critical Failure: Doubtlessly, you will be made victim to theft in the next 24 hours. Likely, it will be at the hands of a treacherous little Guttersnipe. Only the GM knows the truth of what is to occur.

SANCTUARY

This simple Magick wards away those who'd do you harm.

Distance: Yourself
Reagents: The bone of a saint or revered priest
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, foes who are classified as Humanoids who attempt to attack you must immediately succeed at a Resolve Test or choose to ignore you for the spell's Duration. This Magick is broken if you attempt to bring harm upon any whom have been made victim to this Magick.
Critical Success: As above, but triple the Duration.
Critical Failure: Suddenly, you provoke all foes to immediately target you. They make you the object of their ire for the spell's Duration, attempting to end your life!

SHUT-EYE

Between the lines of awake and asleep, in the haze that is wakeful slumber. After the darkness spreads, but before the sandman arrives, I hear your name leave my lips.

Distance: Any one person you can touch
Reagents: A handful of sand poured onto the ground (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you immediately render one foe Helpless as they are knocked Prone. Your foe can successfully Resist with an Awareness Test.

Critical Success: As above, but your foe cannot Resist this Magick.
Critical Failure: You cannot seem to rest, despite what you do. You suffer from Sleep Deprivation for 24 hours.

TRACKLESS STEP

Sprinkling salt in your wake covers your tracks, unable to be followed by even the most seasoned of rangers.

Distance: Yourself
Reagents: A jar of epsom salt, sprinkled in your wake (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, you and a number of allies equal to your [WB] are able to pass over surfaces such as snow, mud and vegetation without leaving a trace behind. You must be on foot and can run as well as walk while still benefiting from this spell. Your progress cannot be tracked for the Duration of the spell. It does not work while riding beasts or aboard a wagon or coach.
Critical Success: As above, but triple the Duration.
Critical Failure: Your feet give out from underneath of you, as you grow tired and weak. You and your allies suffer from 1D10+1 physical Peril for every hour of travel for the Duration of the spell.

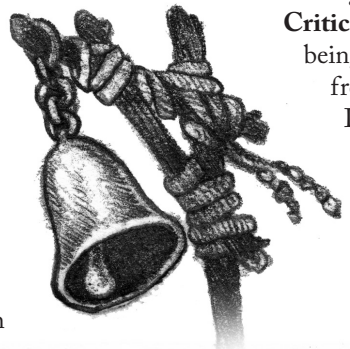
VOW OF FEALTY

A willing person swears to carry out a sacred vow or forswears from a specific action.

Distance: Any one person you can touch
Reagents: A willing participant, whose name you announce
Duration: Forever
Effect: After successfully casting this spell, the person you touch vows to carry out or swear against an action you set. Breaking this vow temporarily drops their Brawn by -10%, until the oath-breaker appeals to you to lift the Magick or completes the task they were charged to do. Once the vow is upheld and comes to fruition, the Magick fades.
Critical Success: As above, but they instead suffer -20% to Brawn.
Critical Failure: Although you word the pledge right, it doesn't seem to take Effect. You are held to a vow yourself, given at the behest of the Abyssal Princes. You will suffer a -20% to Brawn if you break this vow and must see it through to its completion.

WARDING

By ringing a tiny bell or clapper, you protect an area against trespass.

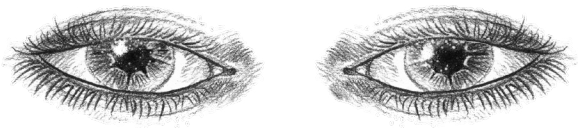


Distance: Any one object or portal you can touch
Reagents: A tiny bell rung three times
Duration: Special
Effect: After successfully casting this spell, the object or portal you touch can make you mentally aware if it has been trespassed against or stolen – even if you are asleep or hundreds of leagues away. Once triggered, the Magick fades.
Critical Success: As above, but the Warding never fades. It can be dispelled though.
Critical Failure: Tracing your fingers to produce the wards causes terrible intestinal discomfort. You suffer 1D10+1 physical Peril.

WILL O' THE WISP

Several motes of light ignite, leading you and your allies through the darkness.

Distance: Yourself
Reagents: A firefly crushed in-hand (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you conjure nine green wisps of light, gently floating above the ground. They can be mentally controlled to move slowly out into the distance, but must remain within sight or else wink out of existence. They cast a poor light, no greater than that of a candle.
Critical Success: One wisp can be trapped in a container, to forever conjure poor light as a candle.
Critical Failure: Green fireflies dart back and forth, stinging you with tiny electrical zaps, but then disappear to hide in the nearest tree or building. You suffer from Sleep Deprivation for 24 hours.



WYTCHSIGHT

You peer into the spirit realm beyond through a swath of cloth.
Distance: Yourself
Reagents: A blindfold placed over your eyes
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you can visually determine if an object or person is imbued or under the influence of Magick. Naturally, since dark Magick flows within the unliving, you can also detect creatures that are classified as Supernatural.
Critical Success: As above, but you can also detect what sort of Magick spell has affected the object or person, if any.
Critical Failure: You behold a terrible vision of nightmare beings beyond the mortal realm. Your eyesight is stricken from you, as you're temporarily blinded for 24 hours. During this time, you automatically fail any Skill Test which requires you to see.

ARCANE MAGICK

Practiced by those who possess the Special Trait of Arcane Magick, one of ten total Arcana can be learned in Intermediate or Advanced Tier. Calling forth their Magicks from raw chaos-stuff of the Æthereal Veil, they attempt to bring the Winds of Magick under their control, putting themselves at risk to channel Magickal power without divine guidance. As such, they can generate perilous Chaos Manifestations if not properly channeled.

Below are the ten most common Arcana:

ARCANA OF ANIMISM

SPELL	PRINCIPLE
Feast for Crows	Lesser
Inhuman Fury	Petty
Lemurian Polymorph	Greater
Primeval Form	Greater
Quoth The Raven	Petty
Savage Transformation	Lesser
Sooth the Savage Heart	Petty
The Beast Within	Greater
Tongue of Beasts	Lesser

FEAST FOR CROWS

You conjure forth a murder of crows, which harry and harm your enemies.

Distance: Any one place you can see
Reagents: A crow, sacrificed (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you can conjure a flock of murderous crows that swoop about your enemies, dispersing only after tasting blood. All those who are caught within the Burst Template suffer 2D10+[WB] in Damage.
Critical Success: As above, but those caught in the Feast for Crows begin to Bleed.
Critical Failure: You call forth a flock of murderous crows – armed with iron beaks and dagger-like talons – not from the Material Realm but from the Abyss! They swoop about you and you suffer 2D10+[WB] in Damage and begin to Bleed.

INHUMAN FURY

Wretched talons extend from your hands, as you're possessed by a creature's animus.

Distance: Yourself
Reagents: Talons of a raptor or claws of a bear
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, your hands no longer terminate in fingers and thumbs, but in deadly claws or talons. Claws are a two-handed melee weapon with the Vicious Quality. Talons are a two-handed melee weapon with the Fast Quality. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with these claws or talons, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, but your foes Bleed instead.
Critical Success: As above, but victims cannot Dodge or Parry this attack.
Critical Failure: Wicked thing! Your fingers and thumbs immediately bend backwards and a horrendous snapping is heard as they fold over your palms like a rakshasa's paws. You suffer no damage from this mutation, but are unable to use your hands for 24 hours.

LEMURIAN POLYMORPH

Your Magick changes the subject into its primal form, the very roots from which its ancestors hail. Sprouting hair from its body in strange places, it babbles incoherently... and eventually wanders off.

Distance: Any one person you can touch
Reagents: The skin of a rare frog (expended)
Duration: Forever
Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or be turned into a primitive version of its own Ancestry. This foe is rendered utterly harmless and Helpless. They may begin to pick their nose, throw their feces, beat their chest, furiously masturbate, dance around with their arms waving in the air, roll up into a ball and laugh, bray like a wild animal or simply wander away.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: Not only does the Magick utterly fail, but you immediately suffer 9 Corruption.

PRIMEVAL FORM

Your haunches explode into muscle-covered brown fur as your hands turn into the paws of a great bear.

Distance: Yourself
Reagents: A hide of a Man-Eater, worn on your shoulders
Duration: 9+[WB] in hours
Effect: After successfully casting this spell, both you and all the trappings upon yourself take the shape of a Man-Eater, such as a bear, tiger or alligator. You retain your mental attributes (Intelligence, Perception and Willpower) and Damage Threshold, but cannot communicate nor use Magick while in this form. If you suffer an Injury during this time, the Magick spell immediately ends.
Critical Success: As above, but triple the Duration.
Critical Failure: Your transformation goes terribly awry. Your body covered in fur, you take on the form of a bear-like

amalgamation that resembles a demon from the depths of the Abyss. You maintain this form for the spell's Duration, unable to communicate or use Magick. Those who witness this transformation must succeed at a Resolve Test or be made a victim of Terror.

QUOTH THE RAVEN

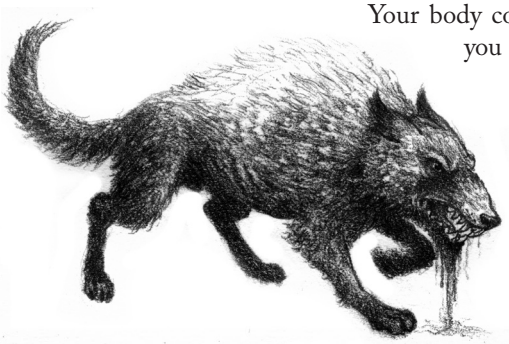
With a burst of feathers, you turn into one of the most noble of jackdaws.

Distance: Yourself
Reagents: Three feathers of a crow or raven, held aloft (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, both you and all the trappings upon yourself take the shape of a Small Animal, such as a jackdaw, crow or raven. You retain your mental attributes (Intelligence, Perception and Willpower) and Damage Threshold, but cannot communicate nor use Magick while in this form. If you suffer an Injury during this time, the spell ends immediately.
Critical Success: As above, but triple the Duration.
Critical Failure: Your transformation goes terribly awry. Your body covered in feathers, you take on the form of a crow-like amalgamation that resembles a demon from the depths of the Abyss. You maintain this form for the spell's Duration, unable to communicate or use Magick. Those who witness this transformation must succeed at a Resolve Test or be subjected to Stress.

SAVAGE TRANSFORMATION

Fur erupts from your shoulders as your mouth elongates into a snout. Falling onto all fours, you take upon a lupine form.

Distance: Yourself
Reagents: A hide of a silverback warg, worn on your shoulders
Duration: 6+[WB] in hours
Effect: After successfully casting this spell, both you and all the trappings upon yourself take the shape of a Silverback Warg. You retain your mental attributes (Intelligence, Perception and Willpower) and Damage Threshold, but cannot communicate nor use Magick while in this form. If you suffer an Injury during this time, the spell ends immediately.
Critical Success: As above, but triple the Duration.
Critical Failure: Your transformation goes terribly awry. Your body covered in fur, you take on the form of a wolf-like amalgamation that resembles a demon from the depths of the Abyss. You maintain this form for the spell's Duration, unable to communicate or use Magick. Those who witness this transformation must succeed at a Resolve Test, or be subjected to Fear.



SOOTH THE SAVAGE HEART

With an outward spread hand, you calm and sooth creatures.

Distance: Any one creature you can touch
Reagents: Your pinky and thumb outstretched over the creature's nose
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, the creature you touch (providing they are classified as an Animal) must Resist with a successful Coordination Test or be made friendly to you. It will cease all attacks and you can attempt to ride the creature with Handle Animal. Note that if you attack the creature or cause it further harm, this spell ends immediately.
Critical Success: As above, but the creature cannot Resist this Magick.
Critical Failure: Your words only serve to antagonize the creature. Rearing up, it has a new-found passion – to kill and eat you! The creature can add a 1D6 Fury Die to Total Damage whenever it strikes you, until the Duration of the spell ends.

THE BEAST WITHIN

Your words unleash the beast within the hearts of your allies, calling them into a frenzy!

Distance: Any persons you can see
Reagents: A sliver of a silverback warg's heart, eaten by you (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, select a number of allies equal to your [WB]. They can add a 1D6 Fury Die to their Total Damage rolls with melee and ranged weapons.
Critical Success: As above, but the allies can also add the Punishing Quality to their weapons.
Critical Failure: Your invocation has angered the ancient beasts of the woods. In due time, it will call forth its most powerful representative, savage and primal, to exact its revenge. Likely, this may be a Man-Eater... or potentially worse. Only your GM truly knows.

TONGUE OF BEASTS

You are able to speak in your own tongue, despite taking upon a more savage form.

Distance: Special
Reagents: The tongue of the creature you want to transform into (expended)
Duration: Special
Effect: After successfully casting this spell, you can retain the ability to speak, use reagents and cast Magick while transmogrified into the form of any animal's shape you take.

This works in conjunction with aforementioned Magick under the Arcana of Animism that enables the caster to transform into various beast forms.
Critical Success: As above, but triple the Duration.
Critical Failure: With but a whisper, your voice is stricken from you. You cannot speak for 48 hours.

ARCANA OF ASTROMANCY

SPELL	PRINCIPLE
Astral Bridge	Greater
Augury	Petty
Call Lightning	Petty
Dooming	Greater
Heavenly Wings	Lesser
Lightning Storm	Greater
Night's Secrets	Lesser
Terrestrial Refraction	Petty
Zephyric Squall	Lesser

ASTRAL BRIDGE

Opening a meta-Magickal bridge within the Material Realm, you and your comrades slip through the Æthereal Veil to emerge on the other side.

Distance: Any one place you have visited
Reagents: A powdered sapphire, lain at the foot of a threshold (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, a number of persons equal to your [WB] instantaneously travel to another location. You can only travel to specific locations you have previously visited.
Critical Success: As above, but you are able to save the powdered sapphire reagent for use later.
Critical Failure: As you step through the threshold, you move into a swirling darkness. Witnessing the birth of stars, the destruction of galaxies and the emergence of chaos manifest, it drives you and all your allies towards the brink of madness. Everyone instantly suffers 9 Corruption, as you end up right back where you started.

AUGURY

You forecast the future of someone, using entrails and the position of the stars.

Distance: One person you can touch
Reagents: The liver of a bird, opened to reveal a portent in an open sky (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, the person you touch can automatically succeed at one Skill Test of their choice. When they succeed, it is always considered to be a Critical Success.
Critical Success: As above, but they may automatically Critically Succeed at 3 Skill Tests instead.
Critical Failure: Once again, your auguries have led you astray. This time though, the forecasts of your *Augury* are detrimental rather than beneficial! The GM will make certain that the person subject to your *Augury* automatically fails any three Skill Tests of their choice for the Duration of the spell. When they fail, it is always considered a Critical Failure.

CALL LIGHTNING

With a clap of thunder, a bolt of lightning arcs to strike your foe!

Distance: Any one person you can see
Reagents: A vial of rain water, poured into hand and clapped together (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, your foe suffers 1D10+[WB] in Damage and are knocked Prone. Your foe can successfully Resist with a Coordination Test.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: The bolt arcs upwards into the air, reflecting off the nearest surface and directly back at you! In a flash of lightning, you are knocked off your feet, your hair stood straight on end. You suffer 1D10+[WB] in Damage and are knocked Prone.

DOOMING

You cast a terrible curse on another, sending them towards a fate worse than death.

Distance: Any person you can imagine, whom you've personally met and know their name
Reagents: The name of and a lock of hair from the intended victim
Duration: 9+[WB] in hours
Effect: After successfully casting this spell, they immediately lose 1 Fate Point. Fortune and Misfortune Points cannot be used to augment this Skill Test. In addition, any Injuries they receive for the Duration of the spell are treated as Grievous Injuries. Finally, they cannot use Fortune and Misfortune Points for the Duration of the spell. Your foe can successfully Resist with a Resolve Test.
Critical Success: As above, but the foe is instead Slain! if they suffer any Injury in the course of the spell's Duration.
Critical Failure: So powerful is this Magick that it rips a hole in the Æthereal Veil, allowing raw chaos-stuff to pour through and coalesce into a doppelganger of the person you intended to cast *Dooming* over. It takes upon the same characteristics as the intended victim. For the spell's Duration, this physical doppelganger attempts to take your life, using whatever means or materials they have on-hand. Once destroyed, it dissipates as if it were never there.

HEAVENLY WINGS

Beautiful, white and yellow wings sprout from your back.

Distance: Yourself
Reagents: The feather of a dove (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you can now fly. Add your [AB]+9 determine how many yards you can fly in a minute. Should you ever suffer an Injury while under the Effects of Heavenly Wings, you must make a successful Coordination Test or plummet to the ground, the wings destroyed. Note that if you fly too high, you can suffer from Suffocation. The GM will explain any additional details you'll need to refer to when flying.
Critical Success: As above, but triple the Duration.
Critical Failure: The feathery wings turn vestigial, akin to a bat's. Uncontrollably, they take you higher and higher, until the wings break off at your shoulders! You plummet to the ground, falling from a height equal to 2D10+2 yards.

LIGHTNING STORM

Raising the lightning rod into the air, arcs fly outwards toward your enemies.

Distance: Any persons you can see
Reagents: A copper rod, held aloft
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see them, each foe suffers 3D10+[WB] in Damage. You can inflict Injuries with this Magick, but they are Incapacitated! instead. In addition, if your foes fail to Resist with an Athletics Test, they are knocked Prone.
Critical Success: As above, but your foes are automatically set On Fire and are knocked Prone.
Critical Failure: The copper rod is instantly incinerated, as a bolt of lightning strikes you from above. You suffer 3D10+[WB] in Damage. You are Incapacitated! and knocked Prone.

NIGHT'S SECRETS

Stars shine above, as all objects below its presence glow with a blue nimbus.

Distance: Any one place you can see
Reagents: An astrolabe held up to the sky
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you can conjure star light that shines from above. The area within the Burst Template is now as bright as if it were daytime. In addition, those within an Æthereal state can be clearly seen. Hidden foes, objects, traps, disguises and secret doors are also instantly revealed in the area, as illusions are dispelled (as per the Generalist Magick called *Dispel Magick*).
Critical Success: As above, but triple the Duration.
Critical Failure: Suddenly, inky black darkness fills the area where you had intended to conjure *Night's Secrets*. The darkness whirls with strange, undulating creatures from beyond. Cyclopean, leaning towers populated by strange fish-men. Nightmares made suddenly real! All those who witness this must succeed at a Resolve Test or be subjected to Fear.

TERRESTRIAL REFRACTION

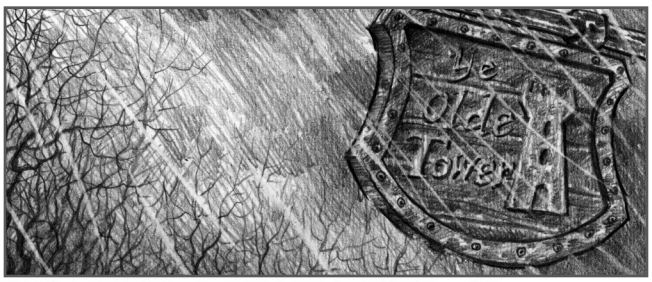
A lens levitates before your eye, powerfully magnifying all beyond it.

Distance: Yourself
Reagents: A monocle lens
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you can now see three times as far. In addition, you can perfectly see through concealment such as bushes, fog and smoke.
Critical Success: As above, but triple the Duration.
Critical Failure: Levitating before you, the lens is encircled within a burning blue flame. What you see within the lens is not of this world, a far off star of pulsating intelligence surrounded by flute-playing things beyond. You must immediately succeed at a Resolve Test or be subjected to Stress.

ZEPHYRIC SQUALL

A gentle breeze suddenly turns violent, as raging winds sweep an area

Distance: Any one place you can see
Reagents: A piece of bark that has been struck by lightning
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you can conjure a windstorm that rages in the place where you cast it. All those who are caught within the Burst Template start their Turns with 1 less AP when in combat. In addition, remaining within the Burst Template requires a successful Athletics Tests to Resist or else they cannot use Movement Actions. All ranged weapons used to fire at those inside or outside of the Zephyric Squall automatically fail. Finally, any melee weapons used in the Zephyric Squall suffer a -20 Base Chance to strike.
Critical Success: As above, but those caught in the Burst cannot Resist this Magick.
Critical Failure: A funnel of violent winds immediately descends down over you. You are spun up into the air, forced to drop everything in-hand as your possessions are scattered into the Winds. Although you are returned to the ground safely, you permanently lose two items of the GM's choice.



ARCANA OF ELEMENTALISM

SPELL	PRINCIPLE
Blood of the Earth	Petty
Bubbling Geyser	Greater
Crown of Thorns	Petty
Earthen Strength	Greater
Ephemeral Whisper	Lesser
Hoarfrost	Greater
Pillars of the Earth	Lesser
Spring's Bounty	Lesser
Through Thick and Thin	Petty

BLOOD OF THE EARTH

The earth-mother feeds you from Her bosom, warming you from within.

Distance: Yourself
Reagents: A ceremonial knife, plunged into a patch of natural earth
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you immediately move one step up the Peril Condition Track positively for every minute you stand upon natural earth. However, this Magick doesn't work if you are suffering from any other status which may normally prevent you from restoring your Peril Condition Track. A Character may only gain the benefit of this Magick once per day.
Critical Success: As above, but you also move one step up the Damage Condition Track positively for every minute as well. However, this Magick doesn't work if you are suffering from any other status which may normally prevent you from restoring your Damage Condition Track.
Critical Failure: The earth below refuses to infuse your lifeblood with her own and saps your strength instead! For every minute you stand upon natural earth, you immediately move one step down the Damage and Peril Condition Tracks negatively. However, you don't suffer Injuries due to this Magick. This lasts until the Duration of the spell expires.

BUBBLING GEYSER

Bursting forth from the earth comes a geyser, burbling lukewarm with fresh water.

Distance: Any one place you can see
Reagents: A dowsing rod made of rare oak, used over a patch of natural earth
Duration: 9+[WB] in hours
Effect: After successfully casting this spell, you can conjure a tall geyser which bubbles forth from the earth. All those who are caught within the Explosion Template are immediately thrown into the air a number of yards equal to 3D10+[WB], and are knocked Prone. The geyser will continue to produce potable (if hot) water for the spell's Duration.
Critical Success: As above, but triple the Duration.
Critical Failure: The dowsing rod instantly breaks in half. No water is found, but instead the earth opens up before you. You are swallowed by a crevasse, suffering 3D10+3 physical Peril. In addition, you must succeed at an Athletics Test to grab onto the edge or fall into a pit as deep as your [WB] in yards.

CROWN OF THORNS

A foe is wracked with painful thorns, which grows from their insides-out.

Distance: Any one person you can see
Reagents: A rose held in-hand (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, your foe immediately suffers 1D10+[WB] in Damage. In addition, they suffer a -10 Base Chance to all Skill Tests for the Duration of the spell. Your foe can successfully Resist with a Resolve Test when this spell is cast or at the beginning of their subsequent Turns.
Critical Success: As above, but the affected suffers a -20 Base Chance instead.
Critical Failure: Heartless worm, you shall lay prostrated before your enemies! For the spell's Duration, you are held in-place, rendered Helpless and Prone on the ground by thorny vines.

EARTHEN STRENGTH

You are given the strength of the mountain and the flames of the earth below.

Distance: Yourself
Reagents: A clay statuette of yourself
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, add +30% to your Brawn. In addition, any attack you make with a melee weapon adds the Powerful Quality to it.
Critical Success: As above, but triple the Duration.
Critical Failure: The clay statuette shatters in your hands. The earth rejects your calling, as your flesh turns soft and your energy is sapped from you. Heavy and ponderous in your gait, you must subtract -30% from your Agility for the spell's Duration. In addition, any attack you make with a melee weapon adds the Slow Quality to it.

EPHEMERAL WHISPER

You step into the river and She whispers back.

Distance: Yourself
Reagents: A river or body of water, which you stand waist-deep in
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you can

communicate with the river. It is friendly, answering questions directly within your mind's eye. It will answer any question pertaining to its history, length or use, such as those who've passed along it, forded it or what it bore witness to, in a general way. Answers are always framed within the past 48 hours; for instance, it would not be able to tell you which boats were sailing its length three days ago.
Critical Success: As above, but triple the Duration
Critical Failure: The river fights against you. Fish nibble and bite at your legs. Crayfish pinch your fingers. The waters crest over your head, threatening to sweep you further down the river and drown you! You must immediately succeed at a Coordination Test or be pulled downriver for the spell's Duration. As long as you are being swept downriver, you are in danger due to the chances of Suffocation.

HOARFROST

Winter's frost coats everything along the ground, making it slippery and exceedingly dangerous underfoot.

Distance: Any one place you can see
Reagents: A vial of melted snow from a mountain, poured out (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you conjure forth a sheet of frigid ice, insufferably cold and debilitating to the touch, and lay it over the ground. All those who are caught within the Explosion Template immediately suffer 3D10+[WB] in physical Peril. The ice is considered to be Hard Terrain. In addition, those attempting to move upon the Hoarfrost must Resist with a Coordination Test or be left Helpless on their Turn.
Critical Success: As above, but your foes cannot Resist this Magick while upon the ice.
Critical Failure: The heat of a summer wind envelops you. Your head begins to sweat profusely, as you are suddenly placed under Stress. You immediately suffer 3D10+3 physical Peril. In addition, reduce your Combat Movement by 9 (to a minimum of 1) for the spell's Duration.

PILLARS OF THE EARTH

Beloved earth mother accepts you into Her womb, as you reemerge elsewhere.

Distance: Yourself
Reagents: An iron key, dropped at your feet on a patch of natural earth (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you are immediately swallowed into the earth and reappear anywhere within sight. You can only disappear and reappear upon a patch of natural earth.
Critical Success: As above, but you immediately gain a Surprise Turn against your foes.
Critical Failure: The earth mother denies you, as every step you take despoils the very grass and land you step upon. You immediately take six steps in the direction you intended to go, suffering 2D10+2 mental Peril for the destruction you wrought in the process.

SPRING'S BOUNTY

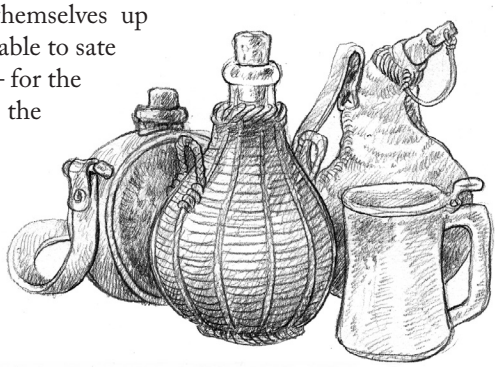
Calling upon the earth-mother, you bring a bountiful harvest and hope to new mothers and practitioners of animal husbandry.

Distance: Any one place or person you can see
Reagents: A handful of manure, sprinkled (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you cause one place to instantly burst forth with life, as crops, flowers, bushes and the like slowly blossom. A harvest is very likely come autumn. This can be used on fallow and despoiled land, restoring it to its fertile nature. If used on a person or creature, it guarantees that natural conception will take place and produce at least one child if bred under normal conditions, at the appropriate time.
Critical Success: As above, but the harvest or conception takes half as long.
Critical Failure: Instantly, the land is salted and the soil blackens. Nothing will ever grow here again. If used on a person or creature, they will certainly give birth to something, but not likely that which they'd intended. Abyssal fiends are acutely attuned to this Magick, oftentimes placing their ill-seed within the bellies of would-be mothers. Whether you disclose this to the person is up to you, but either way, you suffer 6 Corruption (as does the mother once they find out whose seed they carry in their belly).

THROUGH THICK AND THIN

You fatten your body up, feeling full and well-prepared for travel.

Distance: Any one person you can touch
Reagents: A handful of oats, eaten (expended)
Duration: 3+[WB] in days
Effect: After successfully casting this spell, the person you touch doesn't need to eat or drink to survive for the Duration of the spell.
Critical Success: As above, but triple the Duration.
Critical Failure: Hunger immediately sets in, as the last meal the intended target of this Magick forcefully expels itself into whatever smallclothes they have on. They must eat three times the normal amount of food to fill themselves up each day – unable to sate their hunger – for the Duration of the spell.



TRUE NAME

Every creature, both small and large, is given a name upon birth. Whether it crawled forth from an Orxish slime pit, slipped from the bellies of Elven maidens or amongst the brood of varied animals which inhabit the earth, every creature manifest possesses a term of affection it self-identifies as (a name). However, Higher Demons and Restless Spirits possess what is called a True Name.Mirroring the rite of naming children upon birth, blasphemous demons are given a True Name by the Abyssal Prince they serve. This unholy name is immensely sacred; a reflection of their real nature. To know and speak aloud a True Name is to bring weakness to the demon whom it was given to.

CALL NAMES: Higher and Lower Demons alike jealously guard their True Name from others. To that end, they typically adopt a number of inspiring and terrifying nicknames (Call Names). Both Higher and Lower Demons have at least 666 unique call names.

ON RESTLESS SPIRITS: In some cases, True Names are carried from a mortal life into 'undeath'. Such is the case with Restless Spirits. Fortunately for spiritualists, the True Names of the Restless Spirits are easier to figure out. These True Names are not assembled from infernal glyphs, but of the tongue that the Restless Spirit spoke before death.

A True Name must be spoken aloud before a Higher Demon or some Restless Spirits can be affected by your Magick. Speaking the True Name of a Restless Spirit merely requires knowledge of its True Name in the tongue it was created.

SPEAKING A HIGHER DEMON'S TRUE NAME: Pronouncing a Higher Demon's True Name is incredibly difficult. It requires a successful (Challenging -10%) Incantation Test to intone a True Name properly – even if practiced over and over. If forced into a situation where a True Name must be spoken aloud where the speaker's life is in imminent danger, it requires a successful (Hard -20%) Incantation Test instead. However, Critically Failing this Test, immediately results in the speaker suffering 3D10+3 mental Peril. In addition, if the speaker possesses the Special Trait of Arcane, Covenant or Divine Magick, they also invoke a Lesser Chaos Manifestation if mispronouncing a Lower Demon's True Name or invoke a Greater Chaos Manifestation if mispronouncing a Higher Demon's True Name.

ARCANA OF LUMINESCENCE

SPELL	PRINCIPLE
Banishment	Greater
Blinding Gaze	Petty
Cleansing Light	Petty
Coruscating Mantle	Petty
Medicament of the Mind	Lesser
Pillar of Brilliance	Greater
Purification	Lesser
Radiant Shield	Lesser
Scintillating Explosion	Greater

BANISHMENT

Locked in an epic struggle against chaos incarnate, you order the servants of chaos back from whence they came. You only need repeat these words: "Klaatu barada nikito" ...or was it nikto?

Distance: Any one person you can see
Reagents: The True Name of the creature you wish to banish, spoken aloud
Duration: Instantaneous
Effect: After successfully casting this spell (and if your foe fails to Resist with a Resolve Test), they are instantaneously banished from the Material Realm. Note that this only works on creatures who are Abyssal in nature. You can also use this Magick to banish a Supernatural creature's possession of another, but it does not cause the Supernatural spirit to be banished from the Material Realm, only driven away from possessing others for nine days.
Critical Success: As above, but the creature cannot Resist this Magick.
Critical Failure: Despite calling out its True Name, you horribly mangle the words. In fact, it only serves to further empower it! The Banishment fails and calls forth another creature of lesser power that manifests within a few yards of you

BLINDING GAZE

Your eyes shine with such brightness that looks could blind and will likely kill.

Distance: Any one person you can see
Reagents: A monocle, held in-hand (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, they suffer 1D10+[WB] in physical Peril and cannot Counterspell, Dodge or Parry for one Turn. Your foe can successfully Resist with an Awareness Test.
Critical Success: As above, but the foe is left Defenseless for one Turn.
Critical Failure: Light comes pouring out of your eyes.

Filled with intense Ætheric energy, you have no choice but to 'vent' this power towards the sky in a ray of searing white light. Unfortunately, one ally – as selected by the GM – suffers the Effects of Blinding Gaze.

CLEANSING LIGHT

A dim mote of light spreads across a surface, creating a glimmering polish.

Distance: Any one object or person you can touch
Reagents: A soapstone held in-hand (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the object or person you touch is instantly cleaned, spick and span. This spell washes dirt away, removes stains, eliminates odors and produces a lemon-like scent. It can even make spoiled foods or despoiled water taste good.
Critical Success: As above, but it can affect a number of objects or persons equal to your [WB].
Critical Failure: Tiny motes of darkness wash over the objects and persons you touched. They emerge dirty, grimy and stinking of a fetid odor that makes you vomit! You immediately suffer 1D10+1 physical Peril.

CORUSCATING MANTLE

Your cloak glimmers and twinkles with brilliant light, as to obfuscate your true location.
Distance: Yourself
Reagents: An expensive velvet mantle, worn on your back
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, all ranged weapons that aren't Magickal in nature cannot apply Fury Dice to their Total Damage when harming you. However, because the cloak shimmers with a low light, you cannot use the Stealth Skill to hide.
Critical Success: As above, but all ranged weapon attacks automatically miss you.
Critical Failure: With a terrible tearing sound, the velvet mantle takes to the air, ripping from your neck. A gust of wind catches it and it flies off, never to be found again.

MEDICAMENT OF THE MIND

A glowing light mends broken hearts and cures exhaustion.

Distance: Any one person you can touch
Reagents: A clear bead of glass (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch may move two steps up the Peril Condition Track positively. A Character may only gain the benefit of this Magick once per day.
Critical Success: As above, but instead move three steps up the Peril Condition Track positively.
Critical Failure: A nebulous, purple light emits from your hands as you touch the intended. They immediately suffer 2D10+2 physical Peril.

PILLAR OF BRILLIANCE

A god-like ray of burning white energy strikes down at your foes.

Distance: Any one place you can see
Reagents: A diamond held aloft
Duration: Instantaneous
Effect: After successfully casting this spell, you cause a burning pillar of light to descend on the targeted location. All those who are caught within the Explosion Template who fail to Resist with an Awareness Test suffer 3D10+[WB] in physical Peril and cannot Counterspell, Dodge or Parry for one Turn.
Critical Success: As above, but the foes are left Defenseless for one Turn.
Critical Failure: The pillar is made not of light, but of darkness. It immediately extinguishes all sources of light in an Explosion Template around you. In addition, it causes all those within it who have Chaos Ranks higher than their Order Ranks to immediately suffer 9 Corruption. The darkness then vanishes and natural light is restored.

PURIFICATION

A white light washes over the wounded, purifying them of their ills.

Distance: Any one person you can touch
Reagents: A poultice made from aloe (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch immediately removes the ill-Effects of Poison and Intoxication. In addition, if they are suffering from a Disease, it forestalls any negative Effects of the Disease for that day. A Character may only gain the benefit of this Magick once per day.
Critical Success: As above, but the afflicted forestalls any negative Effects from the Disease for six days.
Critical Failure: The Magick goes horribly awry, as the person immediately suffers 2D10+2 physical Peril.

RADIANT SHIELD

A globe of light orbits around you, protecting you from harm.

Distance: Yourself
Reagents: A glass globe, held in-hand
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you gain 2 additional APs at the beginning of your Turns in combat. However, they can only be used to Counterspell, Dodge and Parry. Refer to your Incantation Skill whenever you Dodge or Parry using this Magick.
Critical Success: As above, but it redirects melee and ranged attacks right back at the attacker (as if you had made an Opportunity Attack, requiring no Skill Test to strike).
Critical Failure: The globe of light manifests for a moment and immediately fizzles out. The globe shatters, as its light bursts outwards! Everyone within a Burst Template of you must successfully Resist with an Awareness Test or be left Defenseless for the spell's Duration.

SCINTILLATING EXPLOSION

An explosion of shimmering light emits from an area, searing all within its purifying rays.

Distance: Any one place you can see
Reagents: An expensive polished mirror, held outwards
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you can conjure a twinkling expulsion that rages in the target location where you cast it. All those who are caught within the Explosion Template who fail to Resist with an Awareness Test suffer a -30 Base Chance to all Agility-based and Combat-based Skill Tests. In addition, they reduce their Combat Movement down by 9 (to a minimum of 1). Those who do Resist instead suffer 3D10+[WB] in physical Peril and cannot Counterspell, Dodge or Parry while standing in the Explosion Template. Remaining within the Explosion Template requires additional Awareness Tests to Resist against harm.
Critical Success: As above, but those caught in the Explosion cannot Resist, suffering both Effects.
Critical Failure: The mirror shatters in-hand, as an Ætheric backlash wracks your body every hour. You are unable to muster the strength to cast Magick again, until 72 hours have passed.

ARCANA OF MORTICISM

SPELL	PRINCIPLE
At The Threshold	Greater
Banish Undead	Greater
Bereavement	Petty
Dearly Departed	Lesser
Death's Embrace	Greater
Grave Ward	Lesser
Harvester of Souls	Petty
Swift Passage	Petty
Wither Limb	Lesser

AT THE THRESHOLD

You forestall your comrades' inevitable end.

Distance: Yourself
Reagents: A vial of embalming fluid given to the recipients of this Magick (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, a number of allies equal to your [WB] can deny death. Immediately after they suffer any Damage that would render them Slain!, they can ignore it entirely, therefore negating both Damage and any Injuries they may have suffered.
Critical Success: As above, but triple the Duration.
Critical Failure: Who are you to deny the fates? Lady death punishes you and all others for your transgression. Everyone you intended to cast this Magick on suffers 3D10+3 mental Peril and 9 Corruption.

BANISH UNDEAD

Suddenly, those that are not natural to the Material Realm are whipped back and forth in a terrible, cutting Wind.

Distance: Any one place you can see
Reagents: The breath of a holy person other than yourself, contained in a bottle (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, all creatures caught within an Explosion Template who are classified as being Supernatural suffer 3D10+[WB] in Damage and are knocked Prone.
Critical Success: As above, but they are automatically Slain! instead of suffering Damage.
Critical Failure: Your Magick doesn't harm the dead. In fact, it only invigorates them, urging them to commit acts of wanton destruction. All creatures classified as being Supernatural who are caught within the Explosion Template are immediately healed to Unharmed and they are instantly cured of any negative Effects from any Magick or Perilous Stunts they are suffering from.

BEREAVEMENT

Your words lend comfort to those suffering from grief or loss.

Distance: Any one person you can touch
Reagents: A grave flower (expended)
Duration: Special
Effect: After successfully casting this spell, the person you touch resolves their internal turmoil after the loss of a loved one. Any Effects of Stress, Fear or Terror are instantly alleviated and any Corruption they may have suffered as a part of it is removed. Similarly, the Effects of any Disorder they may have suffered as a part of it are alleviated for a week, but the Disorder itself is not cured. Its Effects are made to go away temporarily until they flare up again. The bereaved can only be made the recipient of this Magick once a week.
Critical Success: As above, but the bereaved receives a personal Fortune Point which only they can use.
Critical Failure: Your words lend cold comfort to the bereaved. Instead they stoke their sense into righteous anger. Remove one Fortune Point from the pool. If one is not available, you suffer 3 Corruption instead.

DEARLY DEPARTED

Placing your hands out in contrition, you begin to speak with the spirit of the recently deceased.

Distance: Special
Reagents: A spirit board, two people and the True Name of the Restless Spirit you wish to speak with
Duration: Special

Effect: After successfully casting this spell, you can speak with a Restless Spirit where they haunt, before their grave or in the presence of a blood relative of the deceased individual. You can only ask a number of questions equal to your [WB]. The spirit can only answer yes/no questions, with either a 'yes' (indicated by one audible knocking sound) or a 'no' (indicating by two audible knocking sounds) given in answer. They will always answer truthfully.
Critical Success: As above, but triple the number of questions you can ask.
Critical Failure: Haunted voices can be heard all around! The spirit board instantly splinters, ruined forever. Everyone participating in the séance is immediately subjected to Fear.

DEATH'S EMBRACE

Inhaling deeply, you belch forth a necrotic Wind to whisk away living foes to the realm of death.

Distance: Yourself
Reagents: An expensive ruby held before your lips
Duration: Instantaneous
Effect: After successfully casting this spell, any foes caught in its Cone Template suffer 3D10+[WB] in Damage which ignores any Damage Threshold Modifier their armor may confer. You can inflict Injuries with this Magick, but they are Slain! instead. Your foes can successfully Resist with a Coordination Test.
Critical Success: As above, but your foes cannot Resist.
Critical Failure: The ruby turns to dust in your hand, blown away by Ætheric Winds. Today is not the day that they die and you must make an appropriate sacrifice of your own. You immediately suffer a Grievous Injury.

GRAVE WARD

By consecrating a grave with holy water, you protect a grave against trespass or theft.

Distance: Any one grave you can touch
Reagents: A vial of holy water, sprinkled on a burial site (expended)
Duration: Forever
Effect: After successfully casting this spell, a grave you touch imbues a terrible curse upon those who attempt to rob or desecrate it. Anyone who attempts either suffers a -20 Base Chance to all Brawn, Agility and Perception-related Skills, until they return any items which were stolen and the grave is restored to the condition before they despoiled it.
Critical Success: As above, but the robbers suffer a -30 Base Chance instead.
Critical Failure: Invoking the wrong name of the deceased, you awaken them from their slumber – but only in your mind's eye. Their voices haunt your dreams and you must succeed at a Resolve Test now and every morning for six days or be subjected to Fear.

HARVESTER OF SOULS

Purple, Ætheric energy engulfs the scythe you hold, ready for the reaping.

Distance: Yourself
Reagents: A farmer's scythe, held in both hands
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, the scythe is engulfed in purple, deadly energy. The scythe is a two-handed melee weapon with the Powerful Quality. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this scythe, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, but they Bleed instead.
Critical Success: As above, but victims cannot Dodge or Parry this attack.
Critical Failure: The scythe takes on its own personality, dancing into the air as if guided by an apparition, for the spell's Duration. For the Duration of the spell, roll 1D6 Chaos Die at the start of your Turn. If the result is face '1', it will lash out at you; if the result is face '2-5', the scythe does nothing; and if the result is face '6', it will lash out at a random ally.

SWIFT PASSAGE

A gentle touch dispatches the grievously wounded to the hereafter.

Distance: Any one person you can touch
Reagents: Two brass pennies (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch (providing they are suffering from a Grievous Injury) must Resist with a successful Coordination Test or be instantly Slain!.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: The twin pennies begin burning in your hand with a purple light. An Ætheric whiplash of energy springs forth from your hand, as you are automatically set On Fire.

WITHER LIMB

The person you gaze at begins to twist and break in place as they're exposed to this heinous spell.

Distance: Any one person you can see
Reagents: A splinter from a coffin belonging to a Restless Spirit (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you immediately cause a single limb of your choice – an arm or a leg – belonging to the person you look at, to atrophy. Although you do not lower their Damage Condition Track, they cannot use this limb for the Duration of the spell.
Critical Success: As above, but they cannot use either their arms or legs, and are left Helpless.
Critical Failure: As you break the splinter of coffin in your

hand, you hear haunted voices. You begin to tremble with trepidation and eventually collapse to the ground like a marionette whose strings have been cut. You are paralyzed, lying Helpless on the ground for the spell's Duration.

ARCANA OF NECROMANCY

SPELL	PRINCIPLE
Ashes to Ashes	Petty
Banshee's Wail	Greater
Brush With Death	Lesser
Crippling Stare	Greater
Death's Visage	Petty
Golemskin	Lesser
Sanguine Restoration	Petty
Spectral Form	Lesser
The Final Surrender	Greater

ASHES TO ASHES

We come from dust and we return to dust.

Distance: Any one person you can see
Reagents: A handful of grave dirt blown into the air (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you immediately blind one foe and they are unable to Counterspell, Dodge or Parry for the spell's Duration.
Critical Success: As above, but triple the Duration.
Critical Failure: The dust blows into the air, entirely inEffective. However, you are struck by a terrible Ætheric whiplash – a punishment! You are unable to Counterspell, Dodge or Parry for the spell's Duration.

BANSHEE'S WAIL

A terrifying howl emits from your throat, crippling all who hear it.

Distance: Yourself
Reagents: A veil from the wedding dress of a Restless Spirit
Duration: Instantaneous
Effect: After successfully casting this spell, any foes caught in its Cone Template suffer 3D10+[WB] in mental Peril. Your foes can successfully Resist with a Resolve Test.
Critical Success: As above, but they automatically fail their Resolve Test.
Critical Failure: A distant howling is heard as you lay your head down to rest. The veil is instantly torn from your hands and disappears into the Wind. You are haunted by terrible dreams of a wailing woman in a tattered dress as she rebukes you for leaving her at the altar. Her voice haunts your dreams, as you must succeed at a Resolve Test now and every morning for nine days or be made a victim of Terror.

BRUSH WITH DEATH

Your cold hand causes the foe to recoil from intense pain, enervating their life energy.

Distance: Any one person you can touch
Reagents: A hand of a murderer, held in a bag
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or suffer 2D10+[WB] in Damage and be knocked Prone.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: The hand begins to wriggle inside the bag. No one notices, save you. At some point during the night, the hand will crawl about and attempt to choke someone. The GM will choose one of your allies – which can include yourself – for its fearful grasp. The victim of the hand's grasp, either an ally or yourself, wakes up Incapacitated! for the next 6 days. On the last day, the hand crawls away and disappears.

CRIPPLING STARE

The person you gaze at begins to twist and break in place as they're exposed to this heinous spell.

Distance: Any one person you can see
Reagents: The leg bone of a priest, which must be thrice-broken (expended)
Duration: Special
Effect: After successfully casting this spell, you immediately cause an Injury to the person you look at, as well as on each of the following Turns. Although you do not lower their Damage Condition Track, they will suffer a Moderate Injury on your first Turn, a Serious Injury on your second Turn and a Grievous Injury on your third Turn. This Magick requires Concentration.
Critical Success: As above, but instead the foe suffers a Serious Injury instead of a Moderate Injury.
Critical Failure: Staring long and deep into the eyes of your victim, you momentarily are taken by the inhumanity of this act. As you break the bone the first time, you immediately suffer a Moderate Injury. Again, you then suffer a Serious Injury. And finally, a Grievous Injury. You cannot help but break the bone thrice, despite the pain.

DEATH'S VISAGE

Behold and stare into the face of death incarnate!

Distance: Any one person you can see
Reagents: A skull held aloft
Duration: Instantaneous
Effect: After successfully casting this spell, your foe is subjected to Stress. In addition, they cannot Counterspell, Dodge or Parry for one Turn. Your foe can successfully Resist with a Coordination Test.
Critical Success: As above, but your foe cannot Resist this Magick.
Critical Failure: The jaw of the skull unhinges, cackling maniacally. You must immediately succeed at a Resolve Test or be subjected to Stress.

GOLEMSKIN

Your skin hardens, rendering you protected from outside forces which could harm you.

Distance: Yourself
Reagents: The skin of a dead strongman
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, add 6 to your Damage Threshold. In addition, you are immune to Injury and cannot Bleed.
Critical Success: As above, but add 9 to your Damage Threshold instead.
Critical Failure: Your skin cracks from weakness and you are wracked with intense pain. You suffer 2D10+2 physical Peril.

SANGUINE RESTORATION

The blood of another invigorates.

Distance: Yourself
Reagents: A pint of blood from one of your own Ancestry, imbibed (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you move one step up the Damage Condition Track positively. However, you suffer 3 Corruption as a result.
Critical Success: As above, but you don't suffer any Corruption whatsoever.
Critical Failure: As you drink deep from the vial, the blood tastes of ash. It cannot sate your own predilection for fresh blood. If you do not drink the blood from one of your own Ancestry within 24 hours, you move one step down the Damage Condition Track negatively (but don't suffer an Injury due to it).

SPECTRAL FORM

Your body turns incorporeal, as you now occupy both the Material Realm and the Æthereal beyond.

Distance: Yourself
Reagents: A death shroud, wrapped around you
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you are Æthereal – occupying a different reality but able to see perfectly into the Material Realm. While in Æthereal form, you cannot manipulate objects, but may pass through them effortlessly. You cannot inflict Damage while Æthereal. In addition, you are completely immune to Damage from melee and ranged weapons. However, Magicks and weapons imbued with Magick can harm you. You can manifest into a non-Æthereal, physical form into the Material Realm for 0 APs. However, turning Æthereal once again costs 2 APs.
Critical Success: As above, but triple the Duration.
Critical Failure: Passing into the Æthereal Veil, you are tossed about by the Winds of chaos, returning a few seconds later. Upon return, you suffer 6 Corruption and are instantly Incapacitated!

THE FINAL SURRENDER

With the utterance of a few words, you immediately send the unfortunate soul into the afterlife.

Distance: Any one person you can see
Reagents: A silver bottle with a person's name inscribed on it, spoken aloud
Duration: Instantaneous
Effect: After successfully casting this spell, your foe is immediately Slain! and their spirit is transferred into the bottle. Their corpse remains perfectly intact and unaging. Only by feeding the bottle's contents back to the deceased's corpse can they be restored to life. If the body is destroyed, they are trapped in the bottle. Your foe can successfully Resist with a Toughness Test.
Critical Success: As above, but your foe cannot Resist.
Critical Failure: You accidentally drop the bottle, breaking beneath your feet. Uttering the person's name aloud, you feel as if something terrible just passed through you. You immediately suffer 9 Corruption.

ARCANA OF PYROMANCY

SPELL	PRINCIPLE
Bolt of Flame	Petty
Cataclysmic Inferno	Greater
Cauterize Wound	Petty
Courage Under Fire	Lesser
Dragon's Breath	Greater
Fireproof	Lesser
Flaming Sword	Lesser
Meteors of Doom	Greater
Shimmering Crown	Petty

BOLT OF FLAME

With a flick of a match, a searing bolt of fire dashes towards your foe.

Distance: Any one person you can see
Reagents: A match, which must be struck (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, one foe immediately suffers 1D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but they are set On Fire instead.
Critical Success: As above, but your foes are automatically set On Fire.
Critical Failure: The searing bolt transforms into a frigid boomerang of ice, arcing back to strike you instead! As you are struck, you are frozen in place for a number of minutes equal to your [WB] and left Helpless.

CATACLYSMIC INFERNO

You visibly disturb the Material Realm by opening a breach directly through the Æthereal Veil. A terrifyingly cataclysmic event unfolds as lashing winds and a rain of fire consume the land before you.

Distance: Any one place you can see
Reagents: A rod of petrified wood
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you can conjure a firestorm that rages in place where you targeted it. All those who are caught within the Explosion Template who fail to Resist with a Coordination Test suffer 3D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but they are set On Fire instead. For each Turn they remain in the Explosion Template they must make an additional Coordination Test to withstand harm.
Critical Success: As above, but those caught in the inferno automatically fail to Resist.
Critical Failure: The rod of wood splinters and instead of appearing in the desired location, the *Cataclysmic Inferno* appears in a nearby location, but out of sight. The likelihood is that it will rain down on a nearby village, town square or city slum, killing and injuring all in the area for the spell's Duration and setting buildings alight. You are made immediately aware of this heinous act by the whispers of the Abyssal Prince of Violence. You immediately suffer 9 Corruption for the countless deaths caused by your Magicks.

CAUTERIZE WOUND

With but a touch, wounds miraculously close shut and are purged from infection.

Distance: Any one person you can touch
Reagents: A spoonful of honey rubbed into a wound (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, any wounds currently suffered by the person you touch immediately have their Bleeding staunched and the Infection seared from them.
Critical Success: As above, but the person also moves one step up the Damage Condition Track positively.
Critical Failure: Your touch is utterly painful, as a searing pain singes the skin and quickly spreads like wildfire. Although you staunch the Bleeding and sear the Infection from any wounds suffered by the person you are touching, you are set On Fire.

COURAGE UNDER FIRE

You stoke the fires of your allies, invigorating them in the opportunity to bask in glory!

Distance: Yourself
Reagents: A tatter of a renowned battle standard, held aloft
Duration: 6+[WB] in hours
Effect: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you gain a +20 Base Chance to Resolve Tests.
Critical Success: As above, but increase the same allies' Initiative by 6.
Critical Failure: The battle standard is immediately wreathed in a terrible flame and incinerated! A number of allies equal to your [FB] who can see and hear you suffer a -20 Base Chance to Resolve Tests and their Initiative is reduced by -6 for Duration of the spell.

DRAGON'S BREATH

Inhaling deeply, you belch forth a gout of flame and smoke.

Distance: Yourself
Reagents: The hide of a desert creature
Duration: Instantaneous
Effect: After successfully casting this spell, any foes caught in its Cone Template suffer 3D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but they are set On Fire instead. Your foes can successfully Resist with a Coordination Test.
Critical Success: As above, but all foes struck automatically fail to Resist.
Critical Failure: A grave mishap has occurred, as your breath uncontrollably ignites everything around you in an Explosion Template, centered on you. Those exposed suffer 3D10+[WB] in Damage from fire, including yourself as you are seared from inside. You can inflict Injuries with this Magick, but they are set On Fire instead.

FIREPROOF

Calling forth from the Æthereal Veil, you temporarily ensorcel an amulet, allowing its bearer to withstand great heat and fire.

Distance: Any one person you can touch
Reagents: An iron amulet, placed around the neck of the recipient (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, the person you touch will add your [WB] to their Damage Threshold, but only to withstand fire.
Critical Success: As above, but triple the Duration.
Critical Failure: Placing the iron amulet upon the bearer of this dark gift, they immediately burst into flames! They are immediately set On Fire.

FLAMING SWORD

You ignite the hilt of a sword and a burning flame emerges from the cross guard.

Distance: Yourself
Reagents: A hilt of any castle-forged sword, held aloft
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, a fiery blade extends from the glowing hilt. The blade is a one-handed melee weapon with the Punishing Quality. The *Flaming Sword* provides a significant amount of heat and light, equivalent to a torch. Its flames are considered to be Moderately Dangerous. Instead of using your [CB], refer

to your [WB] to determine Damage. Finally, whenever you strike or Parry with this sword, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, but they are set On Fire instead.
Critical Success: As above, but victims cannot Dodge or Parry this attack.
Critical Failure: The sword takes upon its own personality, dancing into the air as if guided by an apparition. It glides effortlessly back and forth, teleporting when needed, and re-manifesting out of thin air as it strikes. For the Duration of the spell, roll 1D6 Chaos Die at the start of your Turn. If the result is face '1', it will lash out at you; if the result is face '2-5', the sword does nothing; and if the result is face '6', it will lash out at a random ally.

METEORS OF DOOM

From the skies above, burning stars rain down on your enemies.

Distance: Any persons you can see
Reagents: A rod of meteoric iron, held aloft
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see your foes, each foe suffers 3D10+[WB] in Damage. In addition, if your foes fail to Resist with a Coordination Test, they are knocked Prone.
Critical Success: As above, but your foes cannot Resist this Magick.
Critical Failure: The meteoric rod suddenly cracks and breaks. With a roaring thunder overhead, a searing iron meteor strikes you from above. You suffer 3D10+[WB] in Damage and are knocked Prone.

SHIMMERING CROWN

A crown of burning flames adorns your head, burning with an effervescent brightness that forestalls foes from acting and raises the morale of allies.

Distance: Yourself
Reagents: One gold coin (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you gain a +10 Base Chance to Intimidate and Leadership Tests. In addition, foes who attempt to attack you must immediately succeed at a Resolve Test or choose to ignore you for the spell's Duration. Finally, the *Shimmering Crown* provides a significant amount of heat and light, equivalent to a candle. Its flames are considered to be Mildly Dangerous.
Critical Success: As above, but triple the Duration.
Critical Failure: The crown of flame collapses at your feet, fizzling into a crumbled ashen ruin. Flames begin to lick up your pant legs and smolder. You immediately suffer 1D10+[WB] in Damage from fire. You can inflict Injuries on yourself with this Magick, but you are set On Fire instead. The spell ends immediately.

ARCANA OF SHADOWMANCY

SPELL	PRINCIPLE
Addle-coved	Petty
Death Mask	Greater
Eternal Darkness	Lesser
Imposter	Petty
Mass Hallucination	Greater
Mindwipe	Lesser
Shadow Slip	Petty
Two Selves	Lesser
Umbral Knives	Greater

ADDLE-COVED

The mystic sigils you make with your hand dazzles and confuses your intended victim.

Distance: Any one person you can see
Reagents: A mirror shattered onto the ground (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, one foe must roll 1D6 Chaos Die at the start of their Turn. If the result is face '1', they lose 1 AP on their next Turn. If the result is face '2', they lose 2 APs on their next Turn. If the result is face '3', they must spend their next Turn running in a random direction. If the result is face '4', they must attack the nearest ally. If the result is face '5', they cannot attack anyone, but can defend themselves. However, if the result is face '6', they are left Helpless. Your foe can successfully Resist with a Scrutinize Test when this spell is cast and at the beginning of their Turn to shake off its Effects. Regardless, the actual casting of *Addle-Coved* is never apparent to anyone, perfectly disguised.
Critical Success: As above, but the foe is always left Helpless on a result of face '1' or '6'.
Critical Failure: You find yourself exhausted, uncertain of what is occurring around you. You lose 2 APs for your Turns in combat for the spell's Duration.

DEATH MASK

The person you touch takes upon the countenance of death.

Distance: Any one person you can touch
Reagents: An ivory death mask, held to your face
Duration: Forever
Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or immediately appears Slain! to all. They do not need to breathe or eat during this time, taking upon the color of someone recently deceased (yet do not rot). However, the foe can hear, taste and smell everything, unable to move or communicate

as they're left Helpless. You can lift the Death Mask's Effects at any time you wish. Regardless, the actual casting of *Death Mask* is never apparent to anyone, perfectly disguised.
Critical Success: As above, but the foe cannot perceive anything around them.
Critical Failure: Suddenly stricken by death's hand, you fall dead to the ground. Well, you appear dead at least. Hopefully, you don't awaken buried alive! This lasts for 72 hours.

ETERNAL DARKNESS

Contacting the world between here and elsewhere, you conjure forth a blinding darkness.

Distance: Any one place you can see
Reagents: The eyes of a salamander (expended)
Duration: Forever
Effect: After successfully casting this spell, you conjure blinding darkness in a Burst Template within sight. This darkness is impenetrable, even to those who may normally see in the dark. You can see completely in the darkness and suffer no additional Effects to yourself from it. Those caught within start their Turn with 1 less AP in combat, until they move outside of the darkness. In addition, any Skills requiring vision automatically fail while standing within the darkness. Regardless, the actual casting of *Eternal Darkness* is never apparent to anyone, perfectly disguised.
Critical Success: As above, but those within lose 2 APs instead of 1 AP.
Critical Failure: Manifesting instantaneously within your sight (and only in your sight) is a horrific shadow, a fiendish creature. It follows within your own shadow, constantly watching you. So unnerving is its appearance that you must succeed at a Resolve Test now and every morning for six days or be subjected to Fear.

IMPOSTER

The shadows transmogrify your body into someone else's, a perfect mirror image.

Distance: Yourself
Reagents: A sketch of the person you wish to impersonate, immolated in fire (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you take upon the outer shape of a specific humanoid figure detailed in a sketch. The transformation doesn't change your voice nor does it impart the ability to speak the language of the figure you're impersonating. Regardless, the actual casting of *Imposter* is never apparent to anyone, perfectly disguised.
Critical Success: As above, but you can also mimic their voice and language perfectly.
Critical Failure: Outwardly, you take upon the appearance of whomever you intended to impersonate. However, when confronted with those you wished to fool, your semblance becomes a horrid, wretched thing – monstrously disfigured. This lasts for the Duration of the spell.

MASS HALLUCINATION

A grand illusion is conjured forth from thin air, looking completely real.

Distance: Any one place you can see
Reagents: A crystal diadem held in-hand
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you can conjure forth a perfect illusion of anything you want with an area equal to an Explosion Template. This illusion can be as complex as you like and can include sight, smell, sound, feel and taste. Anyone who exposes themselves to the illusion may attempt to see through it by succeeding at a Scrutinize Test. Otherwise, it appears real to them – even if their comrades deny it is there! This Magick requires Concentration. Regardless, the actual casting of *Mass Hallucination* is never apparent to anyone, perfectly disguised.
Critical Success: As above, but the illusion is impenetrable, appearing real to everyone who witnesses it.
Critical Failure: You have a difficult time distinguishing between what is real and what isn't. Your mind begins to reel from all manner of strange shadows and shapes playing around you. You remain Helpless for the Duration of the spell. Upon its completion, the diadem turns into a mere pebble.

MINDWIPE

By tracing your finger into the air, you unravel the mind of another, stealing their memories.

Distance: Any one person you can see
Reagents: River water poured onto the ground (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, your foe completely forgets who you are, what you are doing here and everything else about you, up to the point after you cast the spell. Your foes can successfully Resist with a Scrutinize Test. Regardless, the actual casting of *Mindwipe* is never apparent to anyone, perfectly disguised.
Critical Success: As above, but you gain the last 48 hours of the person's memory you had Mindwiped.
Critical Failure: Your mind is foggy, you seem to have forgotten something and you cannot recall what it is. Riddled with anxiety, you constantly fret and worry at your loss… Two valuable objects you own disappear. You can never get them back.

SHADOW SLIP

You slip into the shadows, nigh invisible save to the keenest of eye.

Distance: Yourself
Reagents: One piece of charcoal, crushed beneath your boot (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you gain a +10 Base Chance to Stealth Tests. In addition, you do not require concealment or cover in order to sneak around, able to hide in plain sight. Regardless, the actual casting of *Shadow Slip* is never apparent to anyone, perfectly disguised.

Critical Success: As above, but triple the Duration.
Critical Failure: As you step into the shadows, you are immediately struck by a sense of vertigo. Spiraling through the darkness, you seem to visit a dream-like reality where everyone around you is an apparition, a shade of their former selves. Eventually, you stumble out of the shadows after the Duration of the spell ends. You suffer 3 Corruption upon your return.

TWO SELVES

A mirror image of yourself instantly appears and will follow a set of prescribed actions while you manage to slip away.

Distance: Yourself
Reagents: Your pointer fingers brought together side by side
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you produce a mirror image – an illusion – of yourself. This mirror image does whatever you command it to do, although it is incapable of physically manipulating objects. While the mirror image conducts its activity, you are rendered completely invisible. If you attempt to take any actions which will directly affect another (such as attacking them, lifting something off their person, etc.), they can immediately make a Scrutinize Test to see through this illusion before you take action. Regardless, the actual casting of *Two Selves* is never apparent to anyone, perfectly disguised.
Critical Success: As above, but triple the Duration.
Critical Failure: As your second self steps away from you, it takes upon the same physical characteristics as you and your trappings (including the ability to cast Magick). For the spell's Duration, this doppelganger threatens to take your life, using whatever means or materials you had on-hand which it now also possesses. Once destroyed, the doppelganger and its possessions dissipate into a gray mist.

UMBRAL KNIVES

Conjuring forth multiple silhouettes of illusory knives, they are instantly hurled towards your enemies.

Distance: Yourself
Reagents: One castle-forged dirk, held before you
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see your foes, each foe suffers 3D10+[WB] in mental Peril. Regardless, the actual casting of *Umbral Knives* is never apparent to anyone, perfectly disguised.
Critical Success: As above and it also immediately triggers any Disorders your foes may be suffering from.
Critical Failure: The dirk drops immediately at your feet, twisting into a single screw and burying itself hundreds of yards beneath the earth. It is lost forever. You immediately suffer 3D10+[WB] in mental Peril. It also triggers any Disorders you may be suffering from.

ARCANA OF SORCERY

SPELL	PRINCIPLE
Basilisk's Spittle	Petty
Condemnation	Greater
Grotesque Miasma	Greater
His Dark Gift	Petty
Mark of Chaos	Lesser
Metamorphosis	Greater
Nightmare Visions	Petty
Skin Guest	Lesser
Withering Touch	Lesser

BASILISK'S SPITTLE

Ingesting the vile liquid, you spit a stream of hot, acidic blood towards a hated foe.

Distance: Any one person you can see
Reagents: A vial of blood from your own Ancestry, ingested (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the foe's armor loses 3 from its Damage Threshold Modifier from acid damage until it is repaired. Your foe can successfully Resist with a Coordination Test.
Critical Success: As above, but the foe's armor and clothing are instantly destroyed.
Critical Failure: Your stomach makes a terrible noise, as if you had too much blood sausage. You instantly soil your smallclothes and now suffer from Bloody Flux.

CONDEMNATION

You utter a single word of such power that it obliterates others, condemning them to the swell of chaos beyond.

Distance: Yourself
Reagents: The blood of an Abyssal creature (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, all those who are caught within the Burst Template immediately suffer 3D10+[WB] in Damage. In addition, those who fail to Resist with a Resolve Test are left Helpless for one Turn.
Critical Success: As above, but those caught in the Burst Template cannot Resist this Magick.
Critical Failure: Your words unwittingly unravel your hold over Magick. You immediately suffer 3D10+[WB] in Damage and are left Helpless for one Turn.

GROTESQUE MIASMA

Scattering dust to the ground, a miasma arises in the distance, choking all caught within it. And as they breath the deadly gasses, their bodies begin to grow misshapen.

Distance: Any one place you can see
Reagents: A plague victim's bones, ground into dust (expended)
Duration: Special
Effect: After successfully casting this spell, all those caught within an Explosion Template immediately move one step down the Damage Condition Track negatively and gain a Mutation called Taint of Chaos. It is possible to successfully Resist this Effect with a Toughness Test, but foes must succeed at the Toughness Test every Turn while standing in the Explosion Template or drop one more step down the Damage Condition Track negatively. Mutations are covered in **Game Mastery chapter in ZWEIHÄNDER Revised Core Rulebook**. This Magick lasts up to the point when the affected finally succeed at a Toughness Test. A foe is never Slain! by this Magick, instead remaining Grievously Wounded. This Magick requires Concentration.
Critical Success: As above, but those affected automatically fail their first three Toughness Tests to Resist.
Critical Failure: Suddenly, you fall to the ground. As you twist and contort, your body does not seem to be your own. You suffer 9 Corruption as a result. At the end of the session, whenever the GM determines whether you gain an Order or Chaos Rank, if you gain a Chaos Rank, you also gain a Taint of Chaos.

HIS DARK GIFT

Drawing from the Abyss, you grant a black blessing in exchange for part of the recipient's soul.

Distance: Any one person you can touch
Reagents: An appropriate sacrifice, such as a small kitten (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, the person you touch can add +5% to Combat, Fellowship and Willpower-related Skills. However, once the Duration of the spell has expired, they suffer 3 Corruption.
Critical Success: As above, but they gain a +10% instead.
Critical Failure: You have displeased whatever demon would have granted such chaotic power. As a consequence, the intended beneficiary to this Magick instead suffers from His Dark Punishment. The person you touch suffers a -10% to Combat, Fellowship and Willpower-related Skills for the Duration of the spell. In addition, they suffer 3 Corruption once the Duration ends.

MARK OF CHAOS

Using the black, twisted tip of the horn, your victim is instantly mutated before your eyes and weakened by chaos incarnate.

Distance: Any one person you can touch
Reagents: The horn of an Abyssal creature, used to touch a victim
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or gain a Mutation called Taint of Chaos (as covered in **Game Mastery chapter in ZWEIHÄNDER Revised Core Rulebook**). In addition, they are left Helpless for one Turn.
Critical Success: As above, but your foe cannot Resist this
Critical Failure: The touch of the horn does nothing, at least at first. Instead, you find your hand instantly atrophies. You are unable to use your primary hand for 48 hours.

METAMORPHOSIS

With a wet 'whoosh', your body transforms into a black cloud of chattering insects.

Distance: Yourself
Reagents: A jar of flies smashed onto the ground (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, all your trappings fall to the ground and your body transforms into a swarm of six hundred and sixty-six flies. You can now levitate one yard above the ground as a part of your Movement. Furthermore, you cannot be struck by normal weapons, but can be harmed by Magick. You can move through small spaces unhindered. You can transform back and forth between your regular shape and the swarm of flies at will for the Duration of the spell (or in combat for 2 APs).
Critical Success: All of your trappings metamorphose as well.
Critical Failure: The Magick spell fails as your body rips at the seams and you are unable to act. You disappear. Once the Duration of the spell expires, you reform somewhere a number of miles away equal to your [WB] from where you transformed.

NIGHTMARE VISIONS

Your foe's mind is filled with a waking dream of a great cyclopean city, glistening with ooze and latent with sinister horror as brooding Abyssal entities loom over them as gods.

Distance: Any one person you can see
Reagents: A flaming candle made from fat of your own Ancestry, ignited
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, your foe starts with 1 less AP at the start of their Turns in combat. Your foe can successfully Resist with a Resolve Test.
Critical Success: As above, but triple the Duration.
Critical Failure: Your body is wracked with pain, lighting lances through your bones. Your own skin seemingly melts before you, dripping like hot butter into your boots. You have 1 less AP at the start of your Turns in combat for the Duration of the spell.

SKIN GUEST

Whispering as you play cat's cradle with delicate strings, you exercise limitless control over another.

Distance: Any one person you can see
Reagents: A cat's cradle made from muscle sinew of the Ancestry of the person you wish to control
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you immediately gain control of another. You bend them to your will, forcing them to commit acts they would normally not do. Although not truly 'charmed', they cannot defy your commands. They may speak as they normally would. This Magick requires Concentration. Your foe can successfully Resist with a Resolve Test.
Critical Success: As above, but your foe cannot Resist this Magick.
Critical Failure: Suddenly, your limbs jerk upwards as if controlled by an invisible puppeteer. You are immediately made the cat's paw of an Abyssal fiend, and fight your own allies for the Duration of the spell.

WITHERING TOUCH

With but a touch of your hand, objects are made to wither and become brittle.

Distance: Any one object or person you can touch
Reagents: A bad apple writhing with maggots, crushed under heel (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or age 1D10+1 years. Their Agility and Brawn Primary Attributes are reduced by the same number of that they age. If this Magick is used on inorganic objects smaller than a sword, it can permanently splinter, shatter and rust objects, making them have the Ruined! Quality. When you touch organic objects such as food, it immediately spoils, swarming with maggots and bot flies.
Critical Success: As above, it immediately renders inorganic objects to dust, left destroyed.
Critical Failure: This dark Magick withers both yourself and your possessions. Two random trappings of your own are instantly destroyed and you are aged 1D10+1 in years. Your Agility and Brawn Primary Attributes are reduced by the same number of years that you age.

ARCANA OF TRANSMUTATION

SPELL	PRINCIPLE
Corrosion	Petty
Dancing Arrows	Greater
Enchant Trapping	Lesser
Fool's Fortune	Lesser
Gird of Iron	Petty
Law of Order	Petty
Reshape Metal	Lesser
Transmutate Mind	Greater
Unlock Secrets	Greater

CORROSION

A glancing touch is all you need to rust and destroy objects.

Distance: Any one object you can touch
Reagents: A rusted nail, crushed beneath your heel (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the object you touch (providing it's no larger than a human is tall) is permanently rusted, considered to be useless until repaired.
Critical Success: As above, but you can permanently rust an object no larger than a carriage is tall.
Critical Failure: As you stomp on the nail, it drives deep into your foot! Although you do not suffer Damage, all terrain is treated as Hard Terrain for 24 hours.

DANCING ARROWS

Shimmering arrows lance outward towards the nearest foe.

Distance: Any persons you can see
Reagents: A number of silver arrowheads equal to your [WB] (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see your foes, each foe suffers 3D10+[WB] in Damage. In addition, if your foes fail to Resist with a Coordination Test, they drop whatever is in their hands just outside of easy reach.
Critical Success: As above, but your foes cannot Resist this Magick.
Critical Failure: The dancing arrows shoot off into the air, all but one misses and that one returns to strike you. You suffer 3D10+[WB] in Damage and drop whatever is in your hands just outside of easy reach.

ENCHANT TRAPPING

You instill temporary Ætheric power into an object through a simple rite.

Distance: Any one object you touch
Reagents: The feather of a rare creature, used to draft a formula on paper (expended)
Duration: 6+[WB] in hours
Effect: After successfully casting this spell, the object you touch is temporarily turned into an arcane artifact. Whenever you enchant the object, it grants +10% towards one relevant Primary Attribute. For instance, you can enchant a jaunty hat to grant a boon to Intelligence or a codpiece to grant a benefit to Combat. Perhaps you enchant a set of slippers to grant a boost to Agility or a pair of silken gloves to improve Brawn; it is your choice. Whatever you wish to enchant, the form must follow its function. Such objects may only bear one enchantment at a time. Furthermore, a person cannot wield more than one Enchanted Trapping at a time.
Critical Success: As above, but triple the Duration.
Critical Failure: Not only does the Magick fail, it also instantly dispels all Magick around within a Burst Template, centered on the trapping you were attempting to enchant (as if affected by the Generalist Magick called *Dispel Magick*).

FOOL'S FORTUNE

With a 'snap' of your fingers, you can make an object appear to be of greater value than it truly is.

Distance: Any one object you touch
Reagents: A handful of pyrite, sprinkled over the object (expended)
Duration: 6+[WB] in hours
Effect: After successfully casting this spell, the object you touch can appear to be far more valuable than it really is. For instance, you can turn a penny into gold, make a wooden staff appear as if made from ironwood or make a teetering wagon look like a shimmering crystal cart. Once affected, the object appears to be worth three times its original market value. Objects affected by *Fool's Fortune* cannot be discerned to be false by normal means.
Critical Success: As above, but you can affect three objects instead.
Critical Failure: As you gently sprinkle the pyrite, three objects appear to become something incredibly valuable. However, within a few moments they disintegrate, forever destroyed.

GIRD OF IRON

Steel balls begin to rotate in unison around your body.

Distance: Yourself
Reagents: A handful of small steel balls (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you can Dodge ranged attacks and Parry melee attacks using your Incantation Skill.
Critical Success: As above, but triple the Duration.
Critical Failure: The steel balls knock the Wind out of you. You immediately suffer 1D10+1 physical Peril.

LAW OF ORDER

Your Magick instills a better sense of tactics and stratagem into the mind of the one you touch.

Distance: Any one person you can touch
Reagents: A piece of paper with a mathematical formula written on it (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, the person you touch can automatically succeed at one Skill Test they make for the Duration of the spell. The Skill Test can be any one of their choice, even one that has been failed or Critically Failed.
Critical Success: As above, but triple the Duration
Critical Failure: Misfortune hexes the would-be recipient. The GM will determine one Skill Test the person will automatically fail – even if they Critically Succeed – for the Duration of the spell.

RESHAPE METAL

Tapping the hammer against an object three times, it instantly takes a new shape before your eyes.

Distance: Any one object you touch
Reagents: An iron hammer, touched to the object you want to reshape
Duration: Forever
Effect: After successfully casting this spell, the object you touch (providing it's no larger than a human is tall) can be

physically altered. For instance, you could reshape a door into a sled, a lead flagon into a fishing lure or a sword into a dirk. The object being changed must be larger than the new object, although you can reshape objects into similarly-shaped or sized objects. In addition, it cannot change the properties of the metal (meaning you could not turn a lead ball into a gold coin). If you attempt to use this on a foe's armor, they can avoid it with a successful Coordination Test as the metal reshapes. Otherwise, they are knocked Prone.
Critical Success: As above, but the object is crafted as if Castle-forged or the best quality you can create.
Critical Failure: The tolling of the bell rings in your head, as you immediately double over and vomit copiously. Your hearing is stricken from you and you are temporarily deaf for 48 hours. During this time, you automatically fail any Skill Test which requires you to hear.

TRANSMUTATE MIND

You are able to transform the mind of a madman into a sane one, much like how a rod of iron is struck into a sword.

Distance: Any one person you can touch
Reagents: A madman's book, torn to shreds (expended)
Duration: Special
Effect: After successfully casting this spell, the person you touch permanently reduces their Chaos Ranks equal to your [WB].
Critical Success: As above, but you also cure a single Disorder (if the person has one).
Critical Failure: Your touch warps the mind of the patient, driving them deeper into madness. They immediately gain Corruption equal to your [WB].

UNLOCK SECRETS

Peering through the ruby, you can see the world's many secrets upon its multi-faceted surface.

Distance: Any one object you can touch
Reagents: A ruby of arsenic crystal, peered through
Duration: Instantaneous
Effect: After successfully casting this spell, the object you touch is now known to you. You know the material composition, who made it (if it was crafted) and any mundane properties it may possess. In addition, you can discern from a Magickal object a number of secrets equal to your [WB]. This includes any special properties it may possess and how to activate it (even if it is cursed or corrupted).
Critical Success: As above, but you uncover every bit of history and secret imaginable that the object may possess.
Critical Failure: Your mind is filled with confusion, as thousands upon thousands of secrets come pouring into your head. The crystal immediately turns into liquid mercury, slipping between your fingers. You start with 1 less AP at the start of your Turns in combat for 72 hours.

DIVINE MAGICK

Practiced by those who possess the Special Trait of Divine Magick, one of ten total suites of Prayers can be learned in Intermediate or Advanced Tier. Unlike their arcane counterparts, these Magicks originate from a divine source. Each of the Prayer suites represent a specific sphere of influence that a god may have over the Material Realm. Allowing these would-be 'clerics' a smidgen of their divine might, clerics become the living proxy of the god's agenda in the Material Realm. And when these practitioners stray from the path, they are made subject to Divine Punishment, each branded with a particularly ironic twist.

Below are the ten most common suites of Prayers:

PRAYERS OF THE CROUCHING ONE

SPELL	PRINCIPLE
Dance of Death	Greater
Eternal Damnation	Lesser
Hand of the Murdered God	Lesser
Knife In The Dark	Petty
Lustful Blade	Lesser
Murderous Demands	Greater
Spider's Fang	Petty
Stinging Blows	Petty
Terrifying Attacks	Greater

DANCE OF DEATH

Your prayers are gruesome and threatening, causing foes to dance maniacally – pulling their own hair, picking at their own flesh and poking at any orifice – harming themselves in the process.

Distance: Any persons you can see
Reagents: A vial of blood from an honest priest (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of foes equal to your [WB]. They must Resist with a Resolve Test or immediately suffer 3D10+their [BB] in Damage and dance in place for three minutes, unable to Counterspell, Dodge or Parry during this time. Those who do Resist suffer from Terror instead.
Critical Success: As above, but your foes cannot Resist this Magick.
Critical Failure: Your words send you into an endless dance, unable to do anything else and inflicting harm upon yourself in the process. You begin to dance and must do so for 72 hours; throughout, you are rendered Helpless. At the end of the dance, you suffer one Moderate, Serious and Grievous Injury.

ETERNAL DAMNATION

You claim a soul for the blood god, damning them to eternal torment at the hands of the Abyssal Prince of Pleasure.

Distance: Any one person you can touch
Reagents: The blood of your victim (expended)
Duration: Forever
Effect: After successfully casting this spell, the person you touch (providing they are already Slain!) is unable to be raised from the dead.
Critical Success: As above, but you can affect a living person who is suffering from any kind of Injury.
Critical Failure: Refusal of the blood god takes a wearisome toll upon you. For three nights hence, your Peril Condition Track may only recover to Imperiled as if you were resting in an unsafe place (as noted in **Chapter 9: Hazards & Healing**).

HAND OF THE MURDERED GOD

Blood oozes from your hand, dripping on the ground and congealing beneath your feet.

Distance: Yourself
Reagents: The finger bones of a murderer, held in a purse
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, your hand begins to weep Ætheric blood. For the Duration of the spell, foes who attempt to target you with Attack Actions or Perilous Stunts must Resist with a Resolve Test or suffer a -20 Base Chance to strike you.
Critical Success: As above, but your foes are unable to Resist this Magick.
Critical Failure: Your hand begins to bleed, for real! You suffer from Bleeding for the Duration of the spell, or until it is stemmed.

KNIFE IN THE DARK

Flashing out from the darkness, a blade immediately strikes the foe you're Engaged with.

Distance: Any one person you can touch
Reagents: A tail of a scorpion, held in-hand
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or suffer 1D10+[WB] in Damage and be unable to use any Movement Actions for one Turn. You can inflict Injuries with this Magick, as if it were a melee weapon.
Critical Success: As above, but the foe also begins to Bleed.
Critical Failure: The scorpion's tail stings you, instantly dissolving in-hand. You are affected by scorpion's venom, as indicated in **Chapter 9: Hazards & Healing**.

LUSTFUL BLADE

Your stiletto has an unquenchable thirst for blood, which must be sated.

Distance: Yourself
Reagents: A castle-forged stiletto, held in-hand
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, the blade of the stiletto oozes acid. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this stiletto, refer to your Incantation Skill instead of a Combat-based Skill. When you inflict an Injury on a foe, you instead move one step up the Damage Condition Track positively.
Critical Success: As above, but victims cannot Dodge or Parry this attack.
Critical Failure: The stiletto takes upon its own personality, dancing into the air as if guided by an apparition, for the spell's Duration. For the Duration of the spell, roll 1D6 Chaos Die at the start of your Turn. If the result is face '1', it will lash out at you; if the result is face '2-5', the stiletto does nothing; and if the result is face '6', it will lash out at a random ally.

MURDEROUS DEMANDS

Your god requires a blood sacrifice, and you shall deliver it unto them.

Distance: Yourself
Reagents: A vial of blood from a corrupt priest other than yourself (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you can kill with a single blow. Anytime you inflict at least 12 Damage or cause an Injury with a melee weapon, you automatically render your foe Slain! instead. Those who are not Slain! begin to Bleed.
Critical Success: As above, but you can slay someone when inflicting at least 9 Damage.
Critical Failure: Your wounds begin to Bleed endlessly. Your Damage Threshold is reduced by 9, instead of the normal 6. For the Duration of the spell, should you suffer an Injury, you are Slain! instead.

SPIDER'S FANG

You draw both blood and inflict stinging pain as you wound enemies.

Distance: Any one person you can see
Reagents: A spider's head, held in your pocket
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, your attacks inject venom whenever they land. If you Injure a foe, they suffer both an Injury and are affected by spider venom, as indicated in **Chapter 9: Hazards & Healing**.
Critical Success: As above, but the foe cannot Dodge or Parry your attacks.

Critical Failure: The spider's head bites your leg, as it dissolves in your pocket. You are affected by spider's venom, as indicated in **Chapter 9: Hazards & Healing**.

STINGING BLOWS

Your attacks inflict excruciating pain as they strike.

Distance: Any one person you can see
Reagents: A blackjack, held in your off-hand
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, your attacks sting whenever they land. When you deal Damage with a melee weapon, your foe must Resist with a Toughness Test or suffer a -10 Base Chance to all Skill Tests for the Duration of the spell.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: You're struck dumb by the gods for this transgression. Your head reels from dizziness and you must flip the results to fail all Combat-based Skill Tests for the Duration of the spell.

TERRIFYING ATTACKS

Every time you draw blood, a horrendous cackling emits from the shrunken head you wear around your neck.

Distance: Yourself
Reagents: The shrunken head of a priest, held on a necklace
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you automatically inflict Terror upon those whom you deal Damage to with melee weapons. They can suffer from multiple bouts of Terror with these attacks.
Critical Success: As above, but foes who move down the Peril Condition Track are paralyzed and left Helpless, unable to use Movement Actions to get away.
Critical Failure: The head begins to cackle, but only in your mind's eye. You are enervated, moving one step down the Peril Condition Track negatively at the start of your Turns for the Duration of the spell, until you are Incapacitated!

PRAYERS OF THE CUSTODIAN

SPELL	PRINCIPLE
Beyond the Pale	Petty
Déjà Vu	Lesser
Dreamweaver	Petty
Final Rest	Greater
Last Rites	Petty
Omen of Death	Greater
Sleepwalker	Greater
The Invitation	Lesser
Turn Undead	Lesser

BEYOND THE PALE

You pour a line of salt upon the ground, calling for your god to deny the passage of the unliving across it.

Distance: Yourself
Reagents: A jar of epsom salt, poured upon the ground (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, you draw a three-yard long line upon the ground. Unless they successfully Resist with a Resolve Test, no creature classified as being Supernatural can cross it. If they do, they suffer 1D10+[WB] Damage, whether they successfully Resisted it or not.
Critical Success: As above, but triple the Duration.
Critical Failure: Strange symbols begin to glow upon the ground. Those who behold these ebbing symbols whose Chaos Ranks are higher than their Order Ranks are subjected to Stress.

DÉJÀ VU

You will receive a foretelling of the immediate future, unraveling its mysteries only in the moment before it happens.

Distance: Yourself
Reagents: Three sticks of frankincense, ignited (expended)
Duration: 6+[WB] in hours
Effect: After successfully casting this spell, you gain one temporary Fate Point to be used as you desire. Once this Fate Point is used, you suffer 6 Corruption as you've stolen what death was meant to take away. Once the Duration of the spell expires, the Fate Point goes away, regardless of whether it was used or not.
Critical Success: As above, but you don't suffer Corruption once the spell expires.
Critical Failure: You receive nothing. There is nothing to be learned here. However, at an appointed time in the future by the GM, you will be ridden with a seizure and collapse, convulsing on the ground. You will be left Helpless for a total of

six minutes, you cannot recast this Magick until the Duration of the spell has expired and finally, you suffer 6 Corruption.

DREAMWEAVER

You personally appear in the dreams of another, delivering a haunting message.

Distance: Any one person you have met
Reagents: A bit of wool, pulled between your forefingers and thumbs (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you send a message to one person you can envision. They will receive it the next time they go to sleep. The message can be no longer than one minute. The GM will likely time you with a watch.
Critical Success: As above, but the message can be up to three minutes long.
Critical Failure: As you weave the dream, the message becomes muddled. The person you envisioned as the recipient will wake up confused and bewildered and immediately suffer 1D10+1 mental Peril.

FINAL REST

As you touch one of the undead, they instantly disintegrate into dust, forever destroyed.

Distance: Any one person you can touch
Reagents: A stake carved from rare ironwood, driven into the unliving (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch (providing they are classified as a Supernatural creature) must Resist with a successful Coordination Test or be Slain!. If they fail, they are turned entirely to dust, and cannot be raised from the dead.
Critical Success: As above, but your foe cannot Resist this Magick.
Critical Failure: The stake splinters in-hand and the very Supernatural creature you intended to drive it into, is reinvigorated with 'unlife'. The Supernatural creature is instantly restored to Unhindered, Unharmed and loses all Injuries.

LAST RITES

You perform both the rites required to usher along the dead, but also a special convocation to prevent them from being raised from the dead.

Distance: Any one person you can touch
Reagents: A brick, set between the teeth (expended)
Duration: 3+[WB] in years
Effect: After successfully casting this spell, the person you touch (providing that they are already Slain!) cannot be raised from the dead by Magickal or supernatural means. This can only be cast upon a corpse once, regardless of whether it succeeds or fails.
Critical Success: As above, but this Magick lasts for triple the Duration.
Critical Failure: From the moment that the body is laid to rest, your dreams are haunted by the deceased's memories. For three nights hence, your Peril Condition Track may only recover to Imperiled as if you were resting in an unsafe place (as noted in **Chapter 9: Hazards & Healing**).

OMEN OF DEATH

Crows begin to gather overhead, circling above to cast their grim shadow over the battlefield.

Distance: Any persons you can see
Reagents: A raven, slaughtered in-hand (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you have their Fury Dice explode on face '6', '5' and '4' when determining Total Damage.
Critical Success: As above, but the affected have their Fury Dice explode on face '6', '5', '4' and '3'.
Critical Failure: The crow you released is not dead, but becomes murderous, pecking and gnawing at you. For the Duration of the spell, you are unable to cast Magick and must succeed at a Coordination Test at the start of your Turn or else be knocked Prone.

SLEEPWALKER

You chant over a crowd of people, making them calm as sheep. Some even fall asleep, so enchanting are your words.

Distance: Any persons you can see
Reagents: A handful of powdered gold, poured onto the ground (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, a number of foes equal to your [FB] who can see and hear you suffer a -30 Base Chance to Resolve Tests. In addition, those who fail to immediately Resist with a Resolve Test are left Helpless for the spell's Duration.
Critical Success: As above, but the affected automatically fail to Resist.
Critical Failure: As you invoke the walk of sleep among the throng, they grow incensed. Suddenly, you find yourself in a situation that begins to spiral out of control! You are left Helpless for the spell's Duration against those who you intended to use this Magick against.

THE INVITATION

Holding the mirror over the dead's face, their haunted gaze reflects within it and they speak to you.

Distance: Any one person you can touch
Reagents: A mirror, which you hold to the face of a corpse
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, the person you touch (providing they are already Slain!) summons their spirit back from the dead to their corpse to speak with you. You can ask any questions and they will always answer truthfully. However, they cannot answer questions they did not know the answers to in life.

Critical Success: As above, but triple the Duration.
Critical Failure: Behold, the terrible countenance of a Supernatural creature from beyond. 'Tis not the one you commanded to return. The mirror suddenly shatters, breaking in your hand! You are subjected to Fear.

TURN UNDEAD

Denouncing the supernatural, you turn away and destroy those who are an anathema to the Material Realm. They burst into blue flames.

Distance: Any one person you can see
Reagents: Your holy symbol, held before you.
Duration: Instantaneous
Effect: After successfully casting this spell, as long as they are classified as a Supernatural creature, you deal 2D10+[WB] in Damage to a single foe.
Critical Success: As above, but the foe is also set On Fire.
Critical Failure: You are suddenly filled with crippling anxiety, crushed as your god momentarily turns away from you. You suffer 2D10+2 mental Peril and are knocked Prone.

PRAYERS OF THE DEMIURGE

SPELL	PRINCIPLE
Fury of the Wildlands	Greater
Hare's Speed	Petty
King of Beasts	Petty
Mother's Cradle	Greater
Part The Ways	Lesser
Primordial Tongue	Petty
Rage of the Primal Lord	Greater
Suffocating Growth	Lesser
Thunderclap	Lesser

FURY OF THE WILDLANDS

You call forth the most destructive of forces to rage over your foe, whether it be a lightning strike, trees lashing about, an open maw in the earth, a pounding ice storm, a rising tide of acidic water or a fiery tornado.

Distance: Any one person you can see
Reagents: The petrified penis of a Troll, held aloft
Duration: Instantaneous
Effect: After successfully casting this spell, one foe immediately suffers 3D10+[WB] in Damage now and every Turn thereafter until they are Slain! from it.
Critical Success: As above, but the foe also suffers 3D10+[WB] in physical Peril now and every Turn thereafter until they are Incapacitated! from it.
Critical Failure: The call of the wild goes unanswered. You are petrified into a soft stone and left Helpless for 72 hours.

KING OF BEASTS

You command the creature to do your bidding; its response is obedience.

Distance: Any one creature you can touch
Reagents: The tooth of a creature type you wish to tame (expended)
Duration: Special
Effect: After successfully casting this spell, the creature you touch (providing they are considered to be a Beast) is yours to command for exactly one minute. Note that if you attack the creature or cause it further harm, the spell ends immediately.
Critical Success: As above, but triple the Duration.
Critical Failure: Your words only serve to antagonize the creature. Rearing up, it has a new-found passion – to kill and eat you! The creature can add a 1D6 Fury Die to Total Damage whenever it strikes you in the next three minutes.

HARE'S SPEED

You bound and sprint like a rabbit in the wild.

Distance: Yourself
Reagents: A rabbit's foot, held on a chain
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you can increase your Combat Movement by 3. In addition, you reduce the number of APs required by 1 whenever you Charge, Get Up, Maneuver and Run.
Critical Success: As above, but triple the Duration.
Critical Failure: You accidentally bound upwards into the air, a number of feet equal to 1D10+[WB]. You immediately suffer a fall, and are knocked Prone. In addition, you manifest a puff of fur on your bottom, your ears grow fuzzy and you have a yearning for carrots for the next 24 hours.

MOTHER'S CRADLE

The bounty of the earth-mother's creatures reinvigorates her other children.

Distance: Any persons you can touch
Reagents: The breast milk of a woodland nymph, shared between the beneficiaries (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of allies equal to your [WB]. Those so affected immediately restore their Peril Condition Track as if they had rested in safety, as indicated in **Chapter 9: Hazards & Healing**.
Critical Success: As above, but the allies may also move two

steps up the Damage Condition Track positively.
Critical Failure: The moment that everyone has drunk of the milk, it turns sour, tasting vile. Their tummies begin to rumble and ache. Those who partook of the milk suffer 3D10+3 physical Peril and contract Bloody Flux. Note that there is no indication that the milk has soured until after everyone has swallowed (so no spitting it out).

PART THE WAYS

The river cradles you in the water, buoyant like a fish (and as fast, too).

Distance: Yourself
Reagents: A small minnow, swallowed (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you may flip the result to succeed Athletics Test while swimming. In addition, you are not weighed down by any trappings or equipment you wear. Finally, you can add an additional 6 yards to your Combat Movement while swimming.
Critical Success: As above, but triple the Duration.
Critical Failure: Your stomach fills with Æthericallysummoned water. You immediately suffer 2D10+2 physical Peril and are knocked over, where you remain Prone on the ground, throwing up water for the spell's Duration.

PRIMORDIAL TONGUE

You are granted the gift of being able to speak the tongue of any creature of the wild, conversing as you would with a stranger. Be warned though, not every creature is willing to hold a normal conversation with you – their savage heart trumps reasoned communication!

Distance: Yourself
Reagents: A crabapple, smashed beneath your boot (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you gain the ability to speak with any creature classified as a Beast. In addition, you gain a +10 Base Chance to all Skill Tests to converse with and befriend them.
Critical Success: As above, but add a +20 Base Chance instead.
Critical Failure: With but a whisper, your voice is stricken from you and replaced by one taken from a Beast of the natural world (the GM will decide which Beast). For 24 hours you can nothing except grunt, growl or roar.

SUFFOCATING GROWTH

Creeping vines and thorns come alive, as it entangles limbs and hands to the ground.

Distance: Any one place you can see
Reagents: A patch of solid earth you can see
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, a crawling patch of vines and creeping plants surges up out of the ground, seeking to swallow those within its reach. All those who are caught within the Burst Template begin to suffer from Suffocation. The growth is considered to be Hard Terrain. In addition, those attempting to escape the growth must Resist with an Athletics Test or continue to suffer from Suffocation. Finally, any Movement Action made within the growth requires the expenditure of 1 additional AP to use.
Critical Success: As above, but Movement Actions instead require the expenditure of 2 additional APs to use.
Critical Failure: Vines burst from the ground beneath you, their fronds wrapping themselves around you and creeping down your throat. They threaten to tear you from the inside out. You must Resist with an Athletics Test now and at the start of your Turn for the Duration of the spell or suffer from Suffocation.

THUNDERCLAP

As you bring your hands together, a bolt of lightning streaks towards your foes, followed by a thunderous clap that can be heard for miles.

Distance: Yourself
Reagents: Two hands, brought together as a clap
Duration: Instantaneous
Effect: After successfully casting this spell, any foes caught in its Cone Template suffer 1D10+[WB] in physical Peril and 1D10+[WB] in Damage. In addition, they lose 1 AP at the start of their Turns in combat for the next 48 hours. Your foes can successfully Resist with a Coordination Test.
Critical Success: As above, but all foes struck automatically fail to Resist.
Critical Failure: As you bring your hands together, a bolt of lightning strikes nearby and you are deafened. You suffer 1D10+[WB] in physical Peril, 1D10+[WB] in Damage and cannot hear for 48 hours.

RAGE OF THE PRIMAL LORD

You seethe within, filled with the passion of the primal lords. All those before you tremble in utter horror!

Distance: Yourself
Reagents: A mask made from a creature classified as a Beast, worn over your face
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you can invoke Terror. In addition, you add a 1D6 Fury Die to all Damage – regardless of its source, from Magick or with a melee or ranged weapon. As with all Fury Dice, this die will explode on face '6'. Finally, you can spend 2 APs on your Turns in order to make two Melee or Ranged Attacks. However, you cannot Counterspell, Dodge or Parry for the Duration of the spell.
Critical Success: As above, but triple the Duration.
Critical Failure: Your mask drops to the ground and withers away, turning into worms. You have angered the Demiurge! You are small, unworthy of the primal lord's light and must pay the price. You immediately suffer 9 Corruption, and cannot cast this spell again until you make another mask.

PRAYERS OF THE GOD-EMPEROR

SPELL	PRINCIPLE
Celestine Judgement	Greater
Chaos Overturned	Lesser
Damnation	Lesser
Flames of Order	Greater
Heresy Denied	Petty
Imperial Might	Petty
Lionheart	Lesser
Order's Majesty	Greater
Unassailable Bulwark	Petty

CELESTINE JUDGEMENT

You hurl a twin-tailed comet of righteousness towards a single enemy who aligns themselves with chaos.

Distance: Any one person you can see
Reagents: An arrowhead fashioned from gold (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, one foe suffers 3D10+[WB] in Damage. In addition, they are knocked Prone for three Turns.
Critical Success: As above, but the foe also cannot Counterspell, Dodge or Parry for three Turns.
Critical Failure: As you throw the comet of justice towards your foe, you realize within your heart of hearts that it was solely intended for you. You suffer 3D10+[WB] in Damage and are knocked Prone and cannot Counterspell, Dodge or Parry for three Turns.

DAMNATION

As the heretic gazes into the mirror, they see the error of their ways.

Distance: Any one person you can touch
Reagents: A mirror, held before the person you touch
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, the person you touch (providing they're classified as a Mutant creature or have a Taint of Chaos) must Resist with a successful Coordination Test or be unable to Counterspell, Dodge or Parry for the Duration of the spell. In addition, they suffer a -20 Base Chance to Resist your Magicks for the Duration of the spell.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: 'Tis not your enemy who is damned, but you instead! You suffer a -20 Base Chance to Resist Magicks for the Duration of the spell and are left Defenseless against them.

CHAOS OVERTURNED

Summoning the powers of order, you instill within yourself a sense of righteous hope.

Distance: Yourself
Reagents: A bronze hammer held aloft
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you gain 1 additional AP at the start of your Turns in combat, to use as you see fit. This also means that you can make an additional Attack Action or Perilous Stunt, despite the normal limitations presented in **Chapter 8: Combat**.
Critical Success: As above, but you also gain a +20 Base Chance to Combat-based Skill Tests for the spell's Duration.
Critical Failure: As you raise the hammer above your head, it splits along the hilt, breaking in two. You lose 1 additional AP at the start of your Turns and suffer a -20 Base Chance to all Combat-based Skill Tests for the Duration of the spell.

FLAMES OF ORDER

You are instantly immolated in holy light, rejecting all that is wrong and chaotic in this world.

Distance: Yourself
Reagents: A golden amulet inscribed with the holy symbol of your god
Duration: Instantaneous
Effect: After successfully casting this spell, you are instantly immolated in a harmless, white blinding light. Providing they are considered to be a heretic or a Mutant creature, those within the Explosion Template centered on you suffer 2D10+[WB] in Damage. This ignores any Damage Threshold Modifier their armor may confer.
Critical Success: As above, but those so affected are also set On Fire.
Critical Failure: The flames of your inner passion fizzles out. So distraught are you that you suffer a -30 Base Chance to all Skill Tests for a number of minutes equal to your [WB].

HERESY DENIED

You permanently lock a door, preventing Mutants from ever entering.

Distance: Any one portal you can touch
Reagents: Three bent nails, hammered into a threshold (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, the portal cannot be trespassed by creatures that are classified as Mutants or other Humanoids possessing mutations unless they successfully Resist with a Resolve Test. Should they cross the portal, they suffer 1D10+[WB] in Damage, regardless of whether they successfully Resisted or not.
Critical Success: As above, but your foes cannot Resist this Magick.
Critical Failure: The three nails you hammer into the threshold instantly break. Strange symbols of judgement begin to ebb upon the threshold. Those who behold these

symbols whose Chaos Ranks are higher than their Order Ranks are subjected to Stress.

IMPERIAL MIGHT

Your hammer glows with a white light, purifying all those whom you 'purify' with it.

Distance: Yourself
Reagents: Your hammer held aloft
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, your hammer beams with pure, white light. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, ever you strike or Parry with this weapon, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, as if it were a melee weapon.
Critical Success: As above, but any victim struck with the weapon cannot Dodge or Parry it.
Critical Failure: You invoke the names of the sacred gods above incorrectly, you fool! As punishment, your weapon is sundered, ruined forever.

LIONHEART

You instill your god's might and fortitude in your allies.

Distance: Yourself
Reagents: Your holy symbol, raised aloft
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you are immune to the Intimidate Skill and cannot be subjected to Stress or Fear.
Critical Success: As above, but your allies are also immune to Terror.
Critical Failure: Your words fail, as you invoke the damnation of your own god. Not only that, your allies are instilled with cowardice. A number of allies equal to your [FB] suffer a -6 to their Peril Condition Track until the Duration is up.

ORDER'S MAJESTY

The power of your god glows in your eyes, causing all those who behold it to turn away from fear and superstition.

Distance: Yourself
Reagents: A prism held to your eye
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of allies equal to your [FB]. Providing you can see your allies, those who are subjected to Stress, Fear or Terror can immediately move three steps up the Peril Condition Track positively while lifting any lingering Effects of any Disorder that may have been triggered.
Critical Success: As above, but those so affected also gain one Fortune Point.
Critical Failure: The vision from your eyes is not of emboldening light, but of holy, unrepentant judgement! Those who behold your countenance must succeed at a Resolve Test or else they suffer from Terror.

UNASSAILABLE BULWARK

A pale white nimbus of light surrounds you, protecting you from harm.

Distance: Yourself
Reagents: An iron ring, forged in purifying flames
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, both Grievous and Serious Injuries inflicted upon you are treated as Moderate Injuries instead for the Duration of the spell.
Critical Success: As above and you are immune to Damage inflicted by melee weapons.
Critical Failure: Your Magick goes terribly awry, as the Wind is knocked out of you. You suffer 1D10+1 physical Peril and are left Defenseless for the spell's Duration.

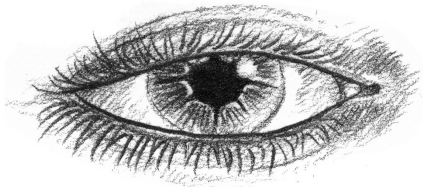
PRAYERS OF THE LEARNER

SPELL	PRINCIPLE
All-Seeing Eye	Petty
Bonds of Justice	Petty
Criminal's Remorse	Petty
Eye For An Eye	Lesser
Gods As Your Witness	Greater
Justiciar's Blade	Lesser
See Through Lies	Lesser
Tooth For A Tooth	Greater
Trial By Fire	Greater

ALL-SEEING EYE

The eye of providence gives you insight others cannot possibly see.

Distance: Any one person you can see
Reagents: A miniature pyramid of clay, crushed (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you can learn both the Order and Chaos Alignment of a person you can see and hear.
Critical Success: As above, but you can also learn what Disorders or Drawbacks they are suffering from.
Critical Failure: You behold not a vision of the person's temperament, but of the psychological horrors which have befallen them. You immediately suffer 3 Corruption as punishment.



BONDS OF JUSTICE

With a wave of your hands, you bind the hands and ankles of another with Ætheric energy.

Distance: Any one person you can see
Reagents: A single link of a chain, held in-hand (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, a foe who can see and hear you must Resist with a Resolve Test or be left Helpless. A foe caught in the shackles who wants to break free of them, is required to Resist with an Athletics Test. However, they cannot add their Skill Ranks to their Athletics Test to break them.
Critical Success: As above, but the affected cannot break free of the shackles.
Critical Failure: You have made a minor transgression against the gods. You are immediately rendered Helpless for the spell's Duration, unable to break free of the *Bonds of Justice*.

CRIMINAL'S REMORSE

The smallest infractions of the law can bring about self-doubt and guilt within the heart of a criminal.

Distance: Any one person you can touch
Reagents: A tuft of a dog's hair, burnt (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or be wracked with guilt. Whenever they commit a crime, they suffer 1D10+1 mental Peril.
Critical Success: As above, but triple the Duration of this Magick.
Critical Failure: Crime doesn't pay. Nor does the law, in your case. When you attempt to enforce the law three times over the Duration of the spell, you suffer 1D10+1 mental Peril.

EYE FOR AN EYE

The balance between chaos and order will be preserved. Justice for all.

Distance: Yourself
Reagents: A pair of weights from a scale, held in each pocket
Duration: Special
Effect: After successfully casting this spell, the forces of order ensure that any chaotic act committed upon you is returned in kind to the transgressor of such acts. This means that if someone stole your coin purse, they'd immediately lose their purse in return. The same will happen if someone intentionally causes you to suffer Damage or Peril, they immediately suffer the same Damage or Peril in kind. It also means that if you were the target of a Perilous Stunt, the offender would immediately suffer the same in kind. This Magick lasts until it has been triggered.
Critical Success: As above, but the affected is affected threefold. This means that if you suffered 4 Damage, they suffer 12 in kind. Or, if they stole your purse, they lose their purse and valuables of equal value in kind. It also means that if you had been the target of one Perilous Stunt, they are immediately made the target of three Perilous Stunts in kind.
Critical Failure: By some mistake, you have disrupted the cosmic balance between order and chaos. The scales of justice do not weigh in your favor. Sometime in the next 48 hours, you will suffer retribution for the actions you took, not once, but three-fold!

GODS AS YOUR WITNESS

A truthful testimony will be compelled out of a person, by the god's divine will.

Distance: Any one person you can touch
Reagents: Invoking 'gods as your witness…' before asking a question
Duration: Special
Effect: After successfully casting this spell, the person you touch must give a truthful telling to your questions. You can only ask a number of questions equal to your [WB]. The person can only answer to the best of their abilities and must give honest answers.
Critical Success: As above, but triple the number of questions you can ask.
Critical Failure: You have made a critical error. You're not sure whether they're telling the truth or not. In fact, this may not bode well for you or your well-being. Stricken with anxiety, you immediately suffer 3D10+3 mental Peril.

JUSTICIAR'S BLADE

When all else fails, you turn to the sword to appease Nemesis.

Distance: Yourself
Reagents: Any sword, held in one hand
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, the sword shines like silver. The sword becomes a one-handed melee weapon with the Fast Quality. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this sword, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, as if it were a melee weapon.
Critical Success: As above, but your foes cannot Dodge or Parry this attack.
Critical Failure: The sword takes upon its own personality, dancing into the air as if guided by an apparition, for the spell's Duration. For the Duration of the spell, roll 1D6 Chaos Die at the start of your Turn. If the result is face '1', it will lash out at you; '2-5', the sword does nothing; and if the result is face '6', it will lash out at a random ally.

SEE THROUGH LIES

The balance between chaos and order will be preserved. Justice for all!

Distance: Yourself
Reagents: A silken blindfold, worn for the Duration of the spell
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you are able to

detect a lie made by anyone who you can hear. Note that you are completely blind to the Material Realm during this time, automatically failing any Skill Tests based on vision.
Critical Success: As above, but you are not blind during this time.
Critical Failure: You behold a terrible vision of nightmare beings beyond the mortal realm. Your eyesight is stricken from you and you're temporarily blinded for the spell's Duration. During this time, you automatically fail any Skill Test which requires you to see.

TOOTH FOR A TOOTH

You enact the old adage 'tooth for a tooth' upon a criminal, fully-knowing what transgressions they've made and exact a toll in return.

Distance: Any person you can see
Reagents: The blood of a victim who has suffered injustice (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, a foe who can see and hear you must Resist with a Resolve Test or lose 3 APs at the start of their Turns in combat. A foe can attempt to Resist this Magick at the beginning of their Turns for the Duration of the spell.
Critical Success: As above, but the affected cannot Resist this Magick.
Critical Failure: Petty mortal! Who are you to exact revenge in the name of the gods? Today, you are not the arbiter of right and wrong. As punishment, you cannot cast Magick for 72 hours.

TRIAL BY FIRE

You incant an ancient prayer, meant to root out the guilty from the innocent. The guilty are bathed in the blue flames of justice, while the innocent remain untouched.

Distance: Any person you can see, whom you've personally met and know their name
Reagents: An expensive fire opal, held in palm
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, a foe who can see and hear you is condemned as if they are guilty. Now and on your Turn in Combat, name a crime that the guilty committed. If the foe is guilty of this crime, they immediately suffer 3D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but they are set On Fire instead. Each crime you name must be unique – you cannot name the same crime multiple times – and must conform to the local law. If they are innocent of the crime, nothing happens.
Critical Success: As above, but triple the Duration.
Critical Failure: You have made a major transgression against the gods. The fire opal burns in your palm, turning to dust. You will be punished for each and every lie or infraction of the law made in the next 72 hours. Should you even attempt to muddle the truth slightly or commit even the smallest of infractions against the law, you suffer 9 Corruption each time you do.

PRAYERS OF THE LEVIATHAN

SPELL	PRINCIPLE
Becalm Squall	Greater
Blessed Albatross	Greater
Bon Voyage	Petty
Breath of the Æther	Petty
Fisher's Intuition	Petty
Kraken's Curse	Greater
Saltwater Blast	Lesser
Seasickness	Lesser
Walk Upon Water	Lesser

BECALM SQUALL

With the thrust of a blade, the mast and sails of your ship are wreathed in St. Elmo's light.

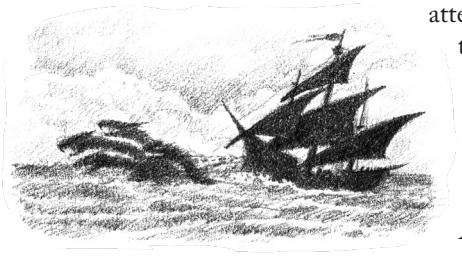
Distance: Any one boat you can touch
Reagents: A whalebone dagger, thrust into the boat's mast (expended)
Duration: 9+[WB] in hours
Effect: After successfully casting this spell, a boat you touch (providing it is a river- or sea-going vessel) is saved from any bad winds or storm that surrounds it. The winds buffet outside of the area, but provide only a gentle breeze upon the boat. An area of calm radiates around the boat a number of yards equal to your [WB], allowing companion boats to take advantage of the Magick. If becalmed, the boat moves as if it were guided by a gentle wind and the thrashing waters no longer impede its ability to navigate.
Critical Success: As above, but triple the Duration.
Critical Failure: The storm grows even more precipitous. Roll a 1D6 Chaos Die. If it lands on face '6', lightning strikes the mast of the boat you're on, splitting it from the ship.

BLESSED ALBATROSS

Releasing sacred albatross, they forever hover above the ship's mast to bless its journey

Distance: Any one boat you can touch
Reagents: Three albatross, released from a cage (expended)
Duration: Forever
Effect: After successfully casting this spell, a boat you touch (providing it is a river or sea-going vessel) will never sink, should the albatrosses all remain alive as they hover above the mast.
Critical Success: As above, but it will also protect anyone aboard the boat from falling, being blown, knocked or swept overboard.
Critical Failure: The albatross bring not fortune, but a terrible curse. You, along with passengers and crew are

unaware that you've irrevocably cursed the boat. At a time appointed by the GM, the boat will flounder and eventually sink. This will always be precipitated by the blackened husks of albatross being struck by lightning, one by one, day over day, for three days. As each is struck, those in the boat suffer 3D10+3 mental Peril.



BON VOYAGE

You christen the ship with a bottle of grog, wishing good fortune.

Distance: Any one boat you can touch
Reagents: A bottle of wine, shattered on a boat's hull (expended)
Duration: Special
Effect: After successfully casting this spell, a boat you touch grants anyone aboard a +10 Base Chance to Navigation Tests while on the boat. This Magick lasts as long as you remain on the boat and you must name both the port of departure and the destination port. Ports of call do not account for this Magick. Once the boat reaches its destination, the Magick fades.
Critical Success: As above, but those who use Navigation Tests gain a +20 Base Chance to succeed instead.
Critical Failure: The bottle does not shatter against the hull, instead bouncing off of it and rolling away. When it stops, the cork suddenly pops on its own accord and the alcohol flows out not as liquid, but as silt. This boat is cursed and if you choose to board it before it leaves port, all those upon it must flip the results to fail all Navigation Tests instead.

BREATH OF THE ÆTHER

By covering your mouth with a kerchief – or a kiss – you are able to draw in deeper breaths.

Distance: Any one person you can touch
Reagents: The kiss of a woman, placed on a kerchief or the mouth (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch adds your [WB] to their [BB] to determine how many minutes they can hold their breath to withstand the Effects of Suffocation (or drowning). Once these minutes pass by, the Magick fades.
Critical Success: As above, but they also gain a +10 Base Chance to Athletics Tests to swim.
Critical Failure: As the woman places her kiss upon the unwitting, it spells their doom. Once they hold their breath, they fall unconscious from Suffocation, requiring a Kiss of Life!

FISHER'S INTUITION

You momentarily possess the uncanny eye of an able fisherman.

Distance: Self
Reagents: A fishing lure, dropped into the water (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, name any one creature of the sea. You now know the inherent direction to find it, providing it dwells in an area within your field of vision. Once located, the Magick fades.
Critical Success: As above, but you are guaranteed to catch your prey.
Critical Failure: Your Magick leads you astray, as whomever attempts to catch the prey draws something terrible from below the depths. Likely, it will attempt to either swallow them once captured or pull them back into the waters!

KRAKEN'S CURSE

A curse of the depths is lain upon the unworthy, made fragile before you.

Distance: Any persons you can see
Reagents: A bone rod made from a deep sea monster
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of foes equal to your [WB]. Each foe suffers a Grievous Injury.
Critical Success: As above, but your foes also begin to Bleed.
Critical Failure: The rod of the ancient seat creature dissolves, turning into silt between your fingers. You immediately suffer a Grievous Injury, and begin to Bleed.

SALTWATER BLAST

A powerful blast of seawater and coral stings your foes, knocking them about.

Distance: Yourself
Reagents: A piece of coral (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you conjure forth a briny, powerful blast of water and dangerously sharp coral. All those who are caught within the Cone Template suffers 2D10+[WB] in Damage. This Magick also extinguishes Mildly and Moderately Dangerous fire and those who are already On Fire.
Critical Success: As above, but all foes caught in the Saltwater Blast are knocked Prone.
Critical Failure: A briny blast of water washes up over you from below your feet. You suffer 2D10+[WB] in Damage and are knocked Prone.

SEASICKNESS

You invoke a curse, making the afflicted believe they are atop a seaborne ship, wracked by a terrible storm!

Distance: Any one person you can see
Reagents: A splinter of a wrecked boat, snapped in half (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, a foe is knocked Prone and suffers a -20 Base Chance to all Skill Tests for that Turn. Your foe can successfully Resist with a Coordination Test when this spell is cast and at the beginning of their subsequent Turns for the Duration of the spell, or continue

to be knocked Prone and suffer a -20 Base Chance to all Skill Tests for that Turn.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: Your stomach begins to turn, as if you had been drawn from the depths of the sea too quickly. Taken by the bends, you are unable to stand, knocked Prone every Turn and suffer a -20 Base Chance to all Skill Tests for the Duration of the spell.

WALK UPON WATER

You can walk atop water as if it were land.

Distance: Yourself
Reagents: A water strider, consumed (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you can walk upon water or wet ground as if it were firm land.
Critical Success: As above, but triple the Duration.
Critical Failure: You cannot walk upon water. Nor, can you walk atop land! You cannot stand up without automatically being knocked Prone for the Duration of the spell.

PRAYERS OF THE MARTYR

SPELL	PRINCIPLE
Compassionate Words	Lesser
Cure Malady	Lesser
Expel Poison	Petty
Lay On Hands	Petty
Martyrdom	Lesser
Purifying Halo	Greater
Resolve Injury	Greater
Sooth Corruption	Petty
Suppress Affliction	Greater

COMPASSIONATE WORDS

Careful words and explicit prayer leads your compatriots to a zen-like state.

Distance: Any persons you can see
Reagents: A vial of holy water, sprinkled over the recipients of this Magick
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you add a +20 Base Chance to Resist Perilous Stunts and Magick.
Critical Success: As above, but they are also immune to Stress and Fear, but not Terror.
Critical Failure: While the words seem to work, they fall upon deaf ears. Your comrades have been made the victims of a terrible hex on your behalf. Whenever they have to Resist Perilous Stunts and Magick, they suffer a -20 Base Chance to Resist. In addition, when they are subjected to Stress and Fear, they are unable to Resist their Effects, for the Duration of the spell.

CURE MALADY

Your prayers lead the suffering away from the threshold and back to the light.

Distance: Any one person you can touch
Reagents: The proper treatment agents required to normally treat the Disease (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch is cured of the Disease they are suffering from. A Character may only gain the benefit of this Magick once per day.
Critical Success: As above, but if the person lost points from their Primary Attributes due to a Disease's Effects, these points are restored.
Critical Failure: Your words are twisted, as you forget the correct convocation to draw your god's might. Your victim immediately suffers the Effects of another Disease (of the GM's choosing).

EXPEL POISON

Leading in prayer, you beseech your god to extract the poison from the victim's blood.

Distance: Any one person you can touch
Reagents: The blood of a poisonous snake, consumed by the victim (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch instantly recovers from the Poison they were suffering from. This also allows them to recover from Intoxication. A Character may only gain the benefit of this Magick once per day.
Critical Success: As above, but if the person suffered Corruption from a Poison's Effects, they can also remove the Corruption.
Critical Failure: The only mercy for the wounded is simply to let them pass onwards into the mother's loving arms. Your victim is immediately affected by an additional dose of the same Poison you had sought to expel.

LAY ON HANDS

A warm glow emits from your hands, soothing the one you touch.

Distance: Any one person you can touch
Reagents: Your bare hand, placed upon the chest of a victim
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch moves one step up the Damage and Peril Condition Tracks positively. A Character may only gain the benefit of this Magick once per day.
Critical Success: As above, but they move three steps up the Damage and Peril Condition Tracks positively.
Critical Failure: Your touch causes a corpulent decay to spread across the intended beneficiary's wounds. They are now suffering from Filth Fever.

MARTYRDOM

You create an indelible bond between you and another, suffering in their place.

Distance: Any one person you can touch
Reagents: A lock of hair from the victim (expended)
Duration: 6+[WB] in days
Effect: After successfully casting this spell, the person you touch ignores any Damage or Peril they suffer. Instead, it is dealt to you. You need not be near the person in order for Martyrdom to work.
Critical Success: As above, but if they begin to Bleed, suffer from Infection or an Injury, you suffer it in their stead.
Critical Failure: A terrible mangling of the proper form renders this Magick completely useless. Not only does the person suffer, but you suffer in kind also. This means if they suffer Damage, you suffer it as well. The same goes for Bleeding, Infection and Injuries for the spell's Duration.

PURIFYING HALO

Crowning your head is a golden halo, hovering in place.

Distance: Yourself
Reagents: A halo made from an unbroken circle of gold leaf
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, a halo of golden light hovers above your head. During this time, you are entirely immune to Diseases, Infection, Injuries and Poison. In addition, any foes who may be classified as Abyssal or Supernatural creatures automatically suffer a -30 Base Chance to strike you with Attack Actions and Perilous Stunts.
Critical Success: As above, but foes who are Abyssal or Supernatural creatures are automatically set on On Fire if they attempt to bring harm to you.
Critical Failure: The flames of your inner passion fizzles out. You are so distraught that you suffer a -30 Base Chance to all Skill Tests for a number of minutes equal to your [WB].

RESOLVE INJURY

Calling forth a blessing, the consumption of the holy honey treats the injured.

Distance: Any one person you can touch
Reagents: A honeycomb, imbibed by the victim (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch removes one Injury they are suffering from, as it has completely Recuperated. A Character may only gain the benefit of this Magick once per day.
Critical Success: As above, but if the person lost points from their Primary Attributes from an Injury's Effects, they can restore the lost points.
Critical Failure: A buzzing sound can be heard from the honeycomb. You pay no mind, as they eat the honeycomb. A bee then stings the victim's throat and they are unable to speak for 48 hours.

SOOTH CORRUPTION

Your warm embrace and tears bring comfort to the troubled.

Distance: Any one person you can touch
Reagents: Your tears, placed upon the cheek of a victim
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, the person you touch immediately removes 1 Corruption. In addition, it temporarily delays the Effects of all Diseases, Disorders, Poisons and similar Effects for the spell's Duration. Anyone who has this spell cast upon them must spend a Fortune Point for it to take Effect.
Critical Success: As above, but triple the Duration.
Critical Failure: You bear crocodile tears and your god knows it. You are withdrawn and cannot muster the inner fortitude to bring yourself to act. You must flog yourself before casting Magick again, moving one step down the Damage and Peril Condition Tracks negatively.

SUPPRESS AFFLICTION

Through a complex series of prayers and guidance, you finally bring peace to the afflicted.

Distance: Any one person you can touch
Reagents: Three vials of holy water, imbibed by the victim (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch is cured of one Disorder they are currently suffering from. A Character may only gain the benefit of this Magick once per day.
Critical Success: As above, but if the person lost points from their Primary Attributes from a Disorder's Effects, they can restore the lost points.
Critical Failure: You mangled the words to the prayer. The afflicted is not brought peace, but instead inflicted by chaos. You fail to cure the Disorder, instead triggering its Effects instantly.

PRAYERS OF THE NIGHTFATHER

SPELL	PRINCIPLE
Bargain Bin	Petty
Eyes Without A Face	Greater
Flimflam	Lesser
Fortune Favors The Bold	Lesser
Luck Of The Draw	Greater
My Lucky Day	Petty
Open Sesame	Petty
Pussyfoot Around	Lesser
Riches to Rags	Greater

BARGAIN BIN

Intoning a prayer of fortune, you know the best place to buy equipment at the right price.

Distance: Yourself
Reagents: One brass penny, thrown into a well or body of water (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you automatically know the best source for any goods you're seeking at the cheapest prices in the area. While using this prayer, you must intone the settlement you're in and name the specific goods you're seeking (black market or otherwise). If these goods are unavailable in the area, you automatically learn this. The prices of the goods you seek are usually 25% less than market cost.
Critical Success: As above, but you so compel the retailer to sell the desired goods to you at 50% less than the market cost.
Critical Failure: You have made a critical error. Merchants are compelled to refuse service to you, until you successfully cast this Magick again in the same settlement.

EYES WITHOUT A FACE

Intoning a prayer, you protect your real identity with an illusion that inspired the legends of personalities like Spring-heeled Jack.

Distance: Yourself
Reagents: An expensive gold and ivory venetian mask, held to your face (expended)
Duration: 9+[WB] in hours
Effect: After successfully casting this spell, make up a *nom de guerre* – an alternative appearance and personality – and describe it to the GM. You make it difficult for others to remember what you truly look like while under this illusion. This could be anything as crazy as appearing as a brooding bat-winged freak, a caped man clad entirely in red and blue steel or even a crazily-painted maniacal jester. While under this Magick's Effects, this the appearance you take on, except to those you deem worthy of seeing your true countenance. This allows you to build a reputation without bringing harm to your true identity.
Critical Success: As above and you retain the reagent.
Critical Failure: Oh, how fickle are the gods? You are made the catspaw of the Abyssal Prince of Pleasure for the Duration of the spell. You vanish from sight. Returning after the Duration of the spell ends, you are unaware of what you did during your time. So ridden are you with anxiety with what you might have done, that you suffer 3D10+3 mental Peril. Only time will tell what terrible deeds you committed.

FLIMFLAM

You hoodwink, cork-screw, swindle, bamboozle or confound one person with Magickal glamour, compelling them to do something they'd normally not do.

Distance: Any one person you can see
Reagents: A handful of wool (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you convince one person to immediately carry through with an action of your choosing. You must tell the person what you wish for them to do out loud. Although this action cannot be used to Damage themselves, it can be used to persuade someone to ignore you, give you the best bargain, look the other way, do something foolish or other critical commands that would benefit you. Once cast, the subject of this Magick carries out the action, but is unaware that they have been given instructions to do so and once done, forget what it was they were instructed to do. Unless proven otherwise, they will deny all knowledge of the action and believe themselves to be innocent of it. The action they are instructed to do must take two minutes or less to complete.
Critical Success: As above, but the action can be up to three minutes long.
Critical Failure: Today is not your lucky day. Your ignorance of the proper incantations has left you dumbfounded. You are left Helpless and can be convinced to do anything by the very same person you attempted to *Flimflam*, for up to three minutes.

FORTUNE FAVORS THE BOLD

Today, fortune is in their favor. But tomorrow? Who knows.

Distance: Any persons you can see
Reagents: A pair of silver dice, rolled on the ground
Duration: 6+[WB] in hours
Effect: After successfully casting this spell, select a number

of allies equal to your [WB]. They automatically succeed at a single Skill Test of their choice. When they succeed, it is always considered a Critical Success.
Critical Success: As above, but they can automatically succeed at three Skill Tests instead.
Critical Failure: Fortune favors the bold and you are not bold. Nor are your comrades. The GM will make certain that the person will automatically fail any three Skill Tests for the Duration of the spell. When they fail, it is always considered a Critical Failure.

LUCK OF THE DRAW

Calling upon the god of fortune's favor, you bring providence to all.

Distance: Yourself
Reagents: Special (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, roll a 1D6 Chaos Die. Whatever the value is, place that many Fortune Points into the Fortune Pool. An equal number of gold crowns (gc), multiplied by three, disappear from your pockets. Every time you cast this Magick, roll 3D6 Chaos Die to determine whether you provoke Divine Punishment.
Critical Success: As above, but only one gold crown (gc) disappears for every Fortune Point.
Critical Failure: You were a fool to believe that you could bend the rules in your favor. Roll 3D6 Chaos Dice. Whatever the result is, you suffer Corruption equal to the result.

MY LUCKY DAY

Drop a coin in the well for wishes, but spin a shilling for luck.

Distance: Yourself
Reagents: One silver shilling, spun in place (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you can restore one Fortune Point to the Fortune Pool, but only if it has already been spent. Every time you cast this Magick, roll 1D6 Chaos Die to determine whether you provoke Divine Punishment.
Critical Success: As above, but may avoid rolling a 1D6 Chaos Die to determine whether you provoke Divine Punishment.
Critical Failure: You have made a critical error in your summoning to the god of fortune. You are punished with a setback. Remove one Fortune Point from the pool and convert it into a Misfortune Point for the GM. If there is one not available, you provoke Divine Punishment.

OPEN SESAME

A simple utterance of words is sometimes all you need to gain ingress.

Distance: Any one portal or lock you can see
Reagents: A sesame seed, ingested (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you unlock one portal or lock of your choosing. If it has been ensorcelled Magickally to be held fast, you dispel this Magick temporarily for one minute, and are able to trespass as you like.
Critical Success: As above, but the mechanism that was used to lock the door is broken. In addition, any Magick that may have been cast on it to hold it fast is dispelled.
Critical Failure: The invocation goes slightly haywire. Not only is the portal or lock permanently jammed, it is held fast with Magick. It cannot be opened by you ever again.

PUSSYFOOT AROUND

You are slippery like water and quick as a cat. You are hard to catch and even when you are, you manage to slip away.

Distance: Yourself
Reagents: One silver shilling, flipped over your shoulder (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, if you are caught while shadowing or hiding with a Stealth Test, you may re-roll to generate a better result, but must accept the outcome. When you succeed at this Skill Test, those who originally found you completely ignore you for the spell's Duration, forgetting that you were ever there.
Critical Success: As above, but triple the Duration.
Critical Failure: The price you paid to foolishly miscast this Magick wasn't enough. Your god demands tribute. You must sacrifice one gold coin or else suffer 6 Corruption in turn.

RICHES TO RAGS

Once they were princes, with all their worldly wealth. Now, they are paupers, ready to sing for their supper.

Distance: Any persons or objects you can see
Reagents: A silken purse, turned inside out.
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, select a number of allies or objects equal to your [WB]. The persons you see may hide any of their valuables, stored in a space outside of the Material Realm. The valuables they hide are up to them to decide. You can even make objects appear to be shabby or disguised as crumbs and trash; this is a helpful spell with which to hide contraband. Once the Duration of the spell ends, all valuables reappear.
Critical Success: As above, but triple the Duration.
Critical Failure: For a moment, all valuables you intended to hide disappear into the Æther. A moment later, they return. However, three of the objects that were hidden will never be seen again. The GM will make the determination which of the objects do not reappear.

PRAYERS OF THE STEWARD

SPELL	PRINCIPLE
Blazing Retribution	Greater
Blitzkrieg	Lesser
Commander's Vision	Lesser
His Great Blessing	Greater
Mask of Terror	Greater
Praise the Light	Lesser
Vengeful Wrath	Petty
Voice of the Legion	Petty
Warrior's Blessing	Petty

BLAZING RETRIBUTION

Blinding flames of retribution strike down at your foes, causing them to burn like human candles!

Distance: Yourself
Reagents: A religious condemnation, written upon paper (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see your foes, each foe suffers 3D10+[WB] in physical Peril. In addition, they must Resist with a Resolve Test or lose 1 AP on their next Turn.
Critical Success: As above, but your foes cannot Resist and are also set On Fire.
Critical Failure: Your words betray you; **you** are nothing more than a false avatar! Condemned by the gods, you immediately suffer 3D10+[WB] in physical Peril. In addition, you lose 1 AP on your next Turn and are set On Fire.

BLITZKRIEG

You are granted the gift of great speed and military prowess.

Distance: Yourself
Reagents: A charm that is shaped like a lightning bolt
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you can immediately make an Opportunity Attack with a melee weapon. In addition, you can make a Called Shot with a melee weapon or Melee Attack for 0 APs for the Duration of the spell. However, you can only use one Attack Action on your Turn.
Critical Success: As above and you can make two Attack Actions on your Turn, spending 0 APs for each.
Critical Failure: You have made a grave mistake and angered your god. Your body is wracked by electricity, as you suffer 2D10+2 physical Peril.

COMMANDER'S VISION

You are granted a vision from the gods, as you peer over the battlefield, surveying all before you.

Distance: Yourself
Reagents: A gold-rimmed monocle, worn over your eye
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you can survey any place you can think of from the sky, as if you were there yourself. This place must be within a number of miles no greater than your [WB], it must be a place you've visited before and it must be open to the sky (meaning you cannot view inside buildings or caverns). This provides total line of sight, so that you can cast Magick upon the battlefield as if you were above it. In addition, it grants a +20 Base Chance to any Warfare Tests you wish to make for the Duration of the spell. This Magick requires Concentration.
Critical Success: As above, but triple the Duration.
Critical Failure: The monocle shatters, temporarily blinding you. You automatically fail any Skill Tests based on vision for the next 48 hours.

HIS GREAT BLESSING

Your chanted prayer fills the hearts of your friends and allies, as they are emboldened by His blessing.

Distance: Any persons you can see
Reagents: A standard with an eagle upon it, held aloft
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, select a number of allies equal to your [FB]. Providing you can see your allies, they gain +9 Damage Threshold. This Magick requires Concentration.
Critical Success: As above, but triple the Duration.
Critical Failure: The fabric of the standard is torn to shreds before your very eyes, as the eagle takes shape into a great Abyssal monstrosity, before flying away. A number of allies who see this, equal to your [FB], are made a victim of Terror.

MASK OF TERROR

Donning the mask, you wear the face of your god. Your eyes glow with a great, golden light causing others to tremble before you.

Distance: Yourself
Reagents: A mask made from copper, worn upon your face
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, any foes who attempt to use Attack Actions or Perilous Stunts against you must first Resist with a Resolve Test or be made a victim of Terror.
Critical Success: As above, but your foes cannot Resist this Magick.
Critical Failure: As you place the mask upon yourself, you are temporarily blinded to the world. Within, you see galaxies born, stars die and the husks of dead gods floating in the vast emptiness of the Æthereal. You immediately suffer 9 Corruption.

PRAISE THE LIGHT

You chant words of praise to the Steward, rewarding His chosen people.

Distance: Any persons you can see
Reagents: Stand before your enemies, as your allies draw their weapons
Duration: Special
Effect: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you (providing their Order Ranks exceeds their Chaos Ranks) may increase their Initiative by their Order Rank. This lasts until combat ends.
Critical Success: As above, but they are also immune to Intimidate, Stress and Fear.
Critical Failure: Once weapons are drawn and your chanting ends, you are not chosen to be the victors. Nay, but the losers! Everyone you had intended to affect with this Magick immediately reduces their Initiative by their Chaos Rank. This lasts until combat ends.

VENGEFUL WRATH

With but a touch, you imbue a weapon with vengeful wrath.

Distance: Any one weapon you can touch
Reagents: A whetstone used to sharpen a weapon (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, a weapon you touch is given the gift of wrath. A foe who is struck by this weapon ignores any modifier to their Damage Threshold when considering Damage. This Magick is then immediately expended afterwards.
Critical Success: As above and the person may add the Vicious Quality to their weapon until it is expended afterwards.
Critical Failure: Your invocation has angered the gods. In fact, on the next attack you suffer from a melee or ranged weapon you must ignore your armor's modifier to Damage Threshold. In addition, it is treated as if it had the Vicious Quality, until it is expended afterwards.

VOICE OF THE LEGION

Your voice booms with bravado and issues to any who you can envision – either nearby, lying in a ditch or upon a nearby battlefield where the fight rages on.

Distance: Yourself
Reagents: A trumpet wrought into the shape of an eagle, held to your lips
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, all allies you can see can hear your words clearly, as if you were standing beside them. In addition, it grants a +10 Base Chance to any Leadership Tests you wish to make for the Duration of the spell.
Critical Success: As above, but you triple the Duration.
Critical Failure: The horn does not call forth your god's blessing, but warns of the end times. Anyone who can hear the trumpet's blare suffers 1D10+1 mental Peril.

WARRIOR'S BLESSING

You bless a person with keen insight, evening the odds in their favor.

Distance: Any one person you can touch
Reagents: A pebble with an eagle's eye etched onto it (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch is immediately moved to the top of the Initiative Ladder and can take their Turn immediately. A Character can only gain the benefit of this Magick once per day.
Critical Success: As above, but you do not expend the reagent.
Critical Failure: Your Magick utterly fails, as the person you would have touched immediately moves to the bottom of the Initiative Ladder and loses their next Turn.

PRAYERS OF THE WINTER KING

SPELL	PRINCIPLE
Battle Rage	Lesser
Dictum of the Winter King	Greater
Frostbite	Petty
Ice Storm	Greater
Roar of Winter	Greater
The Wolfpack	Lesser
To Crush Your Enemies	Lesser
Winter's Bone	Petty
Wolvenheart	Petty

BATTLE RAGE

The spirit of the wolf inhabits your body, as you rage outwards with fury and anger!

Distance: Yourself
Reagents: Fresh blood, smeared on your face (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you can make additional Attack Actions or Perilous Stunts on your Turn, despite the normal limitations presented in **Chapter 8: Combat**. However, you cannot retain your APs to Counterspell, Dodge or Parry.
Critical Success: As above, but you can Counterspell, Dodge and Parry as you wish.
Critical Failure: You are so possessed by a blinding rage that you cannot see straight. You are left Defenseless and cannot use Attack Actions on your Turn.

DICTUM OF THE WINTER KING

Your god despises cowardice, making you its champion in passing judgement upon the weak.

Distance: Any one person you can see
Reagents: A castle-forged axe, leveled at your enemy
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, providing they are considered to be dishonorable or have Chaos Ranks higher than their Order Ranks, the person suffers 1D10+[WB] in Damage now and at the beginning of their subsequent Turns for the Duration of the spell.
Critical Success: As above, but they also begin their Turns with 1 less AP for the Duration of the spell.
Critical Failure: Your dictum goes unnoticed by the Winter King. You have brought great shame upon yourself and must pay the price. You suffer 9 Corruption!

FROSTBITE

You give prayer to the gods to freeze the limbs of your enemy, rendering them weak.

Distance: Any one person you can see
Reagents: A drop of frozen blood (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, your foe immediately drops one step down the Peril Condition Track negatively. In addition, they cannot Counterspell, Dodge or Parry for the spell's Duration.
Critical Success: As above, but your foe immediately drops two steps down the Peril Condition Track negatively.
Critical Failure: Your bones creak and rattle from a bitter cold wind. You drop two steps down the Peril Condition Track negatively and cannot Counterspell, Dodge or Parry for the Duration of the spell.

ICE STORM

A hail of rock hard ice pounds the area, accompanied by a freezing chill.

Distance: Any one place you can see
Reagents: An icicle, thrown into the air (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you conjure forth a terrible storm of ice which rains down on an area you target. All those who are caught within the Explosion Template suffers 2D10+[WB] in physical Peril and 1D10+[WB] in Damage. In addition, they must Resist with a successful Coordination Test or begin their next three Turns with one less AP.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: You have once again brought shame for your actions. While your prayers are heeded, the storm of ice instead rains down on you. Center the Explosion Template upon yourself and those caught in it suffer the consequences as per the Effect. Those so affected cannot Resist this Magick.

ROAR OF WINTER

You speak aloud your unswerving loyalty to the Winter King, bequeathing all with a gift of unmitigated fury.

Distance: Any persons you can see
Reagents: The tail of a wolf, incinerated (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, select a number of allies equal to your [FB]. All allies may spend 1 AP to make two Attack Actions or two Perilous Stunts on their Turn, despite the normal limitations presented in **Chapter 8: Combat**.
Critical Success: As above, but those so affected gain 2 APs instead.
Critical Failure: You have trespassed upon the threshold of your god and must pay the price. The Winter King demands that you sacrifice a part of yourself, as you suffer a Grievous Injury, Serious Injury and Moderate Injury.

THE WOLFPACK

You call forth a prayer, rewarding both you and your 'pack' of friends.

Distance: Any persons you can see
Reagents: A horn made from wolf bone, blown
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you can invoke Fear.
Critical Success: As above, but your allies can invoke Terror instead.
Critical Failure: Lo, for the pack is vicious. You are not the alpha of your kin, another is. You cow before them, showing your belly. You suffer from Terror in the face of your friend, knocked Prone for the spell's Duration.

TO CRUSH YOUR ENEMIES

Utterance of such a prayer is assured see them driven before you.

Distance: Yourself
Reagents: A paw of a wolf, worn around your neck
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, whenever you fail an Attack Action or Perilous Stunt, you may re-roll to generate a better result, but must accept the outcome. Whenever you strike successfully, add a 1D6 Fury Die to the Total Damage.
Critical Success: As above, but if you don't like the outcome, re-roll one final time and accept the outcome.
Critical Failure: Your prayers go unanswered. Your ignorance of the proper form has angered the Winter King. Filled with anguish, whenever you succeed at an Attack Action or Perilous Stunt, you must re-roll to generate a worse result and must accept the outcome.

WINTER'S BONE

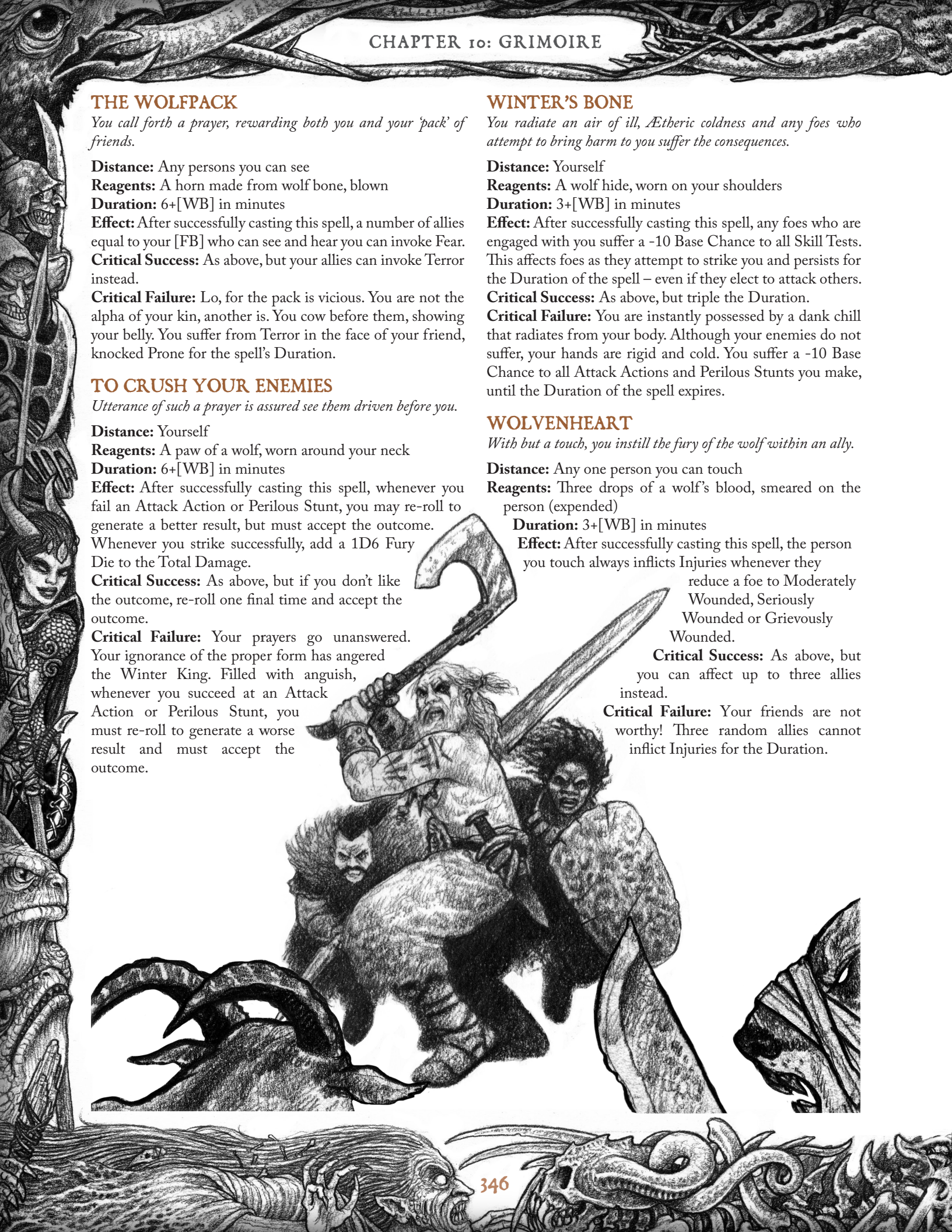
You radiate an air of ill, Ætheric coldness and any foes who attempt to bring harm to you suffer the consequences.

Distance: Yourself
Reagents: A wolf hide, worn on your shoulders
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, any foes who are engaged with you suffer a -10 Base Chance to all Skill Tests. This affects foes as they attempt to strike you and persists for the Duration of the spell – even if they elect to attack others.
Critical Success: As above, but triple the Duration.
Critical Failure: You are instantly possessed by a dank chill that radiates from your body. Although your enemies do not suffer, your hands are rigid and cold. You suffer a -10 Base Chance to all Attack Actions and Perilous Stunts you make, until the Duration of the spell expires.

WOLVENHEART

With but a touch, you instill the fury of the wolf within an ally.

Distance: Any one person you can touch
Reagents: Three drops of a wolf's blood, smeared on the person (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, the person you touch always inflicts Injuries whenever they reduce a foe to Moderately Wounded, Seriously Wounded or Grievously Wounded.
Critical Success: As above, but you can affect up to three allies instead.
Critical Failure: Your friends are not worthy! Three random allies cannot inflict Injuries for the Duration.



WYTCHSTONE

Said to have fallen from the Vault of Night during a chaotic cataclysm, these strange embers of green glass are all that remains of a dead star that once passed over the Material Realm. Following the cataclysm, shards of the dead star plunged to the earth. Vast, meteoric craters demarcated the largest of these rock caches, bringing with it strange, transmutative phenomena. The land around where Wytchstones lay half-buried are unnaturally changed, surrounded by contaminated flora and fauna, including mutated creatures, large and small. These cavities are shrouded in strange emanations of thick, iridescent mist. This mist is nigh impenetrable, a miasma that inflicts sickness and pain on those who dare enter it. Only the brave, or already damned, would dare penetrate the green-colored mist to recover Wytchstone. Princely sums have been offered for the smallest of shards, hundreds of coins passing hands between those who seek to use it for arcane purposes and the worthy adventurers who'd dare press beyond the sanguine mist to recover them.

A mysterious stone that has said to have fallen from the sky, Wytchstone holds otherworldly, Æthereal properties that both arcanists and priests seek to harness. Possessing vast alchemical powers, it is undoubtedly the mysterious element which Hermetics harvest to transmute metals and produce the famed philosopher's stone. Creatures, such as the Skrzzak, inject ampules of it inside their bodies to fuel their psychoactive fever-dreams. Other would-be clerics and wizards seek out its power to fuel damning Rituals, emulating Magick in a bastardized way. Even the ordinary folk of the world seek to use its powers. Tales are told of farmers burying Wytchstone shards into the ground to produce bountiful harvests, while aristocrats give their wives talismans made from it to produce stronger children.

'MAGICK' ITEMS IN ZWEIHÄNDER

Unlike other tabletop role-playing games, weaponsmiths don't churn out Magickally-blessed swords to sell to every would-be adventurer, nor do Hermetics mass produce potions to be quaffed at a moment's notice.

Artifacts and Relics are exceedingly rare in a grim & perilous world. In fact, every one of them is unique, possessing its own history and tale of power. Merely possessing but one during a lifetime should be considered a blessing, one that is not readily given or earned.

Yet there is no doubt that these incredibly rare caches are pure chaos made real and those who acquire Wytchstone learn to fear it more so than they harness it. For every wives' tale of a pregnancy gone well while she wears a Wytchstone charm, there are others which speak of twisted, mutated child-beasts birthing themselves prematurely from their mother's belly. For every bounteous harvest, there are stories that speak of crops coming to life, enveloping the farmer and his family while poisoning the animals which graze upon the transmuted plants. Tales of healing with Wytchstone are also met with terrifying accounts of death brought upon by ingestion of potions made from it. Yet, greed is ever the downfall of all men and even the slightest hint of coin and power is enough to drive poor souls into acquiring this corruptive mineral… and vain men to acquire it by any means necessary.

Wytchstone shards are fortunately rarely found, but they have highly corruptive Effects. Merely carrying more than one shard about yourself is enough to bring about your complete degeneration into the spawn of chaos. Possession of Wytchstone is evidence enough for witch hunters to have its possessor condemned to a dank cell for the remainder of their mortal life. Carrying Wytchstone produce 'unseeming' results, such as a green mist spurting forth from ones' breath, cause nightmares for those who sleep nearby or scintillating oddities in the air around the stone.

Raw shards of Wytchstone that has not already been tempered into its myriad of forms (mentioned later in this excerpt) requires its carrier to succeed at a Toughness Test every day or else suffer 1 Corruption. The more shards carried, the harder the Difficulty Rating. Disorders sprouting from Wytchstone's corruptive properties always result in a Taint of Chaos Mutation. Carrying Wytchstone in a lead-lined receptacle grants immunity to this oddity.

If one is bold enough to hold onto a shard of Wytchstone, it can be used in the creation of many different applications.

WYTCHSTONE ESSENCE

Wytchstone can be prepared into powder, which can be inhaled. After inhaling, you can Critically Succeed at any one Incantation Test over the next 24 hours in exchange for suffering 9 Corruption. Up to three powders can be prepared at a time. The more powders you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One powder:** (Routine +10%) Alchemy Test
- **Two powders:** (Standard +/-0%) Alchemy Test
- **Three powders:** (Challenging -10%) Alchemy Test

To have a chance at preparing Wytchfyre, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a shard of Wytchstone, a shot of Gunpowder (both of

which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of powders you intended to make. A Critical Success prepares one additional powder. Failure results in the Wytchstone being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

PANACEA

Once prepared, a Panacea is a cure-all that can be administered to a patient. Once administered, it cures every Disease the patient is suffering from. Only one cure-all can be prepared at a time:

- **One cure-all:** (Arduous -30%) Alchemy Test

To have a chance at preparing Panacea, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a shard of Wytchstone (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare one cure-all. A Critical Success prepares one cure-all and allows you to retain the Wytchstone for later use. Failure results in the Wytchstone being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

WYTCHFYRE

Wytchstone can be prepared into pyreshot, which can be loaded into any weapon possessing the Gunpowder Quality. Whenever used in place of standard gunpowder & shot, it gives the weapon the Immolate Quality upon impact. Up to three pyreshot can be prepared at a time. The more pyreshot you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One pyreshot:** (Routine +10%) Alchemy Test
- **Two pyreshot:** (Standard +/-0%) Alchemy Test
- **Three pyreshot:** (Challenging -10%) Alchemy Test

To have a chance at preparing Wytchfyre, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a shard of Wytchstone, a shot of Gunpowder (both of which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of pyreshot you intended to make. A Critical Success prepares one additional pyreshot. Failure results in the Wytchstone being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

ELIXIRS

These strangely enigmatic potions, called Elixirs, are generally found stored in an iron flask, in a hand-held clay pot or even poured into tiny ampules to be swallowed or injected into the bloodstream. Fueled by Wytchstone Essence, the Effects of an Elixir you're creating isn't understood until well after you would have concocted it. However, the rarity of Wytchstone means that there are few Elixirs in circulation – fortunately, perhaps for the foolhardy adventurer happy to consume everything before them!

Using the Alchemy Skill, you can create a concoction of small Magickal Effects to be imparted to the imbiber. They are wildly unstable, as the Effects they give go away after a short period of time passes. Some have instantaneous results.

Elixir can be prepared into a potion; able to be imbibed by anyone. Only one potion can be prepared at a time:

- **One potion:** (Challenging -10%) Alchemy Test

To have a chance at preparing an Elixir, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a shard of Wytchstone (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare one potion. A Critical Success prepares one potion and allows you to retain the Wytchstone for later use. Failure results in the Wytchstone being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

Roll D100 to determine what Elixir you concocted. Upon completing the Elixir, it is immediately obvious what type of Elixir you have created.

EFFECTS & SHELF LIFE: Successfully-prepared Elixirs have a shelf life of a number of weeks equal to your [IB]. By imbibing the Elixir, its Effect immediately takes hold. However, given its corruptive properties, the imbiber also immediately suffers 3 Corruption.

CURSED ELIXIR: Whenever an Elixir's shelf life expires, it becomes a Cursed Elixir. The Effects are still the same, but the Character rolls a 1D6 Chaos Die when imbibed. If it lands on face '6', they also suffer a negative Effect. It may polymorph the Character into something innocuous – perhaps a slug, toad or jackdaw. It may turn their skin phosphorescent green or cause them an irradiating malignancy. The Effects are up to the GM to decide, but Effects last for 24 hours.

IDENTIFYING UNKNOWN ELIXIRS: A Character with at least one Skill Rank in Alchemy can attempt to identify what type of Elixir it is with a simple sniff and sip. You will make a Secret Test, using your Alchemy Skill, to see if it can be identified.

D100	ELIXIR	EFFECT
1 to 4	Elixir of All-sight	You can see Æthereal creatures and those who are hidden with Stealth for 24 hours.
5 to 8	Elixir of Amnesty	You automatically add +6 to your Damage Threshold for 24 hours.
9 to 12	Elixir of Banality	You automatically Critically Fail Rumor Tests for 24 hours.
13 to 16	Elixir of Being	You are automatically resurrected from the dead without spending a Fate Point.
17 to 20	Elixir of Benefice	You automatically move three steps up the Damage Condition Track positively.
21 to 24	Elixir of Camouflage	You automatically Critically Succeed at Stealth Tests for 24 hours.
25 to 28	Elixir of Chaos	You automatically turn into a Grendel for 24 hours.
29 to 32	Elixir of Comeliness	You automatically Critically Succeed at Charm Tests for 24 hours.
33 to 36	Elixir of Cunning	You automatically Critically Succeed at Scrutinize Tests for 24 hours.
37 to 40	Elixir of Fluttering	You can use Movement Actions to fly at a rate of [AB]+9 in yards for 24 hours.
41 to 44	Elixir of Gambol	You cannot help, but want to dance for 24 hours.
45 to 48	Elixir of Growing	You are automatically turned into the size of a giant for 24 hours.
49 to 52	Elixir of Incognito	You automatically Critically Succeed at Disguise Tests for 24 hours.
53 to 56	Elixir of Milquetoast	You automatically Critically Fail Charm Tests for 24 hours.
57 to 60	Elixir of Moxie	You automatically Critically Succeed at Resolve Tests for 24 hours.
61 to 64	Elixir of Ooze	You automatically turn into sludge and are able to see, hear but not speak, for 24 hours.
65 to 68	Elixir of Pathos	You automatically Critically Succeed at Guile Tests for 24 hours.
69 to 72	Elixir of Potency	You can lift, pull or haul anything nine times your weight above your head for 24 hours.
73 to 76	Elixir of Pyromania	You cannot help but want to set fires for 24 hours.
77 to 80	Elixir of Respiration	You cannot Suffocate for 24 hours.
81 to 84	Elixir of Shrinking	You are automatically turned into the size of a mouse for 24 hours.
85 to 88	Elixir of Strife	You automatically Critically Fail Leadership Tests for 24 hours.
89 to 92	Elixir of Torpor	You automatically Critically Fail Athletics tests for 24 hours.
93 to 96	Elixir of Truthsaying	You cannot help but speak the truth for 24 hours.
97 to 100	Elixir of Unbeing	You are automatically Slain!, unless you expend 1 Fate Point.

TALISMANS

There are 'talismans' and then there are Talismans. Called by a variety of names: amulet, fetish, *juju* or totem, a Talisman is crafted with distinct care by both divine and arcane magicians to ward away terrible afflictions and to bring luck. There are a garden variety of Talismans which do not work; unfortunately, a result of the chaotic nature in Wytchstone. However, some hold true potency and are passed down from generation to generation.

Talismans are never sold in shops; they're carefully-tended items of ancestry, sometimes given to a child at the time of their birth, at the time of death to a loved one or even as an honor bestowed upon a would-be adventurer who'd ran enough errands for an errant wizard as a reward for a lifetime of service. Some Talisman takes the shape of a simple bean, an amulet or piece of jewelry. They come in all shapes and sizes, and no two Talisman are alike. However, Talismans never take the form of a suit of armor, shield or weapon.

IMBUING A TALISMAN

Talisman can be imbued into a keepsake; worn by the user. Only one keepsake can be imbued at a time:

- **One keepsake:** (Hard -20%) Incantation Test

To have a chance at preparing a Talisman, a preparer must have a Skill Rank in Incantation, a personal keepsake, have access to a laboratory, a shard of Wytchstone (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

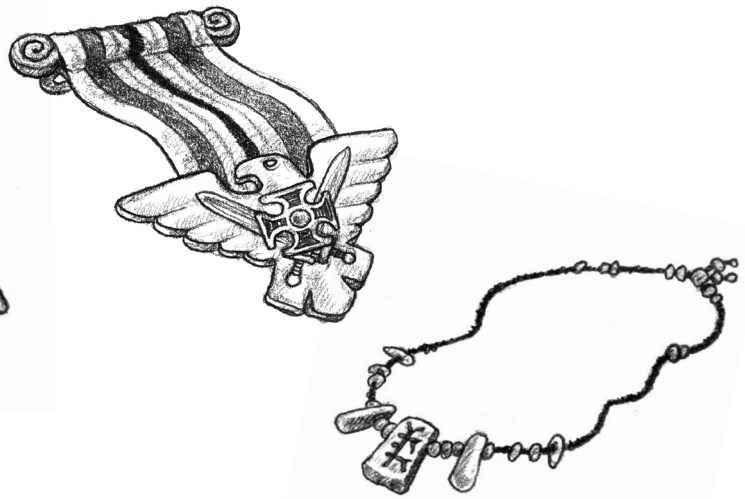
With a successful Incantation Test, you imbue the keepsake, making it a Talisman. A Critical Success imbues one keepsake and allows you to retain the Wytchstone for later use. Failure results in the Wytchstone being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

Once the preparation is successfully completed, the Talisman can grant a +5 Base Chance to any one Skill (and only that Skill). The Talisman must then be given a specific name. The name should follow the form or function of the Talisman. Some suggestions include "Lucky Chucks" for soft shoes which grants speed with Coordination, "Cat's Eye" for a monocle which grants extrasensory perception with Incantation or perhaps "The Heart of Woe" in the case of a heart-shaped necklace which grants courage with Resolve.

Once the Skill benefits are determined and the Talisman is named, the imbuement is complete. Successfully-prepared Talismans continue to grant their benefits, until they are destroyed. No matter how many Talismans you wear, you can ever only take advantage of one Talisman at a time.

IDENTIFYING UNKNOWN TALISMANS

The only way to determine the Effects of a Talisman is to successfully cast *Wytchsight*, which immediately reveals its power.



RITUALS

Outside of the prescribed and well-practiced rote of arcana and prayers, there is another sort of Magick. Called Rituals, they use Wytchstone to sublimate raw Magick into an entirely different principle and represent some of the most powerful Magick available in a grim & perilous world. Unlike arcane Magick, they are not the subject of great study and their esoteric authorship is prized by practitioners of Magick for the knowledge they might contain, as well as those either unwise or too foolish to realize the risks of conducting rituals without a good education in the use of Magick.

Unlike normal Magick, some Rituals can be used by **anyone**, providing they gather the necessary reagents, fulfill the proper conditions, have a Ritual inscribed on a sacred scroll and possess the wherewithal to walk down that path. Conducting Rituals in this way is highly dangerous however, as these fledgling conjurors have no protection against the Abyssal Prince's ruinous corruption. Oftentimes, Wytchstone and the other incredibly rare reagents needed to use such devilish Magicks, requires a hefty price. And, even with the forethought and careful planning, Rituals still carry considerable risk to oneself and others.

CONDUCTING A RITUAL

Whenever a Ritual is conducted, follow the standard rules for casting Magick. This includes the risk of Chaos Manifestations and Divine Punishment when Channeling Power, unless indicated otherwise by the Ritual's entry. Each Ritual has its own Difficulty Rating, however.

RITUAL NAME
Awaken The Dead
Bind Abyssal Familiar
Blessed Sacrament
Call Demonic Servant
Inscribe Magick Rune
Magick Circle
Summon Ætheric Spirit

RITUAL FORMAT

Every Ritual in **ZWEIHÄNDER** is represented using the following format:

CASTING TIME: All Rituals have a prescribed amount of time required to conduct them. This will usually be expressed in hours. Further conditions for the time needed to conduct a Ritual may apply.

REAGENTS: Reagents are material ingredients normally required to conduct a Ritual. Reagents are usually not expended after conducting the Ritual, unless indicated otherwise in brackets, as in (expended). When reagents are expended, they are destroyed regardless of whether you were successful in conducting the Ritual or not.

CONDITION: Before the Ritual is conducted, there are various Conditions which must be met. These Conditions are mostly immutable, unless the GM approves of a substitution of certain conditions or alternative situations where they're not required.

CHANNEL POWER: Every Ritual provokes a different level of Chaos Manifestations. For instance, if you Channel Power and generate a Chaos Manifestation using a Ritual called *Awaken the Dead*, you will treat it as if it were Lesser Magick for purposes of referring to Chaos Manifestations or Divine Punishment. You can only Channel Power if you have the Trait of Arcane or Divine Magick.

DIFFICULTY RATING: Much like Magick, Rituals have a default Difficulty Rating to cast using Incantation. Unlike Magick, however, there aren't any consequences for Critically Succeeding (or Critically Failing) your Incantation Test. The GM may adjust these Difficulty Ratings taking into consideration the same circumstances as detailed for casting Magick.

CONSEQUENCES: Some Rituals require a part of your soul, corrupting you from within. Others may tear away at others around you. Sometimes the Consequences come as a part of successfully conducting the Ritual and other time consequences come about regardless of whether you are successful or not. The results are covered in each Ritual's listing.

RITUAL EFFECTS: A Ritual's Effects vary widely, with each having a series of results. Sometimes, the Effects are followed by additional circumstances which may inherently change the outcome of the Ritual.

AWAKEN THE DEAD

The only greater blasphemy than the summation of the Abyss is perhaps the reincarnation of the restless dead. The unliving are ripped from the Well of Souls, unceremoniously tossed back into decrepit bodies and ordered to serve at a moment's notice. The ritual involves first obtaining the corpses that you wish to revive or possibly multiple pieces of several corpses if full ones cannot be found. The corpses are placed in a circle of salt, with six black candles surrounding them. The candles are snuffed by purple Winds, as screaming spirits tear through the Æthereal Veil, swirling around in pain and torment before being thrust back into their old bodies in the Material Realm. These awakened dead become mindless thralls, at the beck and call of whoever brought them back to unlife. As long as a conjuror wields a Wytchstone scepter, even the most inexperienced of farmhands could soon have their steads overrun with the mindless, walking dead.

Casting Time: One hour
Reagents: A shard of Wytchstone affixed into a staff or rod, epsom salt (expended) and nine candles (expended).
Condition: The corpses you wish to awaken must be placed inside a circle of epsom salt with burning candles
Channel Power: As Lesser Magick
Difficulty Rating: Special
Consequences: You suffer 9 Corruption every time you conduct this Ritual.
Ritual Effects: After successfully casting this Ritual, you can give unlife to a number of Mindless Undead, equal to your [WB]. You can only command a number of Mindless Undead equal your [WB] at once, but may replace those which have been Slain! through continued casting of this Ritual. The type of Mindless Undead is determined by how many Skill Ranks you possess in Incantation:

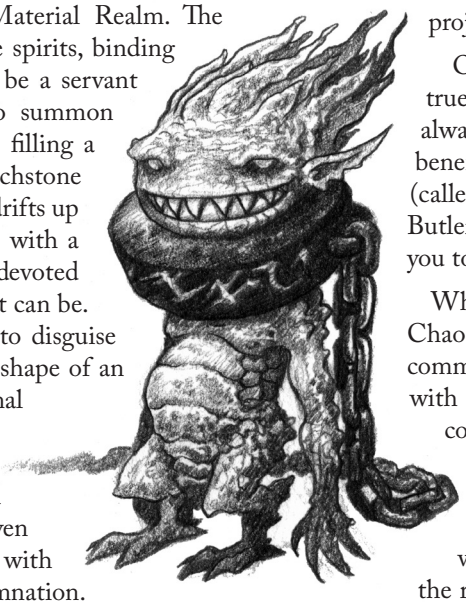
1 SKILL RANK: (ROUTINE +10%): You give unlife to corpses, turning them into creatures called *Crypt Skeletons* or *Reanimated Corpses*. These supernaturally-arisen beings can be controlled by you, understanding simple yet distinct orders (such as follow, till, dig, break, kill, die). They must remain within sight of you or else they collapse into a heap of useless bones and decrepit skin, Slain!.

2 SKILL RANKS: (STANDARD +/-0%): You give unlife to corpses, turning them into creatures called *Draugr*. You you do not have to remain within sight of *Draugr* in order to control them. They can obey more complex commands (yowl when you see others, kill anyone who trespasses, guard the burial chamber). However, *Draugr* cannot leave the confines of the tombs they were originally interred within, otherwise they turn into a fine dust, Slain!.

3 Skill Ranks: (Challenging -10%): You give unlife to corpses, turning them into creatures called *Tenebrae*. You do not have to remain within sight of *Tenebrae* to control them. They can obey extremely complex commands, possessing a predatory intelligence, but always serve to your best interests. *Tenebrae* can only operate at night; when exposed to daylight, they turn into ash upon the wind, Slain!.

BIND ABYSSAL FAMILIAR

Countless terrible spirits dwell within the pit of the Abyss, but not all of them are powerful enough to ascend into demonhood. Many are trickster-wretches, chaotic beings who long to be released into the Material Realm. The vainest of magisters will harness these spirits, binding one permanently into their service to be a servant and a Magickal conduit. The rite to summon one of these impish familiars involves filling a bronze censer with incense and Wytchstone Essence. Once alight, the acrid smoke drifts up and congeals in an inky blackness and with a blinding flash the familiar appears – devoted to the caster as much as an insane spirit can be. These familiars take on simple forms to disguise themselves from mortals, often in the shape of an innocuous and harmless small mammal – insufferably cute to belie its nature (perhaps a beloved household pet such as a kitten, piglet, puppy or even a small child). However, the familiar's craven nature oftentimes puts itself at odds with your goals, tempting you towards damnation. Strangely, the familiar never ages – remaining small and never maturing in size. They must feed, however, to maintain their form and physical presence in this reality. They often leave the confines of their master's domicile at night, teleporting away to suck the blood of newborns and steal the livers of old drunkards. If worst comes to worst, their master can also provide them with sustenance through the taste of their own blood – an unusual, but frequently fulfilled demand. The familiar has many tricks up its sleeve to aid its master and the risks associated with binding them to your service are well worth the exchange in power gained.



Casting Time: One hour
Reagents: One powder of Wytchstone Essence pulverized (expended) into a bronze censer. You must also handcraft an effigy made from mud, clay, dung and the innards of a small Humanoid creature (expended).
Condition: You must know the True Name of a Butler Demon, which is spoken aloud.
Channel Power: As Lesser Magick
Difficulty Rating: (Challenging -10%) Incantation Test
Consequences: You can only call one familiar into your service at a time, but you gain 1 permanent Chaos Rank upon conducting this Ritual. This Rank can never be erased from your Character sheet.
Ritual Effects: After successfully casting this Ritual, you gain the loyal service of a liaison to the Abyss called an Imp. You share an empathic link to the Imp, up to one mile away. In addition, you can use the Imp as an Æthereal conduit, using it as an extension of yourself for sight, hearing and touch when it comes to casting Magick (providing it remains within your line of vision). Fortunately, the Imp can see perfectly in the dark – much to your advantage. The Imp always miraculously avoids harm by others, turning Æthereal at will. It possesses extremely high intelligence and you can commune with it at any time. Finally, you can project your voice through the Imp.

Once per day, you can call upon an Imp's true infernal power. The powers they grant are always at random and sometimes not to your benefit. The GM will refer to these powers (called *Impish Delights*) under the entry for a Butler Demon. Invoking their powers requires you to be standing within 3 yards of the Imp.

Whenever your Order Ranks exceed your Chaos Ranks, the Imp may disobey your commands, rebelling against actions at odds with their chaotic nature. When giving it commands under these circumstances, you will make a Secret Test using your Bargain Skill. The Difficulty Rating will be determined by the GM, but will be based upon the current status of the relationship between you and the Imp. If you succeed, the Imp will kowtow to your request. If you Critically Succeed, the Imp will do precisely as you ask and owe you a favor (which you can cash in the next time this same Secret Test is required). If you fail, the Imp will simply refuse and chide you for being a "little goody two-shoes". If you Critically Fail, the Imp will not agree to any demand again – until you feed it your own blood or the blood of a freshly-slain Large Animal. If you choose to make this sacrifice yourself, drop one step down the Damage Condition Track negatively. You do not suffer an Injury for this. If you feed a Large Animal to the Imp, you suffer 3 Corruption.

BLESSED SACRAMENT

Considered to be the most common of convocations among the priesthood, the *Blessed Sacrament* is practiced among most faiths. From the paltriest of preachers to the largest of legates, the sacrament is an observance of the favor a god bestows upon their faithful. Each of these services enumerates the grace of their deity, a visible sign of worship that shows the earthly and spiritual pledge each has given. Yet, even the vilest of denominations – and '**demon**inations' – practice *Blessed Sacraments* to honor themselves before a god.

Casting Time: One hour
Reagents: An object or person intended to be blessed that you can touch, a holy book or other religious work read aloud and no less than three observers who give worship to the god you invoke.

Condition: Holy water must be placed in a Consecrated receptacle. The person you intend to Dedicate must be a willing subject. You must also possess the Special Trait of Divine Magick.
Channel Power: As Petty Magick
Difficulty Rating: (Routine +10%)
Consequences: Special; see below
Ritual Effects: After successfully casting this Ritual, you can use *Blessed Sacrament* for one of three unique purposes:

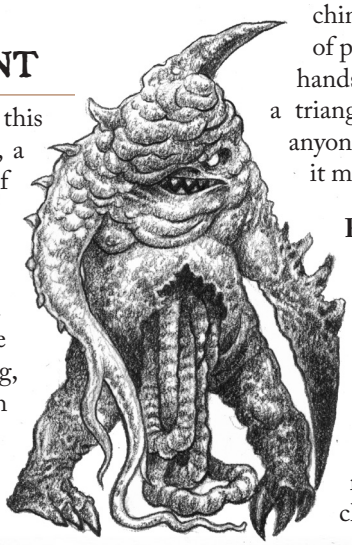
CONSECRATION: You solemnly consecrate an altar, chalice, plate, relic or a symbol to a god you serve. Symbols which have been Consecrated are permanently dedicated to your god, now considered to be a **true** holy symbol. While holding a Consecrated object, you can ignore up to 1 Corruption whenever you Channel Power. You can only take advantage of one Consecrated object at a time.

CREATE HOLY WATER: You bestow a god's favor upon one vial of water or wine, turning it into holy water. Holy water is useful as a reagent for Magicks, Rituals, administered to diseased patients and as a weapon against Supernatural creatures. Holy water must be kept in a sacred vial, made from clay or glass, as it is forbidden to use a metal container to hold holy water in, lest it spoils and loses its divine blessings.

DEDICATION: You conduct this rite at the threshold of a door, over the cornerstone of a building or upon the forehead of a person. If you bless the threshold of a door or a cornerstone of a building, it remains Dedicated for a number of weeks equal to your [WB]. Dedicated thresholds and cornerstones prevent Abyssal creatures from trespassing within, requiring an invitation by its chief inhabitant or the caster of the Ritual. Dedication of a person allows them to re-roll a failed Skill Test (as if they had expended a Fortune Point) whenever they may fall under the charm or control of an Abyssal creature. *Dedication* of a person lasts a number of days equal to your [WB].

CALL DEMONIC SERVANT

'Do not call up what you can not put down'; this is the unofficial mantra of demonologists, a warning to not deal with powers outside of your own capabilities. Truly no Magick can be controlled, but there are understandable limits. Some wish to break this limit, cavorting with beings of pure chaos and Magick to enforce their will – these are the foul demons of the Abyss. Uncaring, capricious and powerful, demons languish in the endless pit, unable to take physical form in the Material Realm, until some foolhardy demonologist takes it upon themselves to draw upon powers they do not yet understand the magnitude of. The ritual is long and bloody, varied slightly by the demon being called: for example, summoning a demon who serves the Abyssal Prince of Violence requires a bloody sacrifice, while one who bows to the Abyssal Prince of Decay requires the consummation of filth. The demonic servant arises from a triangle of containment, taking upon a frightening form that appears different to everyone witnessing its summoning. Once fully manifested, the demon makes a contract with its invoker for its service. These contracts are rife with loopholes and clauses, almost always ending with the demon being the one actually controlling the deal.



Casting Time: One day
Reagents: A bronze censer filled with incense, a ritual dirk sprinkled with one powder of Wytchstone Essence (the powder is expended), a triangle of containment drawn upon the ground, an ink pot (expended) and the Call Name or True Name of a demon you wish to call written on a sacred scroll (expended).
Condition: When casting, you must sacrifice a Man-Eater to call a Lower Demon or a Humanoid of your own Ancestry to call a Higher Demon. You must also have cast a Magick Circle beforehand and remain inside it throughout the Ritual. Should you leave the Magick Circle while bargaining with the demon, it breaks the Ritual and the demon is unleashed into the Material Realm for one day.
Channel Power: As Greater Magick
Difficulty Rating: (Hard -20%) for a Lower Demon, (Arduous -30%) for a Higher Demon
Consequences: A demon will remain contained in the triangle for one hour, but you gain 1 permanent Chaos Rank upon conducting this Ritual. This Rank can never be erased from your Character sheet.
Ritual Effects: After successfully casting this Ritual, you call an audience with a Lower or Higher Demon, depending on the True Name you called out. The demon takes the shape of something of your worst nightmares: perhaps a ruby-skinned minotaur enshrouded with smoke, a dark-haired child with burning yellow eyes, a goat with the face of a man, a terrible chimaera with multiple heads, a being constructed of pure gore or even your grandmother with hooked hands and a head crowned with fingers. Whilst inside a triangle of containment, the demon cannot cause anyone physical harm in the Material Realm, however it may attempt to compel, confuse or even lie to you.

FAUSTIAN BARGAIN: Once the demon is summoned, it will remain bound inside the triangle of containment for precisely one hour until disappearing back to the Abyss. During this time, you can attempt to bargain for its service, ordering it to carry out one maleficent and potentially diabolical command. The types of services vary, but here are a few example requests that may be made to a demon by its classification:

LOWER DEMON

- Taint a water source, such as a mill pond or lake
- Bring about a plague to a village
- Force an unwilling victim into marriage with another
- Cause an unwilling victim to be filled with lust for another
- Produce a bountiful harvest for one farm
- Bestow a Disease upon a person you can name
- Blight a single harvest from a village
- Cause a jury to find someone guilty or innocent, despite the truth
- Allow someone who is currently interred in a dungeon to find freedom
- Tell you the True Name of another Lower Demon
- Turn brass pennies (bp) into false silver shilling (ss) for thirteen days
- Teach the summoner how to use any one Petty or Lesser Magick spell
- Fight for the summoner one time for 1D10+1 minutes at any point its True Name is invoked

HIGHER DEMON

- Seek an audience for the summoner with a powerful personality or otherwise unreachable powerful individual
- Destroy a single building, whether it's a wayshrine, townhouse, church, manse or castle
- Create discord between two trusted officials
- Bestow a Disorder upon a person you can name
- Render a person who you name impotent or infertile
- Tell you the True Name of another Lower or Higher Demon
- Strip an individual of all their monies
- Grant wealth equal to nine years' wage
- Grant control over a host of creatures which are Beasts or Mutants
- Immediately assassinate a person who you can name
- Turn brass pennies (bp) or silver shillings (ss) into false gold coins (gc) for thirteen days
- Teach the summoner how to use any one Greater Magick spell
- Fight for the summoner one time for 1D10+1 minutes at any point its True Name is invoked

After you make your request, you suffer 3D10+3 mental Peril from Ætheric backlash. Then, the GM will have you make a Secret Test using your Bargain Skill. The Difficulty Rating will be determined by the GM who will take into consideration the service and its nature that you wish to have carried out by the demon. If you succeed, the demon will carry through with the service, immediately disappearing afterwards. If you Critically Succeed, the demon will carry through with the service, disappear and leave you with one shard of Wytchstone in the triangle of containment. If you fail, the demon will twist your words against you, carry out the request in a way that pleases them only and immediately disappears afterwards. If you Critically Fail, the ritual dirk is destroyed and the demon will attempt to force you out of the Magick Circle. You must Resist with a successful Resolve Test or be made a victim of Terror, forced to flee until you find relative safety or an hour passes.

Note that a caster can attempt to *Call Demonic Servant* with a false True Name or even its Call Name. If this is the case, you must flip the result to fail when attempting the Faustian Bargain, which the GM will only reveal at the most inopportune moment. In addition, mispronouncing the True Name may have other drawbacks.

INSCRIBE MAGICK RUNE

Language is one of the few things that separate man from beast, a consistent way of communicating through writing and words that flows across culture. Writing has not always been the same, it has changed and grown over time. But many scholars have found evidence of a proto-language, one that existed before mankind stalked the earth – a language thought to be the very utterances of the gods or perhaps even demons. These Runes are carved upon ancient stone monoliths and in the deepest of caves, emanating eldritch power. Dwarven blacksmiths have seen the power in these inscriptions and have struck them into the designs of armor, weapons and shields. In the process, it has been discovered is that Runes are a bane to the monstrous, perhaps serving as a reminder of times when they were bound by divine providence.

Striking Runes is a fairly simple and short process, but usually not permanent. Only the oral histories of the Dwarves tell of smiths who can emblazon their maker's mark permanently, girding their wielders against the chaotic horrors of the world.

Casting Time: Special
Reagents: Permanent runes require one powder of Wytchstone Essence for Apprentice Runes, two for Journeyman Runes or three for Master Runes (all are expended). Temporary runes forgo the need for Wytchstone Essence. You must also have a suit of armor, shield or weapon (crafted by you) and a writing kit.
Condition: You must have the Skill Focus (Runesmith)
Channel Power: NONE

Difficulty Rating: Varies
Consequences: Temporary Runes last for a number of days equal to your [WB]. Permanent Runes last forever.
Ritual Effects: After successfully casting this Ritual, you inscribe any single Rune on a suit of armor, shield or weapon. Each Rune grants different abilities to the person that wields the item. However, no item can bear more than three Apprentice Runes, two Journeyman Runes or one Master Rune, nor can an item ever have more than three Runes upon it.

RUNE TYPES

All Runes are categorized beneath three general categories of types. Depending on the Rune type, it determines how to inscribe, empower and bind it:

THE RULE OF THREE

To Inscribe Magick Rune, there are three rules which are immutable to the process:

RULE I – INSCRIBE TIME: Every Rune takes a specific amount of time to inscribe upon a suit of armor, shield or weapon. This is done with a very precise hand, requiring intense focus as even the smallest of imperfections can potentially ruin the entire process. You can inscribe any Rune temporarily, but must have went through the process to learn the Rune properly to make its Effects permanent. Providing you're in a safe place, you need not make a Tradecraft Test to inscribe the Rune. Depending on whether you're inscribing it temporarily or as a permanent Rune, it determines the time required to inscribe it.

RULE II – EMPOWERMENT CYCLE: After a Rune has been inscribed, immediately attempt an Incantation Test to empower the Rune. If you succeed, you inscribe the Rune and may move onto the final step to bind it to the suit of armor, shield or weapon. If you Critically Succeed, the Rune is inscribed and you can skip the final step, as it's now bound. If you fail, you must attempt the empowerment cycle over again, 24 hours later. If you Critically Fail, the item turns to dust, irrevocably destroyed.

RULE III – BINDING TIME: Once the empowerment cycle is completed, you must begin to chant and recite the oral histories tied to the ancient Rune. This doesn't require any Skill Tests. Once it is bound, the suit of armor, shield or weapon is now considered to be 'struck' by one Rune.

APPRENTICE RUNE

Inscribe Time: One minute for temporary, one hour for permanent
Empowerment Cycle: (Routine +10%) Incantation Test
Binding Time: 1D10+1 hours
Effect: These Runes are simple and only contain basic lines, making them ideal for beginners. They only provide small changes to abilities, but three of them can be placed on any singular item. They glow a cool blue when activated.

APPRENTICE RUNES	EFFECT
Rune of Ansuz	Weapons inscribed with this rune allows its bearer to roll twice when making attacks with melee weapons, selecting the better of the two results.
Rune of Fehu	Weapons inscribed with this rune allows its bearer to roll twice when making attacks with ranged weapons, selecting the better of the two results.
Rune of Gyfu	Weapons inscribed with this rune allows its bearer to roll Fury Dice twice, selecting the better of the two results.
Rune of Kaunan	Armor inscribed with this rune adds +1 to Damage Threshold.
Rune of Raido	Shields inscribed with this rune allows its bearer to Parry weapons with the Gunpowder Quality.
Rune of Thurisaz	Shields inscribed with this rune allows its bearer to roll twice when Parrying, selecting the better of the two results.
Rune of Ur	Weapons inscribed with this rune adds +1 Damage.
Rune of Wynn	Shields inscribed with this rune allows its bearer to ignore an enemy's [CB] after being struck with a melee or ranged weapon.

JOURNEYMAN RUNE

Inscribe Time: Two minutes for temporary, two hours for permanent
Empowerment Cycle: (Standard +/-0%) Incantation Test
Binding Time: 2D10+2 hours
Effect: These Runes are slightly more complex, containing stops and jagged edges an apprentice can easily forget. They provide more significant changes to abilities and they can be paired with an Apprentice Rune. They glow a fiery red when activated.

JOURNEYMAN RUNES	EFFECT
Rune of Algiz	Weapons inscribed with this rune automatically render a Stunning Blow to any opponent when they suffer Damage.
Rune of Eihwaz	Weapons inscribed with this rune allows its bearer to automatically Counterspell in exchange for 1 Fortune Point.
Rune of Haglaz	Armor inscribed with this rune allows its bearer to automatically succeed at Resolve Tests when confronted by Mutant creatures.
Rune of Heran	Shields inscribed with this rune allows its bearer's allies to automatically Parry ranged and melee weapons by spending 1 Fortune Point.
Rune of Isaz	Armor inscribed with this rune allows its bearer to gain one free Fortune Point whenever a Combat Encounter begins.
Rune of Naudiz	Weapons inscribed with this rune glows like a torch upon command. It provides a significant amount of heat and light, equivalent to a torch. Its flames are considered to be Moderately Dangerous.
Rune of Pirum	Shields inscribed with this rune allows its bearer's allies to ignore the Effects of the Intimidate Skill and to ignore Fear.
Rune of Sowilo	Armor inscribed with this rune allows its bearer to ignore the Effects of Stunning Blow and Chokehold.

MASTER RUNE

Inscribe Time: Three minutes for temporary, three hours for permanent
Empowerment Cycle: (Challenging -10%) Incantation Test
Binding Time: 3D10+3 hours
Effect: These Runes are exceedingly powerful and rarely seen outside of the workshops of craftsmen. Their forms are elegant, complex and lend mighty power to whoever wields them. Only one master Rune can be placed on an item. They glow a brilliant yellow-white when activated.

MASTER RUNES	EFFECT
Rune of Berkanan	Armor inscribed with this rune allows its bearer to automatically succeed at Resolve Tests when confronted by Abyssal creatures.
Rune of Dagaz	Shields inscribed with this rune can be held aloft to cause all enemies to suffer from Litany of Hatred, while allies gain the benefits of Inspiring Words.
Rune of Ehwaz	Weapons inscribed with this rune automatically ignores Damage Threshold Modifier from armor when causing Damage.
Rune of Inguin	Weapons inscribed with this rune allows its bearer to flip the results to succeed at any Combat-based Skill Tests to strike.
Rune of Laguz	Armor inscribed with this rune allows its bearer to ignore all Injuries.
Rune of Mannaz	Shields inscribed with this rune can be held aloft to cause all enemies who see it to Resist with Resolve or be subjected to Fear.
Rune of Odal	Weapons inscribed with this rune will magically return to the bearer's hand once thrown or shot.
Rune of Tiwaz	Weapons inscribed with this rune automatically destroy weapons and shields when purposefully struck with Splinter Shield.

LEARNING NEW RUNES

Any Rune can be temporarily struck to a suit of armor, shield or weapon. Unless you have learned the specific Rune, it can never be inscribed permanently. The only way to learn how to properly inscribe a Rune permanently, you must be taught by a Runesmith. However, most Runesmiths jealously guard their runic manuals. These Runes are rarely found upon sacred scrolls or even contained in Dwarven grimoires of old. Runecrafting is a discipline taught from parent to child; an art secreted within the family. So taciturn is the runic process that an entire clan may possess a unique monopoly on their Runes. This also means that no one Runesmith could possibly craft all Runes.

Once you commit to learning a new Rune, you can only spend time learning that specific Rune. You cannot study multiple Runes at once.

REQUIREMENTS: As described before, Runes are categorized into general, broad categories. Each has different requirements to learn them. You must have at least one Skill Rank in Tradecraft to learn Apprentice Runes, two Skill Ranks in Tradecraft to learn Journeyman Runes and three Skill Ranks in Tradecraft to learn Master Runes.

CREATE SACRED SCROLL: In order to learn a Rune, you must begin the learning process (which is traditionally limited to Dwarves only, unless your GM states otherwise). You record the intricate, complex runic scribbling temporarily on parchment or whatever material you have handy, creating a sacred scroll. Generally, it takes one hour to record an Apprentice Rune, two hours for a Journeyman Rune and three hours for

a Master Rune. Recording the Rune doesn't require any Skill Tests. However, merely recording it doesn't necessarily mean you can learn it yet. This is only the beginning of the process.

PRACTICE NEW RUNE: During this time, you will practice sketching the symbols in chalk, intoning the words and committing to memory the procession of strikes on the anvil and the proper use of the reagent. In order to learn how to use the Rune, you must first acquire the reagent – in this case, either one, two or three powders of Wytchstone Essence. During this time, you will continue practicing the inscription process, the incantations needed for empowerment and the final steps for binding the Rune.

After that, you'll spend one week in ceremony to practice the new Apprentice Rune, two weeks in ceremony for a new Journeyman Rune or three weeks total for a Master Rune. The hours, along with the days spent in ceremony, are sacred. These days need not be consecutive though. But the days you commit to the ceremony cannot be disturbed or else you must begin anew.

FINALIZE RESEARCH: Once you finish practicing, you'll make an Incantation Test to see if your research was successful, with the category of Rune setting the Difficulty Rating; Apprentice Runes are (Routine +10%), Journeyman Runes are (Standard +/-0%); and Master Runes are (Challenging -10%). This Difficulty Rating may be awarded bonuses or given penalties, depending on the place you study and additional supplies – or lack thereof – by the GM.

Upon success, you finalize your research and are ready to record the Rune into a runic manual, but must spend Reward Points to record it. If you rolled a Critical Success, you both finalize your research and need not spend Reward Points to record it. Failing the Incantation Test means you must begin practicing anew from the start. Critically Failing, however, means you can never learn this Rune.

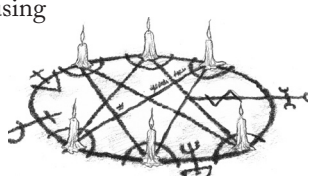
RECORD THE RUNE: In all cases, once you have succeeded or Critically Succeeded to learn the Rune, you must incinerate the sacred scroll in flames, using the ashes mixed with an ink pot (which are both expended) to author the Rune into runic manual of your own devising. This step permanently 'etches' the Rune into your mind, so that you can strike it at any time without looking at the runic formula.

Finally, you must spend either 100 Reward Points for an Apprentice Rune, 200 Reward Points for a Journeyman Rune or 300 Reward Points for a Master Rune to complete the ceremony. Once complete, you can now permanently etch Runes into armor, shields and swords. Be sure to track the Runes you know under Unique Advances on your Character Sheet.

You can only ever learn a total number of Apprentice Runes, Journeyman Runes and Master Runes equal to your [WB].

MAGICK CIRCLE

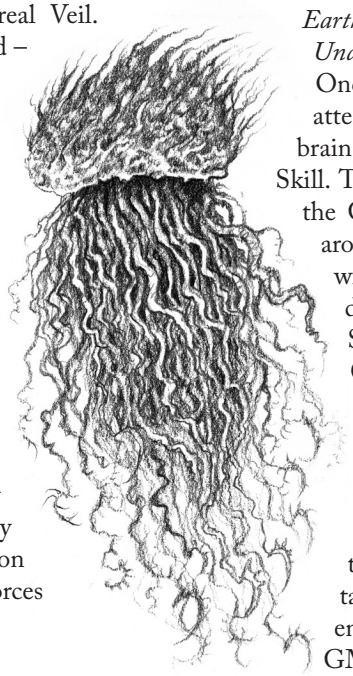
Opening a rift to the Abyss through the Æthereal Veil can be extremely dangerous. Magick is not a simple parlour trick or a bending of light – its practitioners tap into realms of pure chaos and potential to draw forth unnatural power. Each incantation comes with a risk of damnation, the curse of all that power eating away at your body and soul. However, this does not mean there have not been researched methods to lessen this impact. Indeed, many arcanists are people of science, not only using their power but studying it for further applications. Certain circles of power, made from Wytchstone Essence, have proved to lessen the impact of the Ætheric Winds as they storm around a caster. These forms take on a myriad of shapes, but all of them possess ancient symbols written in their circumferences that arcanists are reluctant to tell the meaning of. This Magick Circle is very delicate, however: any disturbance or slight shifting in its form breaks the protective barrier and allows the chaotic energies to seep through. Though these circles are temporary, ancient ruins and some powerful wizards contain either partial or full engraved circles, carved into the very floor to serve as a permanent aid.



Casting Time: One minute for temporary circle, one day for permanent circle
Reagents: Epsom salt (expended) or one powder of Wytchstone Essence (expended), poured onto the ground around you in the shape of a circle. Permanent circles require three powders of Wytchstone Essence and three quintessence of Royal Water (all of which are expended), etched into a stone floor with a chisel and hammer.
Condition: You must stand inside the Magick Circle to take advantage of its benefits.
Channel Power: As Petty Magick
Difficulty Rating: (Easy +20%) Incantation Test
Consequences: A temporary Magick Circle will last for a number of hours equal to your [WB]. If you substitute one powder of Wytchstone Essence, it instead lasts a number of days equal to your [WB]. If you substitute three powders of Wytchstone Essence and three quintessence of Royal Water, the Magick Circle is permanent, lasting until destroyed.
Ritual Effects: After successfully casting this Ritual, the Magick Circle allows you to re-roll any Chaos Dice that may land on face '6' whenever Channeling Power. This means that if you had rolled 3D6 Chaos Dice and it came up with two face '6's, you may re-roll both those dice to generate a more favorable result. If the circle is broken; meaning, you step outside of it or others step into it, the circle is ruined and no longer protects you. A permanent Magick Circle can be broken, but its power returns after an hour has passed.

SUMMON ÆTHERIC SPIRIT

Beyond the Material Realm lay the Æthereal Veil. Within it, raw chaos – creation left unchecked – float wildly among the endless void. Collecting into four distinct elemental spirits, they represent an age unknown, when stars collided and where these energies crashed together to forge the world as we know it. These same untamed spirits can be drawn into the Material Realm, taking physical manifestation in either air, earth, fire or water. Without any real sense of identity or intelligence, Ætheric Spirits generally assumes the shape of the first creatures that crawled forth from primordial ooze in the dawn age. Lacking any sense of intelligence, a summoner can control these spirits to obey their every whim, guaranteeing their steely minds are not torn asunder by the realization that they control the same raw natural forces which forged both men and gods.



Casting Time: One hour

Reagents: Each summoned spirit requires a specific set of reagents, all of which are expended at the end of the ceremony. A Gryphon's egg cracked into a marble bowl is required to summon an Air Sylph. A Basilisk's eye buried beneath a heavy rock is required to summon an Earthen Gnome. A Chimaera's heart burnt within a bronze censer is required to summon a Fire Salamander. A Shimmering Mimic's brain drowned in a bucket of urine is required to summon a Water Undine. Also, you will need a shard of Wytchstone affixed into a staff or a rod, held aloft while exerting mental control over the Ætheric Spirit.

Condition: Each Ætheric Spirit has a natural habitat and weaknesses. Air Sylphs cannot be summoned underground or on top of water. Earthen Gnomes cannot be summoned unless standing on natural ground. Fire Salamanders cannot be summoned over a body of water and Water Undines can only be summoned while standing in shallow or deep water.

Channel Power: As Greater Magick

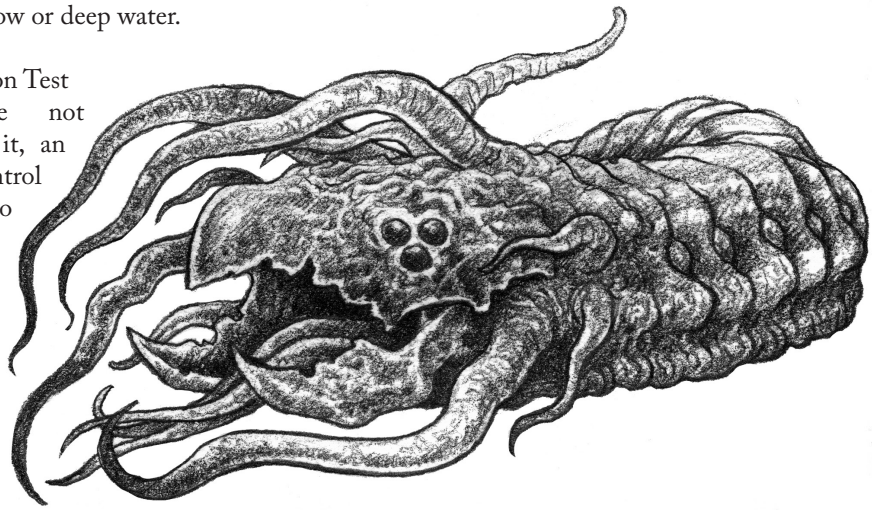
Difficulty Rating: (Hard -20%) Incantation Test

Consequences: Providing you are not Incapacitated!, are awake and can see it, an Ætheric Spirit will remain under your control for an hour, guaranteeing you are able to exert control over it. You can control an Ætheric Spirit beyond this, but you must Unfetter the Ritual. You can have but one Ætheric Spirit summoned and under your control at a time.

Ritual Effects: After successfully casting this Ritual, you summon forth an elemental spirit: either an *Air Sylph*, an *Earthen Gnome*, a *Fire Salamander* or a *Water Undine* within three yards from you.

Once an Ætheric Spirit is summoned, you must attempt to exert mental control over its elemental brain. You will make a Secret Test using your Resolve Skill. The Difficulty Rating will be determined by the GM, taking into consideration any dangers around you. Naturally, this Difficulty Rating will be substantially easier if you are under no duress of any kind. If you succeed, the Ætheric Spirit will obey your every command. If you Critically Succeed, the Ætheric Spirit will obey your every command and may ignore its Trait of Physical Instability. If you fail, the Ætheric Spirit will simply refuse to obey you, although you can attempt to exert control a minute later. If you Critically Fail however, the Ætheric Spirit will break its bonds and takes random actions, but disappears at the end of an hour until summoned again. Your GM may require you to exert control again whenever you suffer Damage while controlling the Ætheric Spirit. During this time, roll D100 to determine what happens at the beginning of each of its Turns:

D100	ÆTHERIC SPIRIT RAGE
1 to 20	The Ætheric Spirit attacks the nearest ally of the summoner.
21 to 40	The Ætheric Spirit attacks the nearest foe of the summoner.
41 to 60	The Ætheric Spirit attacks the summoner
61 to 80	The Ætheric Spirit does nothing.
81 to 100	The Ætheric Spirit immediately disappears until summoned once more.



MOVEMENT ACTIONS	AP	DESCRIPTION
Charge	2	Charge at Movement x2 and add 1D6 Fury Die to Damage.
Get Up	2	Stand up from Prone and move 1 yard, step into a vehicle or mount an animal. Invokes an Opportunity Attack if moving out of an Engagement.
Hustle	1	Hustle at Movement x1. Invokes an Opportunity Attack if moving out of an Engagement.
Maneuver	2	Maneuver 1 yard out of an Engagement, avoiding all Opportunity Attacks.
Run	3	Run at Movement x3, gain +3 Damage Threshold. Invokes an Opportunity Attack if moving out of an Engagement.
Take Cover	1	Take Cover 1 yard away. Gain +3, +6 or +9 Damage Threshold, depending on height of cover. Invokes an Opportunity Attack if moving out of an Engagement.

ATTACK ACTIONS	AP	DESCRIPTION
Called Shot	2	Make a Combat-based Test. Cannot Dodge or Parry the attack.
Cast Magick	Varies	See Grimoire for description.
Melee Attack	1	Make a Combat-based Test. Foe must Parry or suffer Damage.
Ranged Attack	1	Make a Combat-based Test. Foe must Dodge or Parry with shield or suffer Damage. Cannot be Engaged by enemies to make Ranged Attack unless using a Gunpowder weapon.

PERILOUS STUNTS	AP	DESCRIPTION
Chokehold	1	Make an Athletics Test. Foe must Resist Athletics or be Choked. Suffer 1D10+[BB] Peril immediately and on your Turns when maintained, until Resisted.
Dirty Tricks	1	Make a Guile Test. Foe must Resist Awareness or be Blinded. Cannot Counterspell, Dodge or Parry until their next Turn.
Disarm	1	Make a Coordination Test. Foe must Resist Coordination or be Disarmed. Lose weapon and cannot use primary hand until next Turn.
Knockout	1	When foe is Defenseless or Surprised, make an Athletics Test or be Knocked Out. Foe Helpless, left unconscious for [BB] Turns and suffers 2D10+[BB] Peril.
Splinter Shield	1	Make a Combat-based Skill Test. Foe must Resist Toughness or shield is Ruined!
Stunning Blow	1	Make an Athletics Test. Foe must Resist Toughness or be Stunned. Start with 1 less AP until Resist Toughness is successful.
Takedown	1	Make a Coordination Test or Athletics Test if you Charged. Foe must Resist Coordination or be knocked Prone. Attacks gain 1D6 Fury Die.

SPECIAL ACTIONS	AP	DESCRIPTION
Channel Power	1	You can attempt to increase your chances of success to Cast Magick during combat.
Inspiring Words	1	Make a Leadership Test, # of allies equal to [FB] add +1 Damage and Peril Threshold. Use once per combat.
Litany of Hatred	1	Make an Intimidate Test, # foes equal to [FB] suffer -1 Damage and Peril Threshold. Use once per combat.
Load	Varies	Load a ranged weapon.
Subdue	1	You intentionally avoid inflicting Injuries or dealing enough Damage to render a foe Slain! by your melee weapon attack.
Take Aim	1 or 2	Spend 1 AP to gain a +10 Base Chance to your next Attack Action or Perilous Stunt. If you spend 2 APs, you gain a +20 Base Chance instead. You cannot Take Aim to Cast Magick.
Wait	0	Wait until later to use your APs, but place yourself lower down on the Initiative Ladder.

REACTIONS	AP	DESCRIPTION
Assist	Varies	You can attempt to Assist an ally's Skill Test
Counterspell	1	Make an Incantation Test. Dispels Magick immediately
Dodge	1	Make a Coordination Test to Dodge ranged weapons for 1 AP deficit. Avoids all Damage.
Opportunity Attack	0	Make a melee attack in specific situations, foe left Defenseless.
Parry	1	Make a Combat-based Skill Test to Parry melee weapons for 1 AP deficit. Avoids all Damage.
Resist	0	Resist the effects of Perilous Stunts and Special Actions.

SIMPLE MELEE WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	PRICE
Bare-handed	0	One-handed	Engaged	Pummeling, Slow	Brawling	NONE	NONE
Blackjack	0	One-handed	Engaged	Powerful, Pummeling	Brawling	1	2ss
Bullwhip	0	One-handed	Engaged or 1 yard	Entangling, Ineffective, Reach	Brawling	1	5ss
Cudgel	0	One-handed	Engaged	Light, Powerful, Weak	Crushing	1	5ss
Dirk	0	One-handed	Engaged	Fast, Finesse, Light, Weak	Bladed	1	5ss
Fire-hardened spear	0	One or two-handed	Engaged or 1 yard	Adaptable, Reach, Weak	Bladed	2	7ss
Garrote	0	Two-handed	Engaged	Entangling, Fast, Ineffective	Brawling	1	2ss
Improvised hand weapon	0	One-handed	Engaged	Pummeling	Varies	1	Varies
Knuckleduster	0	One-handed	Engaged	Fast, Pummeling	Brawling	1	7ss
Rapier	0	One-handed	Engaged	Fast, Finesse, Weak	Bladed	1	5gc
Shiv	0	One-handed	Engaged	Fast, Weak	Bladed	1	2ss
Splitting maul	0	Two-handed	Engaged	Slow, Weak	Bladed	3	4ss
Staff	0	One or two-handed	Engaged	Adaptable, Defensive, Pummeling	Crushing	2	1ss
Stiletto	0	One-handed	Engaged	Fast, Vicious, Weak	Bladed	1	1gc
Threshing flail	0	One or two-handed	Engaged	Adaptable, Weak	Crushing	2	1ss
Torch	0	One-handed	Engaged	Immolate, Ineffective, Slow	NONE	1	3bp
Woodsman's axe	0	One or two-handed	Engaged	Adaptable, Slow, Weak	Bladed	2	4ss

MARTIAL MELEE WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	PRICE
Battle axe	0	One or two-handed	Engaged	Adaptable, Slow	Bladed	2	2gc
Court sword	0	One-handed	Engaged	Fast, Finesse	Bladed	1	7gc
Estoc	0	One or two-handed	Engaged	Adaptable, Finesse	Bladed	2	7gc
Flanged mace	0	One-handed	Engaged	Powerful	Crushing	1	5gc
Main gauche	0	One-handed	Engaged	Defensive, Finesse, Weak	Bladed	1	1gc
Military lance	0	One or two-handed	Engaged or 1 yard	Powerful, Reach, Vicious	Bladed	3	1gc
Misericorde	0	One-handed	Engaged	Fast, Finesse	Bladed	1	2gc
Morgenstern	0	One or two-handed	Engaged	Adaptable, Powerful, Vicious	Crushing	2	5gc
Mortuary sword	0	One-handed	Engaged	Vicious	Bladed	1	10gc
Pike	0	Two-handed	Engaged or 1 yard	Finesse, Reach	Bladed	3	1gc
Pole cleaver	0	Two-handed	Engaged or 1 yard	Reach	Bladed	3	4gc
Sabre	0	One-handed	Engaged	Defensive	Bladed	1	6gc
War hammer	0	Two-handed	Engaged	Powerful, Slow	Crushing	3	5gc
Zweihänder	0	Two-handed	Engaged or 1 yard	Punishing, Reach, Slow	Bladed	3	12gc

SIMPLE RANGED WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	PRICE
Blunderbus	4 AP	Two-handed	3+[PB] yards	Gunpowder, Shrapnel, Volatile, Weak	Gunpowder	3	13gc
Bolas	1 AP	One-handed	1+[PB] yards	Entangling, Ineffective, Throwing	Missile	1	2ss
Bottle bomb	1 AP	One-handed	1+[PB] yards	Fiery, Ineffective, Throwing, Volatile	NONE	1	12ss
Francisca	1 AP	One-handed	1+[PB] yards	Throwing, Weak	Missile	1	2gc
Hunting bow	1 AP	Two-handed	9+[PB] yards	Finesse, Weak	Missile	3	4gc
Improvised throwing weapon	1 AP	One-handed	1+[PB] yards	Pummeling, Slow, Throwing	Missile	1	Varies
Javelin	1 AP	One-handed	3+[PB] yards	Throwing, Weak	Missile	1	6ss
Light crossbow	2 AP	Two-handed	6+[PB] yards	Fast, Punishing, Weak	Missile	3	3gc
Shepherd's sling	1 AP	One-handed	3+[PB] yards	Fast, Throwing, Weak	Missile	1	2ss
Throwing knife	1 AP	One-handed	1+[PB] yards	Fast, Finesse, Throwing, Weak	Missile	1	1gc

MARTIAL RANGED WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	PRICE
Arbalest crossbow	2 AP	Two-handed	9+[PB] yards	Fast, Punishing	Missile	3	5gc
Arquebus	4 AP	Two-handed	6+[PB] yards	Gunpowder, Volatile	Gunpowder	3	33gc
Composite bow	2 AP	Two-handed	12+[PB] yards	Fast, Finesse	Missile	3	7gc
Dragon pistol	4 AP	One-handed	1+[PB] yards	Gunpowder, Shrapnel, Volatile, Weak	Gunpowder	2	40gc
Dueling pistol	3 AP	One-handed	3+[PB] yards	Gunpowder	Gunpowder	2	50gc
Flintlock pistol	3 AP	One-handed	3+[PB] yards	Gunpowder, Volatile	Gunpowder	2	20gc
Longbow	1 AP	Two-handed	12+[PB] yards	Finesse	Missile	3	5gc
Musket	4 AP	Two-handed	9+[PB] yards	Gunpowder	Gunpowder	3	67gc
Three-barrel pistol	4 AP	One-handed	3+[PB] yards	Gunpowder, Repeating, Volatile	Gunpowder	2	83gc

ARMOR	DAMAGE THRESHOLD MODIFIER	QUALITIES	ENC. VALUE	PRICE
Clothing	0	Dangerous, Natural	0	Varies
Fur or Hide	1	NONE	3	6gc
Quilted	1	NONE	2	11gc
Leather	2	NONE	3	20gc
Brigandine	3	NONE	4	33gc
Mail	4	Heavy	5	65gc
Munitions Plate	5	Heavy	6	88gc
Full Plate	6	Heavy	7	179gc

AMMUNITION	PRICE
Arrow	1ss
Crossbow bolt	2ss
Gunpowder & shot	3ss
Sling stone	1bp

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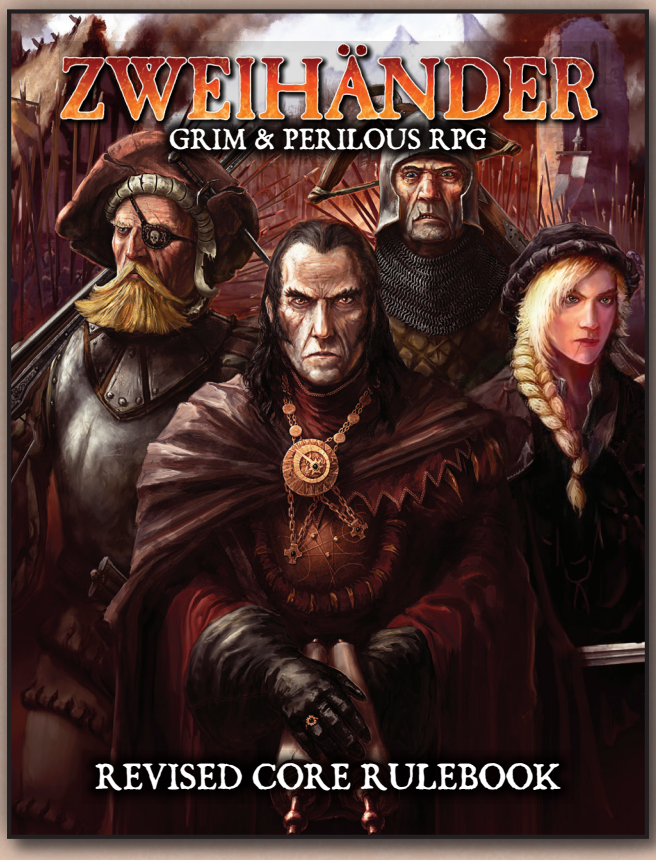
MASTER YOUR OWN GRIM & PERILOUS WORLD



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ZWEIHÄNDER
BACKGROUND

_____ is a(n) _____ / _____ / _____.
Full Name | Age Group | Ancestry | Sex | Basic Pro. | Intermediate Pro. | Advanced Pro.

_____ is _____ & of a _____ build. _____ has _____ skin with _____ hair & _____ eyes.
Pronoun | Height & Weight | Build Type | First Name | Complexion | Hair Color | Eye Color

_____ has _____ distinguishing mark(s): _____ & _____ & _____.
First Name | # | Distinguishing Mark | Distinguishing Mark | Distinguishing Mark

_____ was born in _____, is of the _____ social class & of a(n) _____ upbringing.
Pronoun | Season of Birth | Social Class | Upbringing

_____ 's dooming is “_____”. _____ drawback is _____.
First Name | Dooming | Pronoun | Drawback

My Order Alignment is: _____ 9 8 7 6 5 4 3 2 1 [ ] 1 2 3 4 5 6 7 8 9 _____ My Chaos Alignment is:

+1 Fate Point — CORRUPTION — +1 Disorder

Fate Points ☐
Reputation Points ☐

Disorders & Drawbacks

Primary Attributes	Skill Ranks +10	Focuses
COMBAT ☐ Bonus Advance ○○ ○○ ○○ ○ % ☐ CB	Special skills indicated with *	
	Martial Melee * ○○○	
	Martial Ranged * ○○○	
	Simple Melee ○○○	
	Simple Ranged ○○○	
BRAWN ☐ Bonus Advance ○○ ○○ ○○ ○ % ☐ BB	Athletics ○○○	
	Drive * ○○○	
	Intimidate ○○○	
	Toughness ○○○	
AGILITY ☐ Bonus Advance ○○ ○○ ○○ ○ % ☐ AB	Coordination ○○○	
	Pilot * ○○○	
	Ride * ○○○	
	Skulduggery * ○○○	
	Stealth ○○○	
PERCEPTION ☐ Bonus Advance ○○ ○○ ○○ ○ % ☐ PB	Awareness ○○○	
	Eavesdrop ○○○	
	Scrutinize ○○○	
	Survival ○○○	
INTELLIGENCE ☐ Bonus Advance ○○ ○○ ○○ ○ % ☐ IB	Alchemy * ○○○	
	Counterfeit * ○○○	
	Education * ○○○	
	Folklore ○○○	
	Gamble ○○○	
	Heal * ○○○	
	Navigation * ○○○	
	Warfare * ○○○	
WILLPOWER ☐ Bonus Advance ○○ ○○ ○○ ○ % ☐ WB	Incantation * ○○○	
	Interrogation * ○○○	
	Resolve ○○○	
	Tradecraft * ○○○	
FELLOWSHIP ☐ Bonus Advance ○○ ○○ ○○ ○ % ☐ FB	Bargain ○○○	
	Charm ○○○	
	Disguise * ○○○	
	Guile ○○○	
	Handle Animal * ○○○	
	Leadership * ○○○	
	Rumor ○○○	

PERIL THRESHOLD

☐ 3 + WB
+6 ☐
+12 ☐
+18 ☐

Peril Condition Track

- ○ UNHINDERED
- ○ IMPERILED
- ○ IGNORE 1 SKILL RANK
- ○ IGNORE 2 SKILL RANKS
- ○ IGNORE 3 SKILL RANKS
- ○ INCAPACITATED!

Difficulty Rating

TRIVIAL	+30%
EASY	+20%
ROUTINE	+10%
STANDARD	+/- 0%
CHALLENGING	-10%
HARD	-20%
ARDUOUS	-30%

TRAITS

NOTES

ZWEIHÄNDER
COMBAT PROFILE

ENCUMBRANCE LIMIT	INITIATIVE	MOVEMENT
3 + BB / CURRENT / OVERAGE	3 + PB / CURRENT / OVERAGE	3 + AB / CURRENT / OVERAGE

DODGE

%
Coordination

PARRY

%
Combat-based Skill

Armor	DTh Modifier	Qualities	Enc. val

Shield	Qualities	Enc. val

DAMAGE THRESHOLD

BB + DTh Modifier
+6
+12
+18

Damage Condition Track

- UNHARMED
- Lightly Wounded
- Moderately Wounded
- Seriously Wounded
- Grievously Wounded
- SLAIN!

Weapon	Skill	Load	Handling	Distance (short/medium x2/long x3)	Damage	Qualities	Enc. val

TALENTS

TRAPPINGS

INJURIES

Coins (240BP = 1GC, 20SS = 1GC, 12BP = 1SS)

GC SS BP

NOTES

ZWEIHÄNDER
ADVANCES

CURRENT REWARD POINTS:

TOTAL REWARD POINTS:

BASIC

Profession: _____ ○

- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○

Trait: _____ ○

- BA _____ ○
- BA _____ ○
- BA _____ ○
- BA _____ ○
- BA _____ ○
- BA _____ ○
- BA _____ ○
- TA _____ ○
- TA _____ ○
- TA _____ ○

100 RP

INTERMEDIATE

Profession: _____ ○

- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○

Trait: _____ ○

- BA _____ ○
- BA _____ ○
- BA _____ ○
- BA _____ ○
- BA _____ ○
- BA _____ ○
- BA _____ ○
- TA _____ ○
- TA _____ ○
- TA _____ ○

200 RP

ADVANCED

Profession: _____ ○

- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○
- SR _____ ○

Trait: _____ ○

- BA _____ ○
- BA _____ ○
- BA _____ ○
- BA _____ ○
- BA _____ ○
- BA _____ ○
- BA _____ ○
- TA _____ ○
- TA _____ ○
- TA _____ ○

300 RP

UNIQUE ADVANCES

NOTES

ZWEIHÄNDER
MAGICK PROFILE

MAGIC TYPE

- ○ Arcane
- ○ Covenant
- ○ Divine

Intelligence Bonus ☐ IB

Willpower Bonus ☐ WB

CAST MAGICK

○ %

Incantation

DIFFICULTY RATING

TRIVIAL	+30%
EASY	+20%
ROUTINE	+10%
STANDARD	+/- 0%
CHALLENGING	-10%
HARD	-20%
ARDUOUS	-30%

CHANNEL POWER

- **Increase DR By +1 Step:**
  Suffer 1 Corruption.
  Roll 1D6 Chaos Die
- **Increase DR By +2 Steps:**
  Suffer 2 Corruption.
  Roll 2D6 Chaos Dice
- **Increase DR By +3 Steps:**
  Suffer 3 Corruption.
  Roll 3D6 Chaos Dice

MAGICK & RITUALS

REAGENTS

NOTES

ZWEIHÄNDER
BACKGROUND

My Order Alignment is: _____ 9 8 7 6 5 4 3 2 1 [ ] 1 2 3 4 5 6 7 8 9 My Chaos Alignment is: _____

+1 Fate Point — CORRUPTION — +1 Disorder

is a(n)
Full Name — Age Group

/
Ancestry — Sex — Basic Pro.

/ .
Intermediate Pro. — Advanced Pro.

is & of a build.
Pronoun — Height & Weight — Build Type — First Name

has skin, with hair & eyes.
Complexion — Hair Color — Eye Color

has distinguishing mark(s):
First Name — #

& &
Distinguishing Mark — Distinguishing Mark

.
Distinguishing Mark

was born in , is of the
Pronoun — Season of Birth

social class & of a(n) upbringing.
Social Class — Upbringing

“ ‘s dooming is
First Name — Dooming ”

.

drawback is .
Pronoun — Drawback

Fate Points [ ]

Reputation Points [ ]

Disorders & Drawbacks

Difficulty Rating

Trivial	Easy	Routine	Standard	Challenging	Hard	Arduous
+30%	+20%	+10%	+/- 0%	-10%	-20%	-30%

Primary Attributes — Skill Ranks +10 — Focuses

Attribute	Bonus Advance	Skill	Special skills indicated with *
COMBAT	%	CB	Martial Melee *
			Martial Ranged *
			Simple Melee
			Simple Ranged
BRAWN	%	BB	Athletics
			Drive *
			Intimidate
			Toughness
AGILITY	%	AB	Coordination
			Pilot *
			Ride *
			Skulduggery *
			Stealth
PERCEPTION	%	PB	Awareness
			Eavesdrop
			Scrutinize
			Survival
INTELLIGENCE	%	IB	Alchemy *
			Counterfeit *
			Education *
			Folklore
			Gamble
			Heal *
			Navigation *
			Warfare *
WILLPOWER	%	WB	Incantation *
			Interrogation *
			Resolve
			Tradecraft *
FELLOWSHIP	%	FB	Bargain
			Charm
			Disguise *
			Guile
			Handle Animal *
			Leadership *
			Rumor

PERIL THRESHOLD

3 + WB
+6
+12
+18

PERIL CONDITION TRACK

- Unhindered
- Imperiled
- Ignore 1 Skill Rank
- Ignore 2 Skill Ranks
- Ignore 3 Skill Ranks
- Incapacitated!

TRAITS

NOTES

ZWEIHÄNDER
COMBAT PROFILE

DODGE ( ) %
Coordination

PARRY ( ) %
Combat-based Skill

ENCUMBRANCE LIMIT
[ ] 3 + BB | [ ] Current | [ ] Overage

INITIATIVE
[ ] 3 + PB | [ ] Current | [ ] Overage

MOVEMENT
[ ] 3 + AB | [ ] Current | [ ] Overage

Armor	DTh Modifier	Qualities	Enc. val

Shield	Qualities	Enc. val

Difficulty Rating

Trivial	+30%
Easy	+20%
Routine	+10%
Standard	+/- 0%
Challenging	-10%
Hard	-20%
Arduous	-30%

DAMAGE THRESHOLD
[ ] BB + DTh Modifier
+6 [ ]
+12 [ ]
+18 [ ]

Damage Condition Track
- ○ Unharmed
- ○ Lightly Wounded
- ○ Moderately Wounded
- ○ Seriously Wounded
- ○ Grievously Wounded
- ○ SLAIN!

Weapon	Skill	Load	Handling	Distance (short/medium x2/long x3)	Damage	Qualities	Enc. val

TRAPPINGS

TALENTS

INJURIES

Coins (240BP = 1GC, 20SS = 1GC, 12BP = 1SS)

( ) GC ( ) SS ( ) BP

NOTES

ZWEIHÄNDER
MAGICK PROFILE

Intelligence Bonus
IB

Willpower Bonus
WB

MAGIC TYPE
- ○ Arcane
- ○ Covenant
- ○ Divine

CAST MAGICK

%
Incantation

DIFFICULTY RATING

TRIVIAL	+30%
EASY	+20%
ROUTINE	+10%
STANDARD	+/- 0%
CHALLENGING	-10%
HARD	-20%
ARDUOUS	-30%

CHANNEL POWER

- **Increase DR By +1 Step:**
  Suffer 1 Corruption.
  Roll 1D6 Chaos Die
- **Increase DR By +2 Steps:**
  Suffer 2 Corruption.
  Roll 2D6 Chaos Dice
- **Increase DR By +3 Steps:**
  Suffer 3 Corruption.
  Roll 3D6 Chaos Dice

REAGENTS

MAGICK & RITUALS

NOTES

ZWEIHÄNDER
ADVANCES

CURRENT REWARD POINTS: TOTAL REWARD POINTS:

BASIC 100 RP

Profession: _____

SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○

Trait: _____ ○

BA _____ ○
BA _____ ○
BA _____ ○
BA _____ ○
BA _____ ○
BA _____ ○
BA _____ ○
TA _____ ○
TA _____ ○
TA _____ ○

INTERMEDIATE 200 RP

Profession: _____

SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○

Trait: _____ ○

BA _____ ○
BA _____ ○
BA _____ ○
BA _____ ○
BA _____ ○
BA _____ ○
BA _____ ○
TA _____ ○
TA _____ ○
TA _____ ○

ADVANCED 300 RP

Profession: _____

SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○
SR _____ ○

Trait: _____ ○

BA _____ ○
BA _____ ○
BA _____ ○
BA _____ ○
BA _____ ○
BA _____ ○
BA _____ ○
TA _____ ○
TA _____ ○
TA _____ ○

UNIQUE ADVANCES

NOTES