

SHATTERED ATLAS

DISCOVERIES OF QUANTIA



ZEPHYRUS

EDITED BY

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INTRODUCTION

This document of 'discoveries' is intended for use with the Shattered Atlas game system, and in order to make much sense will need to be read in conjunction with (or after) the Core Book, available at www.shatteredatlas.com

This document is intended for the GM, elements of which can be introduced as and when PCs discover them in game. If you are a player, please check with your GM which, if any, bits they're happy for you to read.

This is provided for free and can be printed with the intention that individual pages can be handed out.

CHAPTER 1: NEW PEOPLES

STAT MODIFIERS & ALLOWED PROWESSES

		Bathin	Drakk	Ludd	Mogesi
Stat Changes	Bonuses	Brawn +1	Grit +2 & Brawn +1	Guile +1 & Wit +1	Charm +1 & Wit +1
	Minuses	Wit-1	Guile -2 & Wit-1	Charm -2	Brawn -1 & Guile -1
Min / Max Stats	Grit	3 to 18	5 to 20	3 to 18	3 to 18
	Brawn	4 to 19	4 to 19	3 to 18	2 to 17
	Wit	2 to 17	2 to 17	4 to 19	4 to 19
	Charm	3 to 18	3 to 18	1 to 16	4 to 19
	Guile	3 to 18	1 to 16	4 to 19	2 to 17
Devotee	Maker	YES	YES	NO	YES
	Namer	NO	YES	NO	YES
	Preacher	YES	YES	YES	YES
Shade	Burglar	YES	NO	YES	YES
	Cut-Throat	YES	YES	YES	YES
	Gangster	YES	NO	YES	NO
Warrior	Fighter	YES	YES	NO	NO
	Marksman	YES	YES	YES	NO
	Wielder	YES	YES	YES	YES
Wizard	Elementalist	NO	Only FIRE	YES	YES
	Selfist	YES	YES	YES	YES
	Velocitist	NO	NO	YES	YES

BATHIN

Bonuses		Minuses		Brawn	Guile	Wit	Grit	Charm
Brawn +1		Wit-1		4 to 19	3 to 18	2 to 17	3 to 18	3 to 18
Professions				<p>At first glance, Bathin appear Human, though usually incredibly muscular and well built. Their most striking physical feature is their snake tail.</p> <p>If a Bathin's torso is stripped of clothing, the extent of the joining between the creatures becomes apparent. A long cylinder of jagged bones juts out along the spine between the base of their back and their shoulders, within which the scaly body of a snake is bound. The end of the snake's tail protrudes from the bottom of this 'external spine' and the head end moves freely, able to retreat or extend up to a couple of feet from the Bathin's shoulders.</p> <p>The snake is not a natural part of their physiology, but a symbiotic lifeform that is both surgically and magically joined to them as a baby. The ceremony to achieve this is a closely guarded secret of Bathin shaman, who preside over the dark rite.</p> <p>Believed to be fairy-tale boogeymen by most common folk, Bathin go to great lengths to maintain this opinion; while masquerading as human they are careful to conceal their snake from all but their most trusted companions, and from enemies they intend to kill.</p> <p>The snake has most of the mannerisms of a normal snake; though intelligent and with a distinct personality (this can be determined with Nature and Drive rolls, in the Character Creation chapter). Its hissing speech can be fully understood by the Bathin who can, by speaking in their idiosyncratic language, also be understood by the snake, though only their own snake. Bathin have also learned the Imperial dialect.</p> <p>Beasts, both domestic and wild, have a strong aversion to these People. If within 2 Paces of a Beast, it reacts in a hostile or flighty manner, depending on the animal in question; a normal mount would never bear a Bathin as their rider. Due to the suspicious nature of this reaction, Bathin try to avoid close proximity to animals when in public.</p> <p>The snake itself has an AD and MD of 3, and a quarter of the Health of the Bathin. If reduced to 0, it instinctively tightly coils up back inside its bonecage, to slowly recover Health at the usual rate, with only the tips of its nose and tail still visible. Should the Bathin die, so will the snake - it is unable to live without its host body.</p> <p style="text-align: center;">Snake bite</p> <p>This snake can bite foes in melee range, and can replenish enough venom for 1 toxic bite per Turn. As a Bathin increases in Level, so does the coordination of their snake and the potency of its venom.</p> <p>Each bite, venomous or not, causes 1 point of Health Damage costs 2 AP (this comes out of the Bathin's Turn). A successful attack requires a Level Roll vs Base + the victim's AD, and the victim is allowed a Toxin Check vs Base + the Bathin's Level.</p> <p>If The Toxin Check is successful, it has no effect. If it is failed, the Toxin comes into effect instantly, reducing the victims AP by 1 per three levels of the Bathin (so 2 AP at 3rd level, 3 AP at 6th etc.). This lasts for 2 Turns, plus 1 Turn per three levels, but does not stack with multiple bites.</p> <p>If the Bathin's Level Roll is Perfect, +5 is added to the Target Number of the Toxin Check.</p> <p>If the Toxin Check is a Blunder, the AP loss is doubled.</p> <p>The thought of 'milking' the snake for its venom is deeply repugnant to a Bathin, and they will under no circumstance do so, or allow others to.</p> <p>This, or the cutting off of their snake companion, is a horrendous offense that earns whoever attempts it the eternal hatred of the Bathin</p>				
Devotee	Maker	YES						
	Namer	NO						
	Preacher	YES						
Shade	Burglar	YES						
	Cut-Throat	YES						
	Gangster	YES						
Warrior	Fighter	YES						
	Marksman	YES						
	Wielder	YES						
Wizard	Elementalist	NO						
	Selfist	YES						
	Velocitist	NO						

DRAKK

Bonuses		Minuses	Brawn	Guile	Wit	Grit	Charm
Grit +2 & Brawn +1		Guile -2 & Wit -1	4 to 19	1 to 16	2 to 17	5 to 20	3 to 18
Professions			Drakk are beings that are all but forgotten, their existence a mere footnote within the oral legends and traditions of the canon of the Silent Ones.				
Devotee	Maker	YES	They were once a favoured warrior race that served the gods themselves, but through their prideful manner and violent temper they fell from grace, and were cast out from the favour of the divines, to dwell fully in the corporeal world and suffer a mortal existence. Their numbers dwindled over time, and now only a few isolated communities remain across Quantia, where they pass as local Humans, albeit standing an average 4 ½ feet tall, with lean wiry frames. They grow no facial hair and age slowly; most folk tend to mistake them for young adults.				
	Namer	YES					
	Preacher	YES					
Shade	Burglar	NO	When their true nature is exposed, People often believe them to be possessed by Voiders due to the hideous changes wrought in them. Upon suffering physical damage, dramatic physical changes - known amongst their own kind as "The Torrid" - come upon them: Their eyes appear to burn with a bloodshot crimson light, and vapour mists from their mouths and nostrils. The damaged area burns lantern-like beneath the skin. Only by a great marshalling of their will can they choose to suppress these changes. For each strike suffered, a Wit roll vs Base + Damage is required. E.g. an attack that caused them 5 Damage would require a Wit Roll of 15 or more to resist the change.				
	Cut-Throat	YES					
	Gangster	NO					
Warrior	Fighter	YES	If they succumb to it, the physical alteration is instantaneous, and its benefits are unleashed on their next Turn: the amount of Damage taken in a Turn accumulates, and is dealt back to their foes, added to the first successful physical attack the Drakk makes on that Turn. This retributive Damage is capped by Level, however; a 10 th Level Drakk could retort with up to 10 points of Damage.				
	Marksman	YES					
	Wielder	YES					
Wizard	Elementalist	Only FIRE	When standing on the earth, even if shod, the ground under their feet gradually begins to scorch and the plant life wither, leaving another tell-tale sign of their true nature, and gaining any who wish to track them +2 to their Tracking rolls. Drakk have a strong affinity with fire, and only give birth between the 1 st of the seventh month and 20 th of the ninth month, when the power of the Fire is strongest (see 'Wheel of Life' in Core Book, p153). Drakk are impervious to natural fire, suffering no Damage from contact with it. Magical Fire attacks only cause them half Damage (rounded up).				
	Selfist	YES					
	Velocitist	NO					

LUDD

Bonuses		Minuses	Brawn	Guile	Wit	Grit	Charm
Guile +1 & Wit +1		Charm -2	3 to 18	4 to 19	4 to 19	3 to 18	1 to 16
Professions			<p>Ludd live underground, in the deep places of the world and in vast natural caves, only venturing out into the light when absolutely necessary.</p> <p>They are narrow-framed humanoids with pale skin and jet- black hair, with a pair of black stripes that run from their hairline, down across their eyes to their chin. Further patterns of black stripes cover their whole bodies, each Ludd having a unique set of markings. They have delicate facial features and large, lamp like eyes.</p> <p>The eyesight of a Ludd is very well adapted to the darkness of the sub-terrestrial world, granting them an 8 Pace range of visibility in the dark. They are light sleepers, and gain +3 to Initiative rolls to awaken when danger is near.</p> <p>As a people, they slipped from memory into folklore, before eventually disappearing almost entirely from any records or stories of the surface dwellers. All that remains is their name, surviving in a single expression in the Imperial tongue - "a Ludd's Luck" - describing someone who's suffered repeated misfortune. The bad luck that dogs the lives of Ludds only increases as they grow in power. For each Level, +1% is added to the results of percentile rolls on the Blunder tables (So 5th level is +5%)</p> <p>Their preferred form of communication is a hand gesture language, very similar to the Snabb, suggesting a possible common ancestry or lost historic connection, but which allows them to converse in Snabb with only minor misunderstandings.</p> <p>Ludd can emit a cry so high in pitch that it is beyond the auditory perception of all but the sharpest-eared creatures. It takes a full Turn/10AP to perform, and the strain required means it can only be done once a day per 3 Levels (so twice per day at 3rd Level, three times at 6th etc.) To other beings, the Ludd appears to giving out a soundless scream.</p> <p>This acoustic anomaly can be emitted as a pulse to affect all those around the Ludd, or directed towards a single being or object.</p> <p>The pulse has an effective radius of ½P per Level, and affects any mechanical device or object with moving parts (locks, carts, crossbows, siege engines, traps, boats, portcullis etc) within that area. The next time affected devices are used, a Durability rolls vs Base + the Ludd's Level is required. If failed, it will fail to function; some key component of the mechanism will jam, stick or become loose. Attempts to tinker with the devices to make them useable again takes 10AP and a successful Durability roll.</p> <p>If the cry is focused at a single object, the Player must declare what object they are attempting to break (weapon, armour, magic attire etc). The frequency of the cry causes the object to resonate, and may even shake, buckle or shatter into pieces. The object must make a Durability check vs Base + the Ludd's Level, and if failed it suffers d6 +1pl Durability Damage. If reduced to 0, the object becomes broken and its bonus lost.</p> <p>The maximum range of this directed cry is 10P + 1 P per Level. If the scream is directed at a structure, the Durability Damage is halved.</p>				
Devotee	Maker	NO					
	Namer	NO					
	Preacher	YES					
Shade	Burglar	YES					
	Cut-Throat	YES					
	Gangster	YES					
Warrior	Fighter	NO					
	Marksman	YES					
	Wielder	YES					
Wizard	Elementalist	YES					
	Selfist	YES					
	Velocitist	YES					

MOGESI

Bonuses		Minuses		Brawn	Guile	Wit	Grit	Charm
Charm +1 & Wit +1		Brawn -1 & Guile -1		2 to 17	2 to 17	4 to 19	3 to 18	4 to 19
Professions				<p>Mogesi are tall willowy-framed creatures with long spindly limbs, and a light grey complexion. Their heads are conical at the crown, often adorned with a top-knot of dark green hair, with two lines of arcing, nodule-like horns running from their chins to their eyebrows. Though physically large they are not renowned as Warriors, instead mostly relying on the magical talents.</p> <p>These beings are not natives of this reality, their true origin a secret held by the elders of their kind. Appearing eons ago, they have been broadly accepted amongst many Peoples due to their unique abilities, and some of their number can be found within most large settlements throughout the worlds</p> <p>In Quantia, land of the Mist, the Mogesi are referred to as The Deserters, due to their kind fleeing the world as it collapsed into ruin. While a small number of their People do very occasionally appear in the land, they are often treated with animosity due to their perceived abandonment.</p> <p>A highly honourable people, a Mogesi's word is said to be a binding promise. To knowingly break a contract means exile from Mogesi society. Should a player character do so, they will find themselves as outcasts, their kinsmen refusing to have any dealings with them ever again.</p> <p>The magical talent that all of their kind possess is known as 'Extract'; the ability to draw Prowesses from other beings. This can be held in their own mind for a short time, allowing them to use that talent temporarily, though this causes some pain. Or, whilst the knowledge is held in their mind, it can be deposited into a scroll or within an empty book, allowing those that read it to gain that Prowess instantly and permanently.</p> <p>While the Prowess is held in their mind, the Mogesi gains all its benefits. For each Turn (5 seconds) held in their mind, the Mogesi suffers 1 Health Damage. If the Prowess is one that is usually unusable by their People, such as Marksman, 2 Health Damage is suffered per Turn. Once they release the Prowess, a great weariness comes over them. Until they next sleep, for every hour that they stay awake, they suffer -1 to all d20 rolls as they become gradually more incompetent and dazed by the ordeal of keeping awake. A minimum of 6 hours sleep is required to reset this.</p> <p>When attempting Extraction, the Mogesi must be touching the target and have a particular category of Prowess in mind. A Turn's concentration is required. While in contact with the target, the Mogesi can sense their Prowess Rank.</p> <p>If the target is willing, no rolls are required. On an unwilling target, the Mogesi must make a Magical Attack roll adding +1 per Level, though the target is permitted a Karma Check vs Base + the Mogesi's Level to resist. A Perfect Magical Attack roll results in the Mogesi only suffering Damage at half the usual rate for holding the Prowess, while a Blunder means that they are unable to ever again attempt to Extract from that individual.</p> <p>Should the Mogesi wish to bind the Prowess, they must have a suitable Sutra-quality receptacle. Scrolls will hold a single Rank of a Prowess, while a book can hold up to 3. The exception is Master-Ranked Prowesses, which require a whole book to hold a single Rank. Trained-Ranked Prowesses can go in any Quality scroll/book, Skilled at least Standard Quality, Renowned in Fine, and Master-Ranks require Exquisite Quality.</p> <p>Each being's Prowess can only be bound within a receptacle once. Once bound, that Prowess can never be Extracted from that individual again. The Ranks taken can be whichever the Mogesi chooses but must be sequential if more than one is taken. For example, a friendly Fighter has 13 PR in Kicks, and allows a Mogesi to Extract a Rank. The Mogesi could choose to Extract the highest Rank into a scroll, but this would only be useable if read by someone with free Prowess Points who was already at Rank 12 in Kicks themselves. Instead the Mogesi could choose to Extract a lower Rank from the Fighter if that was more compatible with their needs, but once bound, the Mogesi cannot Extract anymore Kicks Prowess from that Fighter again, regardless of what PR they want. Mogesi must choose wisely when to employ this talent.</p> <p>Any who study the abstract tantric image within a Work of the Deserters - as long as they have spare Prowess Points, are of a People that can use the Prowess, and at the Rank below the one bound into the receptacle - will learn it almost instantly, in a flash of searing light. Such receptacles crumble to ash after one use.</p>				
Devotee	Maker	YES						
	Namer	YES						
	Preacher	YES						
Shade	Burglar	YES						
	Cut-Throat	YES						
	Gangster	NO						
Warrior	Fighter	NO						
	Marksman	NO						
	Wielder	YES						
Wizard	Elementalist	YES						
	Selfist	YES						
	Velocitist	YES						

AGE & SIZE

People	1-5 Youth		6-17 Adult		18-20 Elder		Venerable
Bathin	7-10	d4 +6	11-30	d20 +10	31-40	d10 +30	41-60 +Grit
Drakk	47-74	3d10 +44	75-120	5d10 +70	121-159	2d20 +119	160-190 +Grit
Ludd	11-20	d10 +10	21-40	d20 +20	41-60	d20 +40	61-80 +Grit
Mogesi	32-54	2d12 +30	55-100	5d10 +50	101-139	2d20 +99	140-170 +Grit
Bonus/Minus	Guile +2		Brawn +1 & Grit +1		Wit +1 & Guile -1		Wit +1, Brawn -1, Grit -1, Guile -2
Trade Points	1		1-2 (d2)		3		--
Language Slots	1-8 (d8)		1-6 (d6)		1-4 (d4)		--
Reason Persuasion	+0		+1		+2		+2

Male

People	Height					Weight (lbs)				
	1	2-3	4-7	8-9	10	1	2-3	4-7	8-9	10
Bathin	5'7 -d4	5'11 -d4	5'11	5'11 +d6	6'5 +d8	180 -d20	200 -d20	200	200 +d20	220 +3d20
Drakk	4'2 -d6	4'6 -d4	4'6	4'6 +d4	4'10 +d6	90 -d20	110 -d20	110	110 +d10	120 +3d10
Ludd	5'5 -d6	5'9 -d4	5'9	5'9 +d4	6'1 +d6	105 -d20	125 -d20	125	125 +d20	145 +3d10
Mogesi	6'8 -d6	7' -d4	7'	7' +d6	7'6 +d8	160 -d20	180 -d20	180	180 +d20	200 +3d10

Female

People	Height					Weight (lbs)				
	1	2-3	4-7	8-9	10	1	2-3	4-7	8-9	10
Bathin	5'7 -d4	5'11 -d4	5'11	5'11 +d6	6'5 +d8	180 -d20	200 -d20	200	200 +d20	220 +3d20
Drakk	3'11 -d6	4'3 -d4	4'3	4'3 +d4	4'7 +d6	80 -d20	100 -d20	100	100 +d10	110 +3d10
Ludd	5' -d6	5'4 -d4	5'4	5'4 +d4	5'8 +d6	85 -d20	105 -d20	105	105 +d20	125 +3d10
Mogesi	6'10 -d6	7'2 -d4	7'2	7'2 +d6	7'8 +d8	165 -d20	185 -d20	185	185 +d20	205 +3d10

Size Modifiers

Size Group	AD	Movement Bonus / Minus
Tiny creature = 1in - 2'11	+2	-1 ½
Small creature = 3' - 4'11	+1	-1
Medium creature = 5' - 6'11	--	---
Large creature = 7' - 8'11	-1	+2
Giant creature = 9'+	-2	+4

For more information about Movement, see p55 & 142 (Core book)

Weapon Size

A creature can wield the equivalent of their own size weapons one handed – e.g. a Small creature can wield a Small weapon in one hand. They can wield the next size up in two hands, but could wield them one-handed if they have the relevant Prowess Rank that gets them the ability *Sturdy grip* or *Firm hold*-(see CB, p98). Once they have this Rank, they could then wield a Large weapon in two hands, but nothing larger.

Size Group	One handed	One handed with prowess	Two handed
Tiny creature	T	S	M
Small creature	S	M	L
Medium creature	M	L	G
Large creature	L	G	H
Giant creature	G	H	C

CHAPTER 2: PROWESSES

The new Prowesses outlined in this expansion follow most of the same rules as those in the Core Book.

The exception is the Combined Magics, all listed under 'Wizard' in this document. Each of these magics fuses two different magical Prowesses from the Core Book to create new effects. In order to learn these combined forms, characters must be of Peoples able to learn both of their constituent Prowesses individually.

The Prowess Point cost to learn Combined Magics is higher: by default, they are 4PP per Rank. However, reduced costs can apply depending on your Profession, Speciality, and - if you are a Preacher. Humans get -1 to their PP cost of these Prowesses to a minimum of 2PP.

MOUNTAIN MUSTER PROWESS COST

Peoples	Earth Elementalist or Namer	Wizard or Preacher of Earth God	All other professions
Human	2	2	3
All other Peoples	2	3	4

LIGHTNING PROWESS COST

Peoples	Air or Fire Elementalist	Wizard or Preacher of Fire or Air God	All other professions
Human	2	2	3
All other Peoples	2	3	4

ANGELIC ART PROWESS COST

Peoples	Air Elementalist or Velocist	Wizard or Preacher of Air or Velocity God	All other professions
Human	2	2	3
All other Peoples	2	3	4

TELEKINESIS PROWESS COST

Peoples	Selfist or Velocist	Wizard or Preacher of Selfist or Velocist God	All other professions
Human	2	2	3
All other Peoples	2	3	4

DEVOTEE

MEDITATION

(Preacher Prowess)

P.R.	Skill	TT	ST	RT	MT	Summary
1 to 5	Stillness	10	8	6	5	Able to contemplate matters
6 to 10	Arcane awareness	10	8	6	5	Sense arcane/magic energy
11 to 19	Spirit sense	--	8	6	5	Sense Spirits/Voiders
20	Enlightenment	--	--	--	5	Sense auras on Wit roll

Meditation is the ability to clear the mind, allowing your higher brain to contemplate and see the world from a detached, wiser and more insightful perspective.

Stillness

This requires sitting cross legged. A meditative state is entered, with thoughts focused on a particular problem or issue.

If a successful Wit roll is made, the GM may inform you of a sudden revelation regarding the issue being thought of. Difficulty may be added to the target number, depending how obscure or unlikely the GM thinks the information/solution is.

While in this meditative state, a bonus is gained to Check rolls vs mental attacks (e.g. from Voider infestation, Selfist or Namer spells). The bonus is increased depending on the Prowess Rank of the Devotee.

P.R.	+ vs mental attack
1 to 6	+1
7 to 12	+2
13 to 15	+3
16 to 18	+4
19 to 20	+5

Arcane awareness

While meditating, the laws, energy flows and workings of the universe can be considered, and while doing so a sensitivity to the presence of arcane energies is achieved.

Upon making an Easy Wit roll, such energies can be 'seen', appearing to gain a luminous glow, visible only to the meditator.

This includes arcane items, magical traps, and magic that is affecting an area or an individual. While the precise type of magic cannot be discerned, its strength can be gauged by the intensity of the glow.

The radius of awareness expands by 1 Pace for each full 'set' of AP spent meditating, up to a maximum of 10 Paces.

If the Wit roll is unsuccessful, the meditator doesn't become aware of anything.

Spirit sense

With this skill, the senses and perception are further heightened when in a meditative state. On a successful Wit Roll, in addition to magical energy, Spirit energies become active within the vision.

This can reveal objects and creatures hidden within the Spirit world, as well as creatures attempting to reach across the Void, appearing as ghostly outlines to the meditator alone.

The radius of insight begins at 1 Pace, increasing by 1 Pace per AP set, up to a maximum of 10 Paces.

Enlightenment

Enlightenment is the Master Rank of Meditation, and once achieved, opens up a permanent sight of some of the universe's energies. The Devotee no longer has to sit cross-legged to perform any of their meditations: when relevant, the GM will ask for a Wit Roll to determine if something has been sensed.

With this Rank, while concentrating, the aura that surrounds any living creatures within 10 Paces can be seen, as long as there is no barrier between them and the meditator (i.e. creatures hiding amongst foliage or behind walls etc. can't be seen).

The swirls of colour surrounding creatures are an extension of their soul, and give away their emotional state. By paying attention to the colours, flickers and flares of energy, it is even possible to tell whether an individual is lying, or is strongly trying to conceal some knowledge or emotion.

This gives the Master Meditator +5 to Wit rolls to recognise when a character is lying or concealing something from them.

With this "inner sight" of auras, when a Master Meditator is in darkness, or even if their eyes are damaged, they suffer no added difficulty to their Attack Rolls.

SHADE

ACROBATICS

(Burglar Prowess)

P.R.	Skill	TT	ST	RT	MT	Summary
1 to 5	Tumbling	5	4	3	0	Rear attack tumble
6 to 10	Spring	5	4	3	0	Rear attack & Elevated attack
11 to 19	Tightrope walking	N/A	10	8	6	Ability to tight rope walk
20	Free running	N/A	N/A	N/A	0	Moves are incorporated

Nb- These moves cannot be performed while wearing heavy armour.

Tumbling

Tumbling is the art of using fast, graceful and precise movements, often to entertain as part of a travelling troupe, but more advantageously as part of a Shade's skillset, allowing them to spring over or past opponents and obstacles.

Flips, rolls, hand springs, cartwheels and somersaults are all examples of moves that can be performed. A Guile roll is required to complete these moves, with the Difficulty decided by the GM depending on the circumstances. Each tumbling move costs AP from the Acrobat's turn.

In combat situations, these can be used to quickly manoeuvre behind an opponent, gaining +2 to the next Attack Roll.

A failed roll results in the Acrobat stumbling and falling Downed on the ground, costing them 5AP to stand back up.

If two Acrobats are Tumbling while fighting one another, the Difficulty of the move is determined by the Prowess rank of the opponent. Against a Trained practitioner it's an Easy Guile roll; vs a Skilled one, Average; vs Renowned, Hard; and vs a Master, Very Hard.

Spring

With a display of superior athletic poise, the Burglar leaps gracefully up into the air past their opponent, striking them on the descent with an attack that gains both the Elevated and Rear bonuses (total of +3 to the first Attack Roll, or both rolls if dual-wielding).

A Guile roll vs Base plus Difficulty (in the same manner as Tumbling) is required.

Tightrope walking

With an amazing sense of balance, and only a rope to walk upon, the Acrobat can cross great heights, seeming to defy gravity with this skill.

The rope must be secure at both ends, and a Guile roll vs Base + Difficulty is needed for each turn of walking to avoid falling. The GM will modify the Difficulty depending on things like weather, encumbrance, and whether a balancing pole is used. While walking the tight rope no other actions are allowed, the Acrobat can only move at Drifting speed, and ideally should be carrying as little as possible.

P.R.	Max Armour worn
11 to 13	None
14 to 16	Light
17 to 18	Medium
19 to 20	Heavy

Free running

Free running takes acrobatics to another level, with diving vaults and reckless flips seamlessly incorporated into their movement, allowing the Acrobat to dodge past obstacles and foes with a baffling ease.

The Master Acrobat can incorporate flips and rolls into their regular movement at no AP cost.

GAMBLING
(Gangster Prowess)

P.R.	Skill	Summary
1 to 5	Peeking	+2 to Gambling roll, on a successful Guile Roll
6 to 10	Switcheroo	Switch tokens to rig game of chance
11 to 19	Palming	+3 to Gambling roll, on a successful Guile Roll
20	Counting	+4 to Gambling roll, on a successful Wit Roll

Many forms of gambling exist throughout the lands. Some are games of chance, relying purely on luck (dice games, roulette, lotteries etc) with fixed odds of winning which are very hard to alter. Some are games of skill (card games, dominoes etc.) which rely on the abilities of the players.

Both such games can be tampered with, unnoticed if done with skill.

Unless your GM states otherwise, a d20 is rolled to determine success in gambling games. The result of the roll will be modified by Luck (affected by Charm, birth sign, religion etc.) as well as any bonus gained from the Prowesses used below.

With games of chance, a specific Target Number must be equalled or beaten to win; generally speaking the lower the odds, the smaller the winnings.

In games of skill, all participants make a d20 roll, with the highest roll winning.

Peeking

The simplest way to cheat is to risk a peek at other players cards, pieces etc., gaining an advantage at a skill-based game.

The Gambler makes a Guile roll vs Base + Difficulty, using the table below as a guide.

Location / Circumstances	Difficulty
Street / Bar / Low stakes game	Easy
Street / Bar / Medium to High stakes game	Average
Gambling House / Low to Medium stakes game / official dealer or croupier present	Hard
Gambling House / High Stakes game / official observers present	Very Hard

If successful, they gain +2 to their Gambling roll. If failed, no useful information is gained. If Blundered, the attempt is noticed. Depending on where the game is being played and who with, this may result in anything from losing your stake and being dismissed from the game, up to much harsher, potentially more violent penalties.

Switcheroo

By creating a distraction, or with some much-rehearsed nimbleness of fingers, the Gambler is able to replace some token (dice, roulette ball, lot etc.) to fix the outcome of a luck-based game. They must already possess a tampered item that would conceivably pass for the real thing.

To make the switch, a Guile roll vs Base + Difficulty (using the table above) must be made; gaining a +5 to the roll if the Sleight Of Hand Prowess (see CB, p85) is known. If failed, the

GM will make an initiative roll vs Base + Difficulty on behalf of the NPCs to spot it.

P.R. Gambling	Initiative Roll Required
6 to 12	Easy
13 to 15	Average
16 to 18	Hard
19 to 20	Very Hard

If Blundered, the attempt is immediately spotted with no initiative Roll required, and NPCs will respond appropriately.

The Difficulty of the Wit Roll may be further modified taking other conditions into account; how similar the replaced token is, whether the gambler has a reputation or has been caught attempting anything else etc.

Palming

Palming is an extremely quick-fingered technique, where the Gambler hides a token about their person, or even in their hand, to give them an advantage at some point in a skill-based game.

A Guile Roll vs Base + Difficulty is required and, if successful, a token is palmed, gaining them +3 to their Gambling roll. This can be combined with the Peeking prowess to give a total of +5, if both Guile Rolls are successful.

If failed, the attempt isn't noticed but also isn't successful. A Blunder results in being caught.

Counting

With this Skill, the Gambler has trained themselves to count the movement of tokens between other players and dealers, retaining a good idea of which tokens are already played and which are yet to be dealt, in order to gain a good idea of who has what.

A Wit roll is required, using the table above. If successful the Gambler gains +4 to their Gambling rolls. A failed roll, even a Blunder, has no consequences other than not gaining this bonus.

This can be combined with any of the other Prowesses on this page to further increase the bonus, as long as the required rolls are made.

WARRIOR

POLE ARM

(Wielder Prowess)

P.R.	Skill	Summary
1 to 5	Spearmanship	Basic Polearm training
6 to 10	Depose	Knock opponents off mounts
11 to 19	Agile pivot	Thrust from any direction
20	Blurring strike	-1 AP per successful hit

The spear in its various forms was a most useful hunting tool, largely because of its flexibility, allowing the wielder to throw it as a projectile, and to strike at close quarters while remaining at a safer range.

The pole-arm is the combat-focused evolution of the spear. The projectile element is gone, but a deadlier assortment of blades have been tried and tested on battlefields, each capable of dealing damage from a good distance.

All Pole Arms have the 'Thrust' quality (see CB p136), taking advantage of the weapon's greater reach to strike first at opponents in combat, regardless of the Initiative roll.

Spearmanship

The basics of Polearm training are learned; the Wielder no longer suffers the -5 to Attack Rolls from being untrained.

Depose

The Polearm makes an excellent anti-cavalry weapon, allowing the wielder to knock riders off their horses, where they pose much less of a threat and can be easier to finish off.

With this Prowess learned, when a rider is hit normal Damage is caused, but the rider must also make a successful Physical Check vs Base + PR to stay on the horse. If failed they are knocked to the ground, suffering d3 fall Damage, and are Downed until they get to their feet (5 AP).

If their Physical Check is Blundered, they also drop any weapon they were holding.

Agile pivot

Normally, the Polearm's Thrust quality is restricted to striking opponents in front of the wielder. With this Prowess Rank the wielder has honed their reflexes, gaining them the Thrust quality when attacked from any direction, not just the front.

Blurring strike

The Master Polearm user is able to achieve a fast rhythm of blows, bringing their weapon to life with a blur of back and forth momentum.

With each consecutive successful attack, the weapon's AP cost is reduced by 1, down to a minimum of 2.

MARTIAL ARTS MOVES (FIGHTER)

Attack	Prowess	Conditions	T.T.	S.T.	R.T.	M.T.	Dam	PD	Conditions Key
Back fist	Strike		6	5	4	3	d8	1	(a) If Attack Roll is successful and a natural 18 or 19 the opponent is Downed, unless they are more than 1 size category larger (b) Must be Charging to perform this move. (c) Opponent must be Downed to perform (d) Target cannot be more than 1 size category larger than the attacker (e) Causes no additional Perfect Damage, gets no bonuses to Damage from Brawn/Lethal Strike. For the purposes of the Perfect Hit table, its PD is 1. (f) +2 to subsequent Attack Roll for a Strike or Kick attack for this turn (g) +2 to subsequent Attack Roll for a Strike for this turn
Cross	Strike		5	4	4	3	d6+1	1	
Uppercut	Strike	(a)	7	6	5	4	d6	2	
Hooked knee	Kick		3	3	3	2	d3+1	1	
Leaping knee	Kick	(b)	8	7	6	4	d8+2	2	
Sweep kick	Kick	(a)	6	5	4	3	d6	1	
Ankle pick	Throw	(e)+(f)	3	3	3	2	1	N/A	
Atomic drop	Throw	(d)	7	6	5	4	d8	1	
Shin breaker	Throw	(d)	6	5	4	3	d6	2	
Arm bar	Submission	(c)	7	6	5	4	d6	3	
Floating hold	Submission	(c), (e) +(g)	3	3	3	2	1	N/A	
Waist lock	Submission		5	4	4	3	d4+1	2	

Key

T.T.	Trained Time (1 or more PR in that Prowess). Denotes AP required to perform
S.T.	AP required when character is Skilled (8 PR) in a Prowess
R.T.	AP required when character is Renowned (14 PR) in a Prowess
M.T.	AP required when character is a Master (18 PR) of a Prowess
Dam	Damage inflicted (result halved when Striking or Kicking armoured opponents, unless the Iron Fist / Steel Kick Prowess Rank has been achieved)
PD	Perfect Damage. The extra amount of AP the opponent is Staggered for, and loses from their next Turn

Ankle pick

The attacker grabs their opponent by the ankle and suddenly yanks it out from under them, tripping them and leaving them sprawled on the floor.

Arm bar

With their foe on the ground, the attacker quickly sits next to them with a leg across their throat and the other across their waist. They then grasp their opponent's arm between their thighs and grip the wrist with both hands. By pulling back and thrusting upwards with the pelvis, they can apply tremendous pain to the victim.

Atomic drop

From behind their foe, the attacker puts their head under their opponent's arm, one arm around their opponents waist and another under their thigh. They then use their brawn to lift their victim up before slamming them down, coccyx first onto the attacker's knee.

Back fist

The Back fist is a Strike where the attacker swings their hips into a punch thrown backwards, striking behind them.

Cross

A powerful Strike where the attacker throws a straight punch while twisting their hips and creating extra power by stepping forward.

Floating hold

When a victim is on the ground the attacker drops on top of them, placing one knee on the chest compressing and pinning it, while keeping one leg extended to keep balance. The attacker's arms are free for further attacks.

Hooked knee

An unpleasant Kick attack that rams the knee up and into the torso, slamming it into the flanks of the victim.

Leaping knee

A high speed attack requiring a run up before leaping upwards, grabbing the victim's head and driving the knee into their chest or face with a sickening crunch.

Shin breaker

Similar to the Atomic drop, the Shin breaker uses the attacker's Brawn to lift their opponent up in the air, but they do so holding the victim's leg folded, which is then dropped shin-first onto the waiting knee.

Sweep kick

A low Kick that, if executed correctly, takes the opponent's legs out from beneath them, leaving them Downed.

Uppercut

An 'underhand' punch, brought upwards to strike in an arc at the foe's chest, chin or face. If well placed, will put a foe on their back.

Waist lock

From behind, the attacker encircles their foe with their arms, crushing their ribs and spine and making it difficult and painful for them to draw anything but shallow breaths.

WIZARD

MOUNTAIN MUSTER

(Earth & Naming Prowess)

P.R.	Spell	T T	S T	R T	M T	Damage	Range	Area	Duration	Cost
1	Pebble persuasion	3	3	3	2	--	8	*	l	4
2 to 5	Rampart	6	5	4	3	--	S	*	8 pl	9
6 to 10	Unsure footing	11	9	7	5	--	19	1 foe	10 +10pl	18
11 to 15	Stone ward	N/A	14	12	10	--	S	6 r	12 mpl	36
16 to 19	Stone work	N/A	N/A	16	14	--	S	*	P	60
20	Knock on the mountain	N/A	N/A	N/A	19	--	T	*	l	120

Pebble persuasion

With an uttering of a lesser name and a pointing of a finger, a small stone within 8 Paces can be sent skittering across the ground in a direction of the caster's choosing. This can be used to distract, signal or even be launched towards an enemy.

If aimed at a target, a Magical Attack roll is required. The impact causes no Damage, but if the target is of a Large size or smaller and is moving at a fast pace (at least Pressing) they must make an Easy Guile Roll not to trip on the stone and fall Downed.

Rampart

Both palms are placed on the ground, then raised by up to 1ft high per Level - up to the caster's full stretch if desired - causing a wall of earth to rise up before them, composed of the material in the ground itself. If the material is unsuitable to support itself (e.g. sand, slushy mud) the spell fails to work. The spell lasts for 8 AP per Level of the caster, who is free to move and act as they wish once casting is finished.

The earth wall can be up to 5 Paces long and 3-foot-thick as the caster wishes, but must form a straight line. If it is tall enough to conceal at least ¾ of their body, anyone sheltering behind the wall gets the Heavy cover bonus (+3 AD). The wall has a structural Durability of 1 point per Level.

This spell can even be used underground, to block passages or entrances, but any space occupied by beings or man-made structures will not rise up, but can become surrounded by the earth, trapped within a pocket for the spell's duration. At the end of the duration, the wall sinks back down into the earth over the course of one Turn.

Unsure Footing

By loudly cursing a foe's feet to be repulsive to the earth, the caster makes their enemies movements over the ground a perilous endeavour.

A Magical Attack Roll is required, and the victim is permitted a Karma Check vs Base + the caster's Level. If this is failed, any movement they make for the spell's duration must be accompanied with a Guile Roll vs Base + Difficulty (using the table below) or they slip, trip, and fall Downed on the ground.

Difficulty	Movement	Target Modifier
Easy	Quarter	+5
Average	Drift	+10
Hard	Press	+15
Very hard	Run	+20

The spell lasts for 1 Turn + 1 Turn per Level of the caster

Stone ward

By invoking a true name of rock, the Wizard creates a globe of faintly glowing energy around them that repels falling stone and avalanches. Such matter falls around and off the magical orb, protecting the caster any anyone near them from Damage.

If siege engines are propelling rocks, or some giant being is throwing boulders, the caster is permitted a Karma Check vs Base + the attacker's PR. If made, the rocks glance off, and if a Perfect Karma Check is made, they bounce with equal force directly back at the attacker.

Stone work

After a few moments of deep concentration with hands clasped together, the caster intones the deep note of stone and becomes one with it in their mind. Their hands begin to glow, and when placed upon stone it can be moulded and separated psychically, as if it were wet clay. An area up to ½³ Pace per Level can be 'worked' in this way into any shape the caster desires.

Whole passages and chambers through solid stone can be made to come into being, and natural stone shapes can be warped and changed to the whims of the caster. The effects are permanent, leaving a solid stone shape of the caster's desiring.

After casting, the endeavour takes a single Turn to complete, with a rippling of solid stone.

This spell cannot be used offensively - any beings within the area of the working will unbalance the magics of the spell and cause the process to fail, wasting the caster's Spirit.

Knock on the Mountain

Within a mountain or at its base, the caster can begin chanting in a resonant tone. At the chanting's completion, they rap their knuckles upon the rocky cliff side.

1 to 4 (d4) Jinja Seisha - mountain Spirits - will manifest from the Spirit realm. Unless the caster has desecrated any holy sites within the mountains (they will know), the Spirits will be positively inclined toward them, and will answer 3 questions, or perform a single task asked of them. This task must be something they can conceivably complete, must take place entirely within the mountain range, and not be contrary to their nature.

They have a complete knowledge of the mountain they were summoned at, including all its sites, caves, resource locations and beings thereabouts, and a good knowledge of any surrounding mountains for 10 miles around. They will answer 3 questions before they feel their duty fulfilled and depart. If they do not know the answer to any questions, this will not be counted from the allotment of 3.

LIGHTNING
(Fire & Air Prowess)

P.R.	Spell	TT	ST	RT	MT	Damage	Range	Area	Duration	Cost
1	Jolt	3	3	3	2	1	T	1 being	1	5
2 to 5	Thunderbolt	5	4	4	3	3d4+1pl	30	1 being	1	11
6 to 10	Charge	10	8	6	5	d4+1pl	T	*	*	22
11 to 15	Thunderclap	N/A	12	10	8	--	40	4r	40	44
16 to 19	Ball lightning	N/A	N/A	14	12	--	S	S	5h pl	65
20	Lightning storm	N/A	N/A	N/A	16	3d4+pl	50	6 r	60	130

Jolt

With moment's concentration a flicker of electrical energy can be made to spark from the caster's index finger. It will dissipate in a flash of light, unless placed on a conductible material in which case it will leap to it, giving a small shock if the 'material' is another being.

If used offensively, a Magical Attack Roll is required, causing 1 Health Damage if successful. Against a being with animal-level Wit, the sudden unusual shock will cause it to flee for d3+1 Turns, unless it makes an Easy Morale check.

Thunderbolt

Cradling their fingers together, the casters' hands pulse with electrical energy, forming a sphere of lightning in the space between their palms. This can then be released as a bolt of lightning over a great distance, to strike at a single target with a damaging shocking blast.

A Magical Attack roll is required and, if successful, deals 3d4 Health Damage, plus 1 Damage per Level of the caster.

If Perfect Damage is rolled, the target's muscles begin to spasm from the shocking and will be staggered for AP depending on the level of the caster, as the table below.

Level	Stagger
1 to 5	-1 AP
6 to 10	-2 AP
11 to 15	-3 AP
16 to 19	-4 AP
20+	-5 AP

Any stagger resistance from a high Brawn is ignored by this attack, as their own muscles are working against them.

Charge

By momentarily laying their hands on a metal object and uttering one of the lesser words of power, the caster can imbue it with electrical energy. If the object is being worn or wielded by an opponent at the time of casting, a Magical Attack roll is required, adding +1 per Level, vs Base + the item's Durability. If the roll is failed, the Spirit is spent but the spell is wasted.

For the spell's duration, anyone in contact with the object takes Health Damage of d4 +1 per Level of the caster, for each Turn that they're in contact with it.

The charge lasts for 1 Turn + 1 per 3 Levels of the caster (so 2 Turns at 3rd Level, 3 Turns at 6th, 4 at 9th etc.)

Thunderclap

Upon completing a chant, the caster points a beckoning hand to the sky and summons a rolling thunder across a 4 Pace area.

Anyone within that area must make a Karma Check vs Base + the caster's Level) or become deafened for 4 Turns, unable to communicate except with their hands, and thus unable to cast any spells that require chanting or speaking. Victims will also suffer -2 to all d20 Rolls as they are discombobulated by the auidal trauma.

Ball lightning

Invoking the name of the storms, the caster causes a ball of light to come into being within their hand. This brightly shining 6-inch globe gives off sufficient light to illuminate a radius of 6 Paces.

The caster can will the ball to hover above them, and it will follow them in this position for the spell's duration without the need to concentrate. Or, with concentration and a free hand, it can be made to move anywhere up to 45 Paces from the caster, at a speed of 12 Paces a Turn, obeying simple hand gestures to control speed and direction, though the caster must keep sight of it.

If line of sight is broken, the ball will simply hover in that spot until the wizard re-establishes line of sight or the spell expires, at which point it puffs out of existence, leaving behind a vaguely sulphuric odour.

If any living beings touch the ball, they suffer 1 Spirit Damage but cause the ball to puff out of existence.

Lightning storm

The Wizard reaches skyward, hands imploring, evoking one of the true names of the sky. A great storm cloud gathers above the target area, and bolts of lightning begin to barrage the earth with a terrible fury.

Anyone in the area takes 3d4 Damage +1 per Level of the caster every Turn they remain in that area, unless they make a Karma Check vs Base + the caster's Level.

The caster makes a single Damage roll for everyone inside the area, and if Perfect Damage is rolled, foes are staggered in the same manner as for the Thunderbolt spell.

The cloud will stay in place for 6 Turns, striking the same area with lightning unless dispelled/dismissed.

Once the spell has been cast the caster is free to move and act as they wish.

ANGELIC ART

(Air & Velocity Prowess)

P.R.	Spell	TT	ST	RT	MT	Damage	Range	Area	Duration	Cost
1	Feather foot	3	3	3	2	--	T	S	30	4
2 to 5	Wind skip	5	4	4	3	--	--	S	5 m pl	10
6 to 10	Heaven's spear	9	8	7	5	d8+1pl	33	1 foe	I	20
11 to 15	Descend	N/A	11	9	7	--	T	*	9 m pl	40
16 to 19	Celestial bombardment	N/A	N/A	13	11	d8+1pl	43	7r	I	60
20	Flight	N/A	N/A	N/A	15	--	--	S	2 h pl	120

Feather foot

By uttering one of The Host's lesser words of power, the caster can briefly make their footsteps almost weightless.

This spell makes them tread so lightly they can walk atop the very surface of snowdrifts, and even over still water or other liquids that are stagnant. The caster will still leave shallow footprints if the surface will retain them, and an audible hissing sound of pressurised air will accompany each footstep.

Wind skip

Upon completing an elaborate gesture, ending with their palms outstretched at their sides, the caster greatly increases their Movement.

As long as they hold their arms in this pose, they move at double their normal Movement, with each step propelling and lifting them slightly, carrying them forward at a great rate.

The spell lasts for 5 minutes per Level of the caster.

Heaven's spear

With their head bowed the caster chants deeply. As they do so, a mighty spear of a translucent matter begins to manifest above them, glowing with a mystical energy.

The caster then points at their target and the spear shoots towards them, covering a great distance. A Magical Attack roll is required, and, if made, deals d8 Damage plus 1 per Level of the caster.

This can only be directed at a single foe.

If Perfect Damage is rolled, the spear appears to pierce right through the target with its tip stuck into the ground, pinning them in place, though it does not actually create a physical hole through them or in the ground.

Each Turn, a pinned victim is allowed a Karma Check vs Base + the caster's Level to be able to move from the spot.

Descend

After intoning the correct words of power, the caster touches themselves and/or their allies on the forehead, imbuing them with a magical energy.

For the spell's duration, taking falling Damage becomes almost impossible for those affected, as they instead gently float down at 2 Paces per Turn. If thrown to the ground by a Martial Arts move, the Damage taken is halved.

1 person per 3 Levels of the caster can be imbued in a single casting, and the effects last for 9 minutes per Level of the caster.

Celestial bombardment

At the completion of a brief chant, the Wizard calls a devastating attack down from the heavens. A veritable cloud of Heaven's spears rains down, striking all within the affected area.

The attack only lasts for a single Turn, but any within the radius must make a Karma Check vs Base + the caster's Level, and if failed, suffer d8 Damage +1 Damage per Level of the caster. A single Damage roll is made for all within the area.

If PD is rolled then they are pinned in the same manner as the Heaven's spear spell.

Flight

By whispering one of the true words of power of The Host, the caster causes a pair of glowing wings forged of pure magic to appear upon their backs.

The wingspan will be twice the caster's height, and will bear them into the sky with an angelic grace.

While flying, their Movement is 24, and the spell lasts for 2 hours per Level of the caster, or until dispelled/dismissed.

TELEKINESIS

(Self & Velocity Prowess)

P.R.	Spell	TT	ST	RT	MT	Damage	Range	Area	Duration	Cost
1	Snatch	3	3	3	2	--	4	*	30	6
2 to 5	Grasp	5	4	4	3	--	8	*	40	13
6 to 10	Hurl	9	8	7	5	--	10	*	1	26
11 to 15	Stir	N/A	11	9	7	--	5	8r	60	48
16 to 19	Reach	N/A	N/A	13	11	--	14	*	70	70
20	Brandish	N/A	N/A	N/A	15	--	16	*	80	140

Nb – The Caster gains no addition bonus to damage from level, high Wit or Core skill with Telekinesis spells with the exception of Brandish.

Snatch

With mental focus and a carefully guided finger, the caster is able to levitate, rotate and move non-sentient objects. The maximum size is limited to what the caster can hold in one hand (see Size Modifiers Core Book page 50). The object cannot be pulled out of a victims grasp or torn from strong bindings.

The caster can completely and precisely control the object's movement within the spell's range. If thrown at someone offensively, a Magic Attack roll is required, the item's AP is Trained time, it does so with no real momentum causing only 1 health damage. This can be used to distract or confuse a target.

This spell can be attempted surreptitiously to steal without the victim noticing, but requires a Magic Attack roll, and allows the victim an Initiative roll vs Base + the caster's Level, d3 Turns after the event to realise that someone has robbed them.

If the Magic Attack was a Perfect Draw, the caster can choose whether it costs no Spirit, or the victim suffers +5 Difficulty to their Initiative roll. If the caster has enough PR in Sleight of Hand to know Misdirect or The Artful Dodge, those bonuses also apply.

Grasp

After focusing their will, the caster closes their hand and psionically binds an opponent or object with their magic, lifting them and leaving them hanging immobile in the air.

A Magical Attack roll is required against an unwilling being. If successful, the victim is permitted a Karma Check vs Base + the caster's Level, and if failed are essentially trapped, floating ¼ of a Pace off the ground per Level of the caster for 4 Turns, or until the caster releases them. Releasing them can be done by gently lowering the hand, causing no Damage, or with a sudden release that causes d6 Damage per Pace dropped. The caster can still use their free hand as they wish while the spell is in effect, and can move as long as they stay within range of the victim. The size the caster is able to lift in this manner is dependent on their Level, as the following table.

Level	Being Size (p7)	Examples
1-3	Tiny/Small	Box, Chest, Barrel, Dog
4-6	Medium	Canoe, Travois, Hand cart, Pony
7-9	Large	Sled, Row boat, Raft, Horse, Camel
10-12	Giant	Cart, Chariot, Small sail boat, Ox
13-15	Huge	Portcullis, Large boat, Elephant
16-19	Colossal 31'+	Ship
20	Any single object that is conceivably liftable	

Hurl

With a clenching fist, the caster makes a Magical Attack roll to psionically grab a foe, then throws their hand upwards at an angle, sending the victim hurtling through the air in the desired direction. The size the caster can affect is the same as Grasp.

A Karma Check vs Base + caster's Level is allowed to resist. If failed, the victim is thrown horizontally 2 Paces, and vertically ½ Pace, each multiplied by up to the caster's Level. The victim suffers d6 Damage for every Pace fallen vertically. If they have some power of flight or controlled descent, they are still hurled the same distance, but may reduce or nullify the Damage if they are able to control themselves.

Stir

After performing a spinning turn replete with magical gestures, the caster makes surrounding loose objects rise up and rapidly orbit about them, hitting any who come near.

Tiny/Small detritus objects (e.g. stones, furniture - anything not too heavy or well anchored) rises and begin orbiting the edge of the spell's radius. This forms something of a kinetic shield, giving all inside its radius +4 AD vs missile attacks. Should anyone attempt to pass through the perimeter they will be struck by the flying debris, and suffer d4 Damage for each Turn they remain there. The Wizard need not concentrate on the spell, but can cease it at will with a gesture.

Reach

At the completion of a chant, the caster brings into being a pair of hands, identical to their own but visible only to themselves. These can fly freely in any direction up to 14P from the caster with a Movement of 8. The hands are an extension of their own, and mirror the caster's own hand movements, extending the range at which they can cast magic spells, attack, steal, or anything the caster could attempt with their own hands, but from a much greater distance. The caster must keep sight of them, or whatever action they are attempting with them will automatically fail.

Brandish

With a supreme use of telekinetic power, the caster makes any single weapon fly through the air with a Movement speed of 8, up to 16P from the caster, and attack with it. Regardless of weapon type, its 'Trained Time' AP is used, and instead of PR, add the caster's Level to Magical Attack Rolls and Damage.

The caster is able to perform other actions while attacking with the weapon, but each such attack takes 2 AP from their turn. For example, if brandishing a sickle - a TT AP cost of 3 - the caster can strike three times with it, and still have 4AP on their own Turn to use as they wish.

CHAPTER 3: TRADES

Title	Core statistic	Title	Core statistic	Title	Core statistic
Acrobat	Guile	Herald	Charm	Scribe	Wit
Armourer	Brawn	Jester	Charm	Soldier (cavalry)	Brawn
Animal handler	Grit	Jeweller	Guile	Soldier (foot)	Brawn
Ascetic	Wit	Mason	Brawn	Tailor	Guile
Astir	Wit	Prize fighter	Grit	Tattooist	Guile
Cartwright	Brawn	Rat catcher	Guile	Trader	Charm
Forester	Grit	Sailor (salt / fresh)	Grit	Watchman	Grit
Gambler	Wit	Sapper	Brawn	Waggoner	Grit
Hatter	Guile	Scholar	Wit	Weapon smith	Brawn

Acrobat

Stat Roll: Guile

Locate resource: No Identify creature: No

These athletic entertainers often travel with troupes, earning their coin by wowing crowds with feats of tumbling, flipping and gravity-defying skill.

- 2 PR into Acrobatics Prowess
- 2 more PR into Acrobatics Prowess. If performing, +1 to Charm rolls to audience members.
- 1 PR into Acrobatics Prowess and minus 1 point from each die of falling Damage

Armourer

Stat Roll: Brawn Field: Metal work

Locate resource: No Identify creature: No

Armourers are specialist metalworkers, able to craft sophisticated helms and protective suits. With a working forge and a steady supply of materials, they can keep a militia geared with their defensive attire. Simple repair of damaged armour can be achieved in a short time but new suits of armour can take considerably longer, depending on the type constructed.

Other forms of metalwork can be attempted by an Armourer, but will be on a harder Stat roll.

- Able to craft Poor Quality armour and +2 PD when wielding a hammer.
- Able to craft Standard Quality armour. If performing the Warrior Core Skill 'Sunderer' (CB, p95) against an opponent's armour, an extra point of Durability Damage is dealt as weak spots are more easily identified.
- Able to craft Fine Quality armour.

Animal Handler / Falconer

Stat Roll: Grit

Locate resource: No Identify creature: No

The most commonly trained animals for service to Peoples are dogs, horses and birds of prey. Exotic animals (wolves, bears, monkeys etc.) can also be trained, but the training time below is doubled, and such animals can only learn half the number of commands of more domesticable ones.

After 2 good months of training, animals can be conditioned to use for hunting, and with a further 2 months training can even be made ready for the battlefield. An Average Difficulty Stat roll

is required (Easier if the Beast has the weakness "Servile") at the end of each month, and after 2 successful months they are trained. If, after 6 months, the trainer hasn't succeeded then that animal is considered too wild and cannot be trained.

- Can teach an animal three simple commands and can appraise the quality of an animal on an Easy Stat roll.
- Can teach two additional commands.
- Halves the time to train an animal, and can perform basic veterinary care.

Ascetic

Stat Roll: Wit Field: Eldritch

Locate resource: Yes Identify creature: No

Ascetics are wise, often hermit-like peoples, who spend time in humble seclusion or within isolated communities of fellow Ascetics, contemplating the cosmos and its workings. Such deep thought requires periods of strict abstinence from worldly pleasures, and an adherence to repetitive tasks or duties to free their minds to perceive the divine energies of the universe.

Some may take vows to perform a particular yogic feat - such as standing on one leg atop a pillar, or holding a limb over their head - for years on end.

- 2 PR into the Meditation Prowess. Able to locate Eldritch resources on a Stat roll.
- 1 PR into Meditation Prowess. Can craft Shillelagh on a Stat roll.
- Ability to perform the Mystic rune and craft Nazar.

Astir

Stat Roll: Wit Field: Eldritch

Locate resource: Yes Identify creature: Yes

Astir are mystics, trained in the lore and navigation of the dream world, with knowledge of the many foul creatures that can dwell there. Through the controlled consumption of various Toxins, they are able to enter this nocturnal mindscape, gaining a perfect recall of previous memories – both their own and those of others whose dreamscape they enter. They are able to meet and commune with fellow Astir across any distance though joined dreams, and sometimes able to gain knowledge and wisdom from the beings that dwell therein.

- Knowledge of the Toxins that can be used to induce a dream state, and can attempt to locate them on a Stat roll. Able to identify dream dwelling beings on a Stat roll.

2. +2 to d20 rolls while in the dream world
3. Able to commune with other dreamers, on a Wit Roll are able to tell if someone sleeping is being attacked in their mind. With the correct resources, can perform the ceremony to create Mystic Runes (see p25).

Cartwright

Stat Roll: Brawn Field: Wood work

Locate resource: Yes Identify creature: No

These specialist carpenters are able to construct carts and wagons, specialising in a local type. The quality and cost depends on their skill and the quality of materials used.

Anyone with this skill can attempt other forms of carpentry work on a Stat roll, albeit vs a higher Difficulty.

1. Can produce carts and wagons of Poor Quality. +1 PD if wielding a felling axe or hatchet.
2. Can produce carts and wagons of Standard Quality.
3. Can produce carts and wagons of Fine Quality.

Forester

Stat Roll: Grit

Locate resource: Yes Identify creature: Yes

Foresters are wardens of the woods, using their knowledge to harvest and manage trees and flora. They may sometimes be hired as guides, helping others to pass safely and efficiently through forested areas, and are sometimes even employed to track down or report on outlaws making hidden camps in the deep woods.

1. 2 PR into the Prowess 'Tracking' (see CB p92). Able to identify woodland creatures on a Stat roll. On a Stat roll, able to safely fell trees if they have the right tools.
2. Knowledge of common remedies & Toxins, and can attempt to locate them on a Stat roll. Plus, 2 PR into either Bows or Projectiles Prowesses.
3. +3 to Initiative in all forests (whether arctic, temperate or jungle) and +2 to Charm rolls vs forest Natural Hazards.

Gambler

Stat Roll: Wit

Locate resource: No Identify creature: No

Professional Gamblers are skilled players of various games of chance. A good gambler not only knows the rules and the odds, when to quit and when to keep playing, but also how to cheat, and spot others trying to do so.

1. 2 PR into the Gambling Prowess
2. 2 more PR into the Gambling Prowess. If someone at the table is cheating, ability to spot it on a Wit roll.
3. 1 PR into the Gambling Prowess, and +1 to Luck when Gambling.

Hatter

Stat Roll: Guile Field: Textiles

Locate resource: No Identify creature: No

These specialist tailors produce hats and headgear for many different situations and purposes. Generally reputed to be somewhat mentally unhinged, due to their often careless use of mercury. Other Textile work can also be attempted but vs a higher Difficulty.

1. Ability to produce Poor Quality hats.

2. Ability to produce Standard Quality hats. On a Perfect crafting roll, hats gain +1 Aid vs cold or hot weather.
3. Ability to produce Fine Quality hats and - with the right materials - can produce fez, pointed hats and skull caps (see p25). If learning this rank after Character Creation, re-roll your 'Nature', as your personality changes due to brain damage from working with mercury.

Herald

Stat Roll: Charm

Locate resource: No Identify creature: Yes

Heralds serve as messengers for kings and lords alike, trusted to convey both personal and private messages between members of the nobility, and to deliver public proclamations to the people.

When at their liege's side, they serve to announce guests with the appropriate pomp. A broad knowledge of crests, banners and uniforms allow the herald to identify lineage and allegiance.

1. Complete knowledge of their master's lineage, coats-of-arms and crests, and those of other local lords. Able to identify regional groups of Peoples on a Stat roll.
2. Complete knowledge of lineage, coats-of-arms and titles of all the major lords of the country. Able to identify national groups of Peoples on a Stat roll.
3. When introducing a character, an Easy Stat roll gains that individual +2 to their first Persuasion roll. This can only be used once per meeting, and if not used during that initial meeting the bonus is lost.

Jester

Stat Roll: Charm

Locate resource: No Identify creature: No

A Jester is a paid entertainer that clowns, fools around, jokes and amuses; sometimes travelling as part of a troupe, performing on stage, busking in town squares or large inns. If they are particularly entertaining, they may be called to perform regularly in the private residences of the rich and noble for a decent wage.

Prat-falls, physical humour, crass jokes (often at the expense of the nobility) and even juggling are all in the repertoire of a good jester. Some musical skill and tale-telling are also part of their performing skills.

1. Ability to tell jokes well and perform physical humour on a Stat roll. +1 to Enthuse rolls with audience members during or within 3 hours of a performance.
2. Able to play a musical instrument of their choosing, and recite bawdy songs and limericks. A further +2 to Enthuse rolls with audience members during or within 6 hours of a performance.
3. Ability to juggle up to six tiny objects (balls, sticks, small blades, torches etc.). It takes a full Turn to get them all in the air, and a single Stat roll is required to successfully juggle. If thrown offensively while juggling them, these projectiles are 1 AP quicker than usual (to a minimum AP cost of 2)

Jeweller

Stat Roll: Guile Field: Metal work

Locate resource: No Identify creature: No

Jewellers are skilled at cutting and polishing precious stones, along with the delicate working of fine metals. This is quite a profitable Trade, and with a good sense of aesthetics a skilled jeweller can turn raw materials into objects of considerably greater value. Given the right materials, Inspired items can even be produced by Master jewellers.

Other forms of metalwork can be attempted by those with this skill, but will be more difficult.

1. Can produce jewellery of Poor Quality, and appraise the value of jewellery, precious metals and gems on a Stat roll.
2. Can produce jewellery of Standard Quality
3. Can produce jewellery of Fine Quality. If in possession of the right materials, can produce Periapt (see p25)

Mason

Stat Roll: Brawn Field: Stone work

Locate resource: Yes Identify creature: No

Masons craft rock, anything from a humble makeshift dry-stone wall or gravestone, all the way up to vast palaces and temples of stone, albeit with the latter requiring the supervision of an architect.

Stone is usually extracted from a quarry, worked into the desired shape, then erected by hand for small structures, or using a crane, winch or lewis for larger ones.

The purpose may be military, religious, domestic, aesthetic, or simply a sturdy shelter, but masons leave their mark on the landscape that can long out-live the inhabitants.

1. Able to produce stonework of Poor Quality, able to locate workable stone and quarry it. +1 PD if wielding a pickaxe, hammer or sledgehammer
2. Able to produce stonework of Standard Quality
3. Able to produce stonework of Fine Quality, and able to determine if stone contains ore.

Prize fighter

Stat Roll: Grit

Locate resource: No Identify creature: No

Prize fighters earn their living in organised bouts of unarmed fighting. Most contests involve a series of rules and restrictions or a code of conduct, and are usually fought until one combatant is either knocked unconscious, submits, are thrown out of the ring or, in some extreme cases, are dead.

1. 2 PR into Strikes, Kicks, Submissions or Throws.
2. 1 PR into either Strikes, Kicks, Submissions or Throws. Choose one Martial Arts move to gain +1 to PD.
3. 1 PR into Strikes Kicks, Submissions or Throws, and reduced staggering when hit by blunt Perfect Damage (-2 AP deducted from each PD hit taken)

Rat catcher

Stat Roll: Guile

Locate resource: No Identify creature: No

Whilst not the noblest profession it is an essential one, especially for the well-being of larger towns, reducing the numbers of these crop-eating, food stealing, sometimes disease-ridden vermin. The rat catcher will employ simple traps and specially train small dogs to help keep the rat population in check.

1. 2 PR into the Traps Prowess. Knowledge of how to safely cook a particularly tasty rat stew.
2. 2 PR into the Traps Prowess. When creating traps for rodents specifically, can guarantee whether they're caught alive or dead.
3. Able to train dogs in the same manner as an Animal Handler (4 commands in total) and +2 vs Disease Checks.

Sailor

Stat Roll: Grit

Locate resource: No Identify creature: Yes

Sailors can man a variety of water-borne vessels, from freshwater river boats up to ocean-faring ships. The transport and trade of goods is the main (and usually most reliably profitable) venture, while other sailors serve in navies, ply the seas in search of fish to catch or - if possessed of fewer scruples - choose the nefarious, illegal but highly profitable life of a pirate. From a mixture of personal experience and oral folklore, they can identify water-dwelling beings.

1. Ability to man small vessels of oar or sail, and able to tie a variety of knots. Able to identify water-dwelling beings on a Stat roll. +1 to Charm rolls vs waterborne natural hazards.
2. Ability to man medium-sized vessels of oar or sail, or can captain a small sized vessel themselves. Can swim when unarmoured. A further +1 to Charm rolls vs waterborne natural hazards
3. Ability to man large sized vessels of oar or sail and, when on water, can predict the weather for the next 12 hours on a stat roll. Can captain a vessel of any size. An additional +1 to Charm rolls vs waterborne natural hazards

Sapper

Stat Roll: Brawn Field: Wood work/Metal work

Locate resource: No Identify creature: No

Sappers are masters of siege warfare, able to construct various forms of siege engine to bring low the sturdiest of defences. Those with this trade skill can also attempt other carpentry and metal work vs a Higher difficulty.

1. Can construct siege engines of Poor Quality and +1 PD if wielding a hammer or hatchet.
2. Can construct siege engines of Standard Quality, and have the knowledge and ability to dig tunnels, with bracing and timbering to reduce the chance of cave-ins, in order to tunnel under defences.
3. Ability to craft siege engines of Fine Quality.

Scholar

Stat Roll: Wit Field: Eldritch

Locate resource: No Identify creature: No

A learned profession, Scholars are often employed to educate the clergy, or the children of aristocrats in history, sciences, languages, and mathematics. In some nations, formal colleges are established, dedicated to the pursuit of knowledge, and for the education of a select (and usually wealthy) portion of the populous.

1. Ability to read & write one language, a knowledge of mathematics, and a basic knowledge of local history. Able to carry out research on topics if sufficient texts are available.
2. 1 extra language can be learned, both spoken and written, as well as the ability to compose poetry. With the correct resources, can perform the Anointment ritual (see p25).
3. Basic scientific understandings, and with the correct resources, able to produce Stang (p25)

Scribe

Stat Roll: Wit

Locate resource: No Identify creature: No

Scribes produce and reproduce documents and books by hand. A key member of a communities with low literacy rates, the Scribe records laws, histories, as well as important legal or business transactions.

Forgery of documents can be attempted by a Scribe, but to have the best chance of doing so they should have the original document present with them whilst attempting it. At the very least, they must have read the document in question, but without it present they suffer +5 Difficulty to the Stat roll, itself affected by how unique or recognisable the original is.

1. Ability to read and write one language, and reproduce written works, or pen wholly new works, to a Poor Quality. Able to do research with sufficient texts available.
2. Can produce or reproduce written works of Standard Quality. Able to read and write one additional language.
3. The ability to read and write all the languages they know. Can produce and reproduce works of Fine Quality. If supplied with the correct materials, can bind Hybrid Techniques into a sutra.

Soldier (Cavalry)

Stat Roll: Brawn

Locate resource: No Identify creature: No

These skilled soldiers are trained to fight on horseback, and are a vital part of any successful army. As well-trained horses are expensive, such horsemen tend to be more affluent members of any army.

They can be used as light skirmish units, peppering enemies with shortbow fire, or as close formation squads, charging through the ranks of the enemy and scattering them under the heavy hooves of their war horses. Cavalry soldiers usually have a specific role within the army (archer, skirmisher, lancer, knight etc.) which dictates their weapon selection.

1. Ability to ride horses. 2 PR into either Bows, One Handed, Two Handed, or Polearms.
2. 2 PR into the same Prowess chosen at Novice level.
3. 1 PR into the same Prowess taken at Novice level. When planning an attack they can, on a successful Stat roll,

devise the best strategy to deliver a ferocious assault, giving themselves and their allies +2 to Attack rolls on their first Combat Turn.

Soldier (foot)

Stat Roll: Brawn

Locate resource: No Identify creature: No

Professional soldiers are found throughout the worlds, either in the permanent service of local lords, or as bands of mercenaries for hire, seeking coin in exchange for carnage.

In times of peace, they serve as guards to their liege's person and property, but when conflict breaks out, they march out to war. Soldiers are trained in a specific role within an army (i.e. archers, spear men etc.) depending on their regiment. Players can pick their weapon of choice from the selection below, and will continue with that weapon while soldiering.

1. 2 PR into either Bows, Projectiles, One-Handed, Two-Handed weapons or Polearms. Able to recognise banners, uniforms and rank insignia of local military troops.
2. 2 PR into the same Prowess taken at Novice level. Able to recognise banners, uniforms and rank insignia of national military troops.
3. 1 PR into the same Prowess taken at Novice level. When in command, a Master soldier is on a +2 to Persuasion rolls with their own troops.

Tailor

Stat Roll: Guile Field: Textiles

Locate resource: No Identify creature: No

Tailors make, repair, and alter clothing by hand, from Novice tailors producing the bare basics to protect you from the elements, to Master tailors creating the latest fashion crazes of the wealthy. Master tailors can even produce some magical attire.

1. Can craft clothing of local styles to a Poor Quality.
2. Can craft clothing of local styles to Standard Quality.
3. Can craft clothing of local styles to a Fine Quality. With the right materials can make capes and vestments (p25). Grand clothing produced has an extra +1 to Enthuse Persuasion rolls.

Tattooist

Stat Roll: Guile

Locate resource: No Identify creature: No

The custom of tattooing is widespread among many cultures. Using ink and needles, these craftsmen make a permanent design on the skin.

Tattoos can express devotion to a particular god, be a record of the wearer's achievements, denote affiliation to a community or organisation, or simply be the result of a drunken night out. Some fraternities of Shades exist that use tattoos to initiate their members, sometimes resulting in flamboyant full-body art.

1. Can produce tattoos of a Poor Quality.
2. Can produce tattoos of Standard Quality. Able to recognise diseases if they affect the appearance of the skin, and recommend treatment on a Stat roll.
3. Can produce tattoos of a Fine Quality. With the right amenities, can produce a Kindred mark (p25).

Trader

Stat Roll: Charm

Locate resource: No Identify creature: No

Traders are shrewd dealers of wares, either specialising in particular types of item or trading anything and everything as long as it can earn them a profit.

Some merchants will establish great expeditions in order to bring produce to a market where it can get the best coin.

1. 2 PR into Dealing.
2. 2 more PR into Dealing, and knowledge of bookkeeping.
3. 1 more PR into Dealing, and a knowledge of the various mercantile and tax laws of the land. When establishing a Long Con, the mark suffers -3 to their resist roll.

Waggoner

Stat Roll: Grit

Locate resource: No Identify creature: No

Waggoners are travel logistics experts, knowing how best to haul goods and people on long journeys across varied terrains and vast wildernesses, and what will be needed for the journey.

They are able to drive simple two-wheeled carts, light four-wheeled carriages, or heavy four wheeled wagons, and manage the animals required to pull them (oxen, horses, mules etc.)

1. Able to drive carts, carriages and wagons.
2. If they have the correct tools, a Waggoner can perform repairs to their vehicle, on a Stat roll.
3. Perform rudimentary animal veterinary on an Stat roll

Watchman

Stat Roll: Grit

Locate resource: No Identify creature: Yes

Watchmen are the police force of a community, charged with guarding restricted areas, keeping the peace, investigating crimes, and arresting and jailing lawbreakers.

A patient manner, coupled with an ability to defend oneself and a keen sense of street-smarts are ideal attributes for these officers of the law.

1. 2 PR into either Bows, One Handed Weapons or Polearms. Knowledge of local persons of import, and able to identify them or their underlings on a Grit roll (GM sets the Difficulty). These include civic leaders, faction heads, officials, merchants, landlords, nobility, and the like.
2. 1 PR into the Tracking Prowess (see CB p92), and 1 PR into either Bows, One Handed Weapons or Polearms.
3. 1 PR into the Tracking Prowess, or 1 PR into either Bows, One-Handed Weapons or Polearms. +2 Initiative in urban settings (villages, towns, cities etc).

Weapon-smith

Stat Roll: Brawn Field: Metal work

Locate resource: No Identify creature: No

Weapon-smiths specialise in producing the tools of war. A Master of this Trade commands a high sum of money for their work, selling to nobles, high-ranking soldiers, and wealthy adventurers alike.

A forge, tools, and raw materials are needed, but equipped with these any number of offensive devices could be produced. Much like the Armourer, this metal worker is able to repair broken weapons in a fairly short time, but creating something from scratch can take considerably longer.

Other forms of metalwork can be attempted by a Weapon-smith, but vs a higher Difficulty Stat roll.

1. Can craft weapons to a Poor Quality and +2 PD if wielding a hammer.
2. Can craft weapons to Standard Quality. If performing the Warrior Core Skill 'Sunderer' (CB, p95) against an opponent's weapon, an extra point of Durability damage is dealt as the weak spots are more easily identified.
3. Can craft weapons to a Fine Quality.

CHAPTER 4: ARMOURY & EQUIPMENT

WEAPONS DESCRIPTIONS

MARTIAL / IMPROV

Bo

A wooden staff about 1P in length. A simple but versatile weapon in skilled hands, with the advantage it can usually be passed off as a walking staff.

Similar to a quarterstaff, but slightly thicker and heavier, slower to wield but packing more of a punch.

Kama

Originally used as a farming tool, the kama is a form of one-handed sickle, consisting of a wooden handle with a slightly curved blade mounted to its end (giving it an inverted L design). Quick to swing and dangerous in the right hands.

Nunchuku

Another farming instrument, the nunchuku consists of two small wooden poles joined by either rope or chain. A variation of the flail originally intended to thrash crops, that can be used in combat both to swing at an opponent, or to Entangle a limb.

Tonfa

A forearm-length wooden stick with a short handle protruding at right-angles, about two-thirds of the way along. Primarily used to block attacks, but with an adjustment of grip can also be used to strike.

ONE-HANDED

Arming sword

A classic medieval weapon. The arming sword is a straight, dual edged blade with a wide cross guard, equally suited to stabbing and slashing.

Bearded axe

A bearded axe has a single hooked blade (or 'beard') of metal, mounted on a wooden handle. It has a good sized cutting surface, allowing the wielder to deal greater damage.

Cudgel

A short, stout club of polished wood with a leather thong at one end. Easily concealed up a sleeve and can deal a surprising staggering attack.

Jian

A well-balanced short sword, with a straight blade (often with a tassel at the handle) and is ideal for close quarters fighting, or as a relatively lightweight back-up weapon.

Kanabo

A hefty blunt weapon consisting of a long wooden club with the entire length (except the handle) embedded with protruding metal studs. Ideal for staggering opponents with a very heavy blow.

Rondel dagger

A vicious dagger with a tapering, needle-pointed blade. It has a distinctive round guard and pommel, designed for jamming through gaps in armour and visors, and hammering it home with the spare hand with a lethal efficiency.

Tekkan

This blunt weapon closely resembles a wakizashi in every way, except it has no sharp edge and is considerable heavier. A surprisingly wieldable, well weighted iron truncheon.

Wakizashi

A short sword with a slightly curved blade, and little or no cross guard. A great lightweight side arm, often carried as an alternate weapon should a heavier primary weapon be broken or lost.

TWO HANDED

Great Sword

An extremely long sword almost 1P long, with a wide, double-edged blade and cross guard. Cumbersome and somewhat slow to swing, but when it lands it rends through mail and bone with ease.

Katana

These renowned weapons are slightly curved, single bladed swords of exceptional sharpness. A small guard and a 2-handed handle is bound with material for a better grip.

Tabarzin axe

A hefty axe with a crescent blade, mounted at the end of a spike-tipped metal shaft. A robust war axe that can be used to both stab and slash at foes

POLE ARMS

Boar spear

A short hunting spear with a wide head and a cross guard behind the blade, designed to prevent boars from forcing themselves past the tip and goring the wielder.

Fauchard

A pole arm with a slightly curved, single blade on its tip. Ideally suited for slashing at horseman as they charge past.

Lajatang

A wooden staff with crescent moon blades at both ends, that a master of the weapon can wield with a blinding speed.

Light lance

Only useable from horseback, this is a spear of great length, allowing a rider to deliver a strike to those on the ground and continue past them in moments.

Trident

A triple pronged spear, originally a fishing tool. It proves effective in combat, especially when using the metal prongs to catch blades and disarm an opponent with a twist of the handle.

Voulge

In its first incarnation, this weapon was not much more complicated than a cleaver blade fitted to a pole. But the blade has since evolved into one with that curves to a point at one end, making it both a vicious hacking and stabbing implement.

BOWS

Light crossbow

A small bow, mounted on a wooden stock with a drawing lever, that is pulled back to put the bow string under tension. It then can be fired by squeezing the trigger mechanism. While it lacks the range of some of the more conventional bows, its quick to fire and smaller to carry, making it a handy weapon.

Recurve bow

The evolution of the deflex bow, slightly curved at the ends to create a greater tension and so a longer range. A tall bow of robust design, with a good durability.

Reflex bow

These bows are curved when strung, creating a double hump either side of the grip. The wood is bent against its natural grain, putting it under a great tension, making for a powerful draw and great range. This bow is fairly compact and can be used from horseback.

PROJECTILES

Dragon beard hook

A pair of serrated hooks joined to a metal ring and tied to a length of rope, allowing the wielder to cast it at foes up to 3P away, snaring and entangling them. Once entangled, victims can be dragged towards the wielder, or with a quick jerk can pull them off their feet.

The other end of the rope can be tied to the wielder's wrist, allowing it to be hidden up a loose sleeve and quickly launched from that position. It can even be used as an impromptu grappling hook.

Rope dart

A chunky but sharp dart, with a metal ring at its base tied to a length of rope. Not a true Entangling device, but with quick reactions, a successful hit allows the user to drag their foe towards them.

Throwing club

A stout club carved from a thick branch. Well balanced and weighted, allowing it to be thrown a surprisingly long way. Sometimes used in hunting to stun, stagger or kill game without causing too much damage to their pelts and skins.

ARROWS/BOLTS/AMMO

Barbed Arrow

These jagged-edged arrowheads are crafted to deal serration damage on impact, cutting deep into flesh.

Bodkin Arrow

A thin, sharp, stiletto-like arrowhead used to pierce through chain mail and plate armour. The first arrow types produced purely for killing armoured opponents, rather than for hunting.

Darts (Metal)

Atlatl darts, but forged with a metal tip to cause greater damage than their more primitive counterparts.

Shots (Metal)

Moulded balls of metal that increase the damage dealt by a sling.

Puncher arrow

A wide-tipped arrow designed to punch through lighter armour, such as leather cuirass and padded vest. They rely on thickness more than hardness to deliver staggering hits.

SMALL BLADES

Francisca

A well-balanced throwing axe with a single thin axe head, mounted on a wooden shaft.

Kunai

Originally used as a chisel-like masonry tool, the Kunai has evolved into a leaf-shaped throwing knife with a biting blade.

Throwing star

A thin disc of metal with sharp spikes cut around its edges. Not in itself a particularly deadly weapon, but extremely lightweight and quick to throw.

SIEGE ENGINES

Ballista

Very similar to the scorpion, but much larger and capable of throwing spear a great distance. Not a designed to destroy stone walls, but as a devastating weapon when fired at combatants.

Only wieldable as a 'portable' weapon by a giant-sized or larger creature.

Catapult (large)

Another grander version of a previous incarnation, the large catapult has an even greater range than its smaller cousin, allowing it to rain missiles down on opponents long before they can get within range to retort.

ARMOUR DESCRIPTIONS

BODY ARMOUR

Cuirass (metal)

Two shaped plates of metal that cover the front and back torso, joined by straps. Fine quality ones may feature various embellishments.

Great armour

Great armour, or 'O-yoroi' as it is known in some regions, is a complete set of body armour offering strong protection. Chest, arms, thighs and shins are all covered using a combination of plated, scaled, laced and leather sections.

Laminar armour

A protective vest of narrow overlapping bands of metal. Allows more flexibility of movement than static plate armour, and slightly cheaper to produce.

Mail shirt

A shirt of interlocking steel rings that protects the torso and arms. Lightweight and protective.

Padded jack

A long jacket of quilted fabric, covering the torso and arms. Often the armour of choice for foot soldiers or anyone seeking lightweight protection. Cheap to produce and easy to repair in the field.

Yushman

A shirt of chain mail banded with plates of metal. Allows decent mobility while covering all vital areas with two layers of metal protection.

HEAD PROTECTION

Armet

A full-head helmet with a protective visor on a hinge, which can be lifted to allow the wearer to communicate, see and hear their surroundings better.

Kabuto

A wide-brimmed metal helmet, usually adorned with a crest or other embellishment, with a metal mask often in the likeness of a fearsome warrior or ferocious creature.

Mail coif

A long balaclava of chain mail, worn over a tight-fitting cloth cap. The mail hangs over the neck and shoulders, offering a durable but light piece of head protection.

SHIELDS

Oval Shield

A large shield that covers most of the body when held, in a convex dished shape designed to direct strikes away from its centre and holder.

Small round shield

A light shield that allows its user their full fighting movement and speed, but with a smaller area of defence.

Wankel shield

An almond or teardrop shaped shield, sometimes with a straight top, large enough to cover the torso if held against the chest.

MAGICAL ATTIRE

Cape

A hip-length cloak, woven by Master Tailors using Eldritch material, making an item of decent magical defence.

Nazar

A disk of glass or a polished flat pebble with an eye etched into the surface, worn on a necklace to defend the wearer from harmful magic.

Periapt

A charm worn on a silver necklace. Can be very simple in manufacture, combining Eldritch materials with semi-precious stones. Finer quality ones are wrought of more precious materials, both magical and mundane.

Stang

A short staff with a fork at one end, hung with Eldritch materials to enhance its magical properties. To gain its benefits, its user must wield it in their dominant hand, and any magic that requires the Wizard to use their hand can be cast through the Stang.

If Arcane Stang are found, they give a bonus both to the user's MD and to their Magic Attacks, making them powerful items.

Shillelagh

A short, carved club intricately carved with mystic runes - too thin and valuable to be used as a regular weapon, but in a pinch can be used as a small Improvised weapon. Its true power is its magical defence. Like the Stang this item must be wielded to gain its magical protection.

Vestment

The official robes of a priest, each design specific to a particular religion

and adorned with iconic symbols of that faith. Major temples will have in house Tailors to produce and repair clothing specifically for the clergy, imbuing them with defensive magic.

MAGIC HATS

Fez

A conical, flat topped felt hat with tassels at the top. The Hatter producing it must somehow acquire Eldritch resources to use in its making.

Pointed hat

A brimless conical hat, often adorned with mystic shapes, which tell the world of the wearer's wizarding credentials whilst warding against magic.

Skull cap

A cap of cloth worn on the crown of the head, situated to defend the head chakra from harmful magics.

MAGICAL MARKS

Anointment

Creating the ingredients for this mark is an early version of alchemy, requiring exact measures of 15 different compounds, mostly mundane but with hefty doses of Eldritch resources infused. When correctly mixed and applied to the backs of the hands, a mark becomes burned into the flesh, scarring the recipient for life but protecting them from magical attacks.

Kindred mark

Kindred marks are very large tattoos, using specially prepared ink infused with Eldritch materials. The style and images vary, but may denote life membership of some criminal organisation, cult or religion.

Mystic rune

This rune is said to appear in the dreams of those that have unburdened themselves of worldly concerns, and achieve the first steps towards enlightenment. They return from the dream at peace, with knowledge of this magical mark bestowed unto them. To bestow the mark, they build a fire and place a dagger or similar sharp tool. When red hot, they cast their apotropaic and Eldritch offerings into the fire, remove the dagger and the carved the image on the forehead imbuing the magical protection in searing pain.

CURES & REMEDIES

UNUSUAL

Batchslip

The root of a grass mostly found in alpine regions, Batchslip must be infused with hot water, optionally with other herbs to mask its bitter taste. 30 minutes after drinking, the boon to the users Health and Spirit can be felt.

Bittercup

If cut correctly and dried, the buds of this flower produce a pungent smelling matter that can be smoked to gain its beneficial effects, only taking 5 minutes to restore Health.

Dadarn

The cap of the Dadarn mushroom, a sickly yellow fungus, is chewed raw and comes into effect after 25 minutes. For 6 hours, it reduces Toxin Damage done to the user by 1 (either per dice or per hour, depending on the Toxin).

Depoxium

An aquatic plant found growing by pools, ponds, lakes and at riverbanks. Its stems can be concocted in a poultice that, when applied directly to the skin, both restores Health and aids against Diseases. The remedy takes 30 minutes to come into effect.

Gamic mould

A rare form of mould found on fruit trees under the right conditions. If scraped off the fruit and left out in the sunlight for a day, it becomes dry enough to smoke. It takes only a minute to set in, and restores the user's Spirit.

Khor's heart

The Khor bush is tough scrub, mainly located in arid badlands. Only the heart of the bud has been found to have any use at all. This is cut out, sliced into strips, and applied directly to the wounded region.

Nothe root

The Nothe creeper is regularly found in ruins; in ages past there was a fashion to have them growing up the sides of towers and keep walls. The long-term damage they do to masonry, as well as providing a natural ladder to breach the defences, eventually made them fall from favour. The root's sap, if harvested and treated, produces a granular matter that is inhaled, restoring Spirit after 5 seconds/10 AP.

Raddimust

The nuts of the Raddimust tree contain strong anti-disease properties. The nut is de shelled and eaten raw, and its effect onsets after an hour.

Rawstberries

Found growing in meadows, the rawstberry bush bears a dark purple fruit. If dried and crushed into powder, it can be inhaled by pressing a pinch of the powder to a patient's nose. It comes into effect after 15 AP (7½ seconds) reviving any who have been affected with paralysing agents. Fine Quality doses also restore 2 Health.

Wirrn

A moss that grows on rock and stonework, most abundantly in moist atmospheres. If scraped off and infused with hot water, it produces a medicinal tea. This drink fights the effects of Diseases 2 hours after imbibing it.

Zaffadil

A rather sad looking flower, with drooping bell-like heads. Its pollen can be infused in a tea for its effects. Any who drink the tea will be sent into a slumber full of lucid, colourful dreams, and awaken feeling refreshed but nothing else. But in the hands of Astir or similar dream-worker, it can be drunk while holding the hands of an individual who is asleep or unconscious, and send the Astir into a trance-like state. They then temporarily merge with the unconscious individual's mind and enter their dreamscape. The effects take an hour to manifest and last for up to 4 hours. Fine quality Zaffadil gives the drinker +1 to d20 rolls while in the Dreamworld.

LEGENDARY

Blue Doxy

A bright blue flower, seldom found outside swamplands. The petals can be added to hot water to produce a tea that works as a powerful anti-Toxin, coming into effect after 10 seconds (20AP) and reducing the Damage caused by 2 (per dice or per hour depending on the Toxin).

Brodha

The thorns of the Brodha bush secrete a mild irritant, like a stinging nettle, causing some discomfort but no harm to Peoples. If cut and crushed to pulp, it desiccates to powder after several days. It can then be inhaled, and after 10 seconds (20AP) it restores both Health & Spirit.

Cerabil leech

A simple-looking lifeform, very occasionally found in freshwater. With a painless bite, it attaches itself to the skin of the host, and drains 1 Spirit every 6 hours – negating the natural Spirit regeneration most characters have. But it gives its host 1 Health back every hour, as it floods their bloodstream with beneficial biological stimulants. Each leech attached increases the healing effect, but can eventually kill their host due to the Spirit loss.

Once attached to a host, their tiny mouth locks on, and removing the creature instantly kills it as its head tears off.

The properties of these creatures make them incompatible with Dimeger grub (below). If both attach to the same host, the conflicting chemicals in the bloodstream will kill both within 10 minutes.

The Rehabilitation Prowess 'Tend' (CB p73) does not double the speed at which the leech restores Health.

Dimeger grub

A type of maggot only discovered in a carcass with exactly the right conditions of temperature and decomposition. When placed on living flesh they bore into the skin, and stay just below the surface. Off-putting, but not necessarily undesirable, as the creature excretes a natural restorative agent directly into their host's body. The grub drains 1 Health per 6 hours (negating normal Health regeneration in most people) but gains the host 1 Spirit back every hour.

These creatures will die when cut or tweezed, from their host, and are incompatible with Cerabil leeches (see above).

The Rehabilitation Prowess 'Spirit Replenish' (CB p73) does not double the speed at which the grub restores Spirit.

Gloom cap

A grey mushroom sporting a distinctive black spot. Avoided by most folk in the rare instances they ever come across one due to their grim appearance, and wisely so: anyone that consuming one falls into a death-like slumber for 48 hours.

But if properly prepared by an Astir, it can be reduced to a useable state which, when smoked, sends the Astir (and up to 1 other person per 3 Levels of the Astir) into the dreams of the nearest sleeping or unconscious individual. Non-Astir consuming the substance must be guided through the process by the dreamworker. The effects take 10 minutes to manifest and last for up to 6 hours. Fine Quality Gloom caps give all the users +1 to d20 rolls while in the Dreamworld.

Nather's milk

If tapped by a skilled Herbalist, the sap of the Nather tree is a whitish yellow substance, a sweet tasting liquid that can be drunk in its natural state.

It is a very powerful anti-Toxin, reducing any Damage caused by 3 (either per dice or per hour, depending on the Toxin). It comes into effect after 5 minutes and lasts for 12 hours.

Ragnum moss

A rare moss occasionally found growing in ruins and other forgotten places. Highly prized for its natural coagulant properties as well as its Health restorative affect. If applied directly to wounds, this stops any blood loss from the wound, in the same way as First Aid, as well as restoring Health. It is also effective against Disease and infections.

It comes into effect after 5 minutes.

Regalbud

This small plant is often seen as a weed, most commonly appearing in gardens or patches of tilled earth. Most owners would be quick to tear it out before it spreads, so very few Regalbud ever makes it to full bloom. When they do get to flower, they produce a smell that rivals an unkempt privy in terms of stench.

When harvested, the buds can be used to make a foul-smelling poultice that is almost unmatched in its ability to treat disease. The effects manifest after 30 minutes.

Sanis chow

An orchid-like flower with an amazing healing property. It does not grow naturally in the wild. Rather, it is a hybrid of different strains, and can only be grown in a specialist herb garden created by a Master Herbalist.

If ever discovered in the wild, one can be sure that a Herbalist had at some point cultivated the area to grow the plant.

When the seeds of the flower are crushed, it produces a powder that heals within 2 ½ seconds (5 AP) after inhalation.

Shackir

The Shackir tree is usually only found at the heart of ancient forests. Portions of its bark can be stripped, ground to powder, and inhaled. Placing powder in the nostrils of a paralysed person is all but guaranteed to rouse them from that state. It takes mere seconds to work (3 AP). The Fine Quality version also restores the user's Health by 2.

Vortual

A much sought-after substance, the Vortual is a lichen that, so the tales go, is only ever found growing on gravestones, sarcophagi, tombs, and other monuments to death. Once dried and smoked, the user briefly sees the world in a myriad of shifting psychedelic colours.

Should they hold an inspirited item, for a moment they will psychically bond with it, and gain a full understanding of its properties and spirit resonance. This knowledge remains once they come out of their trancelike state.

It only takes 5 seconds (10AP) for the effects to be felt, and lasts for only a moment, though it feels longer.

Fine Quality Vortual has an additional effect; granting the user a sudden understanding of whichever aspect of personality (Nature/Nurture) that produced the Inspiring magic. This may prove very useful, should the user wish to replicate the item's Inspiring.

Wiggins wort

A rare flowering bush, mostly found on hilltops and other high places.

The bulbs of this plant can be harvested for their Spirit restorative properties. When prepared can be smoked, regaining Spirit after 5 seconds (10 AP)

TOXINS

UNUSUAL

Asakti

A highly addictive narcotic, known on the street simply as 'A'. Originally the fruit of a hardy berry bush most commonly found in arid badlands. When treated, it can be smoked, dulling the senses but leaving the user in a blissful stupor. While under its effects, Action Points and all d20 rolls are impaired (-2 to both).

Desita

An infamous Toxin, the scourge of many urban slums. Once smoked it puts the user almost instantly to sleep.

The dream they have is so profoundly ecstatic that users often liken it to visiting heaven. This perfect state of rapture ends abruptly after an hour, leaving the user feeling saddened and cheated by mere 'real life', and desperately craving more of the Toxin.

Faisy

The pollen of this blotchy, purple-coloured flower, acts as a fast-acting paralysing agent if inhaled. Paralysis quickly sets in and leaves the taker able to slowly breathe but completely unable to move, and only barely make a sound above a mumble.

Due to its fast-acting nature, this Toxin is used to subdue others by blowing a dose of the powder into their face.

Feklock

The leaves of this forest creeper can be pulped down to produce a dark green liquid, a potentially deadly Toxin that onsets after 2 hours, causing 3 Damage per hour for 8 hours.

When added to a victim's food or drink, only a slightly sour aftertaste may be detected, but only those trained to be wary of such Toxins are likely to notice.

Forest frog venom

This forest-dwelling amphibian secretes a toxic residue that makes it highly poisonous to any predators foolish enough to eat this bright yellow frog. Harvesting this Toxin requires skill (Average Grit Roll for a local Hunter, Hard for non-native Hunter, or Very Hard for anyone else) and those who try and fail are sometimes killed by exposure to the Toxin. When smeared on a sharp weapon, it produces a dangerous injecting Toxin that comes into effect in 20 seconds (40 AP).

Kherub

The fruit of the Kherub tree is similar to the coconut. When broken open, a slightly sweet liquid is found within. When drunk, after 5 minutes the user's vision blurs slightly, and they stagger and slur as if drunk, and this state lasts for 3 hours. Not a wholly unpleasant experience, but while under the effect the user is on a -2 to all d20 rolls. If mixed into food or other drink, the taste may be detected by those familiar with it.

Schlecht fruit

A bush usually found in flat grasslands. Its fruit, a deep orange colour, resemble raspberries. These can be ingested raw or added to a meal, though the cook would have to go to great lengths to entirely conceal their bitter aftertaste. The Toxin onsets after 2 hours, causing 2 Damage per hour for 10 hours, and the victim suffers unpleasant pains in the gut throughout.

Spider venom

This Toxin comes from a large, hairy arachnid about the size of a dinner plate. It uses its toxic bite both to hunt and defend itself.

The process of 'milking' the spider for its venom is a tricky one (same requirements and risks as Forest frog: see above) but if successful, its sticky resin can be used to coat weapons, increasing their lethality.

LEGENDARY

Bila blossom

The blossom of the Bila bush, a very rare plant most often found in mountainous regions, can be added to a victim's drink or food, leaving only a hard to detect, slightly salty aftertaste.

Caddle

A form of algae, very difficult to locate, only appearing in fresh water in very exacting conditions. If harvested, it can be treated and reduced to a powder which, when inhaled, paralyses the recipient. While paralysed the victim cannot move or make any sound, and has no sensations in their body.

Etium

A small red flower, long known for its narcotic effects and addictive nature. After harvesting it can be refined to a resin, and when smoked it creates a profound sense of peace and comfort. Once the Toxin has been experienced,

it is very hard to resist the desire to return to its warm embrace.

Those withdrawing from its effects feel full of despair.

Gold lotus

The petals of the golden lotus are a rare and expensive narcotic that sends the user into a deep slumber. All who take the substance report the same vivid dream of wandering the halls of some otherworldly palace populated by alien beings.

At the drug's peak some users have reported discovering a huge door at the end of a great hall, inlaid with obscure runes. None are known to have managed to open this door within their dream, but are compelled to return and try again.

Lord's last

Much sought-after by assassins, the Lord's last is the root of a flower said only to be found growing near entrances to the Spirit realm. When dried, it can be crushed and mixed into food or drink.

An insidious property of this Toxin is it improves the flavour of whatever it is mixed with. It is very slow acting however, but usually deadly, causing 5 Damage per hour for 12 hours.

Mamba venom

This snake is avoided at all costs by those that know the reptile. Its bite injects an often lethal dose of Toxin, causing immense pain to the victim. See Forest Frog for requirements and risks of harvesting.

Utsaah

A granular substance, made from the roots of a marsh shrub. When inhaled the world begins to blur and shift, traces of light seem to follow any moving object, and the world itself seems to distort and flex. It leaves the user barely able to function as the world pitches and spin about them.

Viper venom

This Toxin is both fast acting and almost always deadly. Very few creatures hunt Vipers without greatly endangering themselves. Its Toxic bounty can be harvested (see Forest Frog for requirements) and used to coat weapons.

CHAPTER 5: SHOP

CONDITION KEY

Note that this key applies to this book only; the Core Book or other expansions may use different Condition letters.

Letter	Condition Meaning	Letter	Condition Meaning
a)	If declared, can be used to Entangle (see CB p137)	g)	AP cost divided. First figure is AP cost to aim and fire, second figure is AP cost to reload
b)	+2 to Blocks (see CB p137)	h)	+1 to Attack Rolls and Damage if using Tenderiser/Hobbler Core Skills (see CB p95)
c)	+2 to Attack Roll when using "Disarm" Core Skill (see CB p95)	i)	Hit allows attacker to pull victim Downed (unless victim >1 size larger than attacker – see p7)
d)	If using "Pummeller" Core Skill (see CB p81) PD doubled, or tripled if PD rolled naturally	j)	Weapon is attached to attacker by rope/chain, allowing missed attacks to be reeled in and thrown again.
e)	gets Thrust/Trigger in frontal combat (see CB p136)	k)	+2 to Attack Rolls vs unarmoured or light-armoured opponents
f)	Only usable from horseback	l)	Gains no bonus to Attack Rolls or Damage from high Brawn

WEAPON TABLES

MARTIAL / IMPROVISED

Weapon	Type	Cond.	Poor	Standard	Fine	T.T.	S.T.	R.T.	M.T.	Damage	PD	Durability	Size
Bo	Blunt		9gp	18gp	36gp	7	6	5	4	d6+1	2	5	L
Kama	Sharp		6gp	12gp	24gp	4	3	3	2	d4	1	5	T
Nunchuku	Blunt	(a)	3gp	6gp	12gp	5	4	4	3	d4	1	4	S
Tonfa	Blunt	(b)	1.5gp	3gp	6gp	6	5	4	3	d5	1	4	T

ONE-HANDED WEAPONS

Weapon	Type	Cond.	Poor	Standard	Fine	T.T.	S.T.	R.T.	M.T.	Damage	PD	Durability	Size
Arming sword	Sharp		35gp	75gp	150gp	6	5	4	3	d8+1	2	8	M
Bearded axe	Sharp	(c)	20gp	40gp	80gp	7	6	5	4	d8	2	7	S
Cudgel	Blunt		3gp	6gp	12gp	4	3	3	2	d4	1	6	T
Jian	Sharp		25gp	50gp	100gp	5	4	4	3	d8	2	8	S
Kanabo	Blunt		30gp	60gp	120gp	7	6	5	4	d8	3	6	M
Rondel dagger	Sharp		12gp	24gp	48gp	4	3	3	2	d4	2	8	T
Tekkan	Blunt	(d)	20gp	40gp	80gp	6	5	4	3	d6	2	7	S
Wakizashi	Sharp		22gp	44gp	88gp	5	4	4	3	d6+1	3	8	S

TWO-HANDED WEAPONS

Weapon	Type	Poor	Standard	Fine	T.T.	S.T.	R.T.	M.T.	Damage	PD	Durability	Size
Great sword	Sharp	60gp	120gp	240gp	8	7	6	4	d10+1	3	10	G
Katana	Sharp	50gp	100gp	200gp	6	5	4	3	d8	4	8	L
Tabarzin axe	Sharp	40gp	80gp	160gp	7	6	5	4	d8	5	9	L

POLE ARMS

Weapon	Type	Cond.	Poor	Standard	Fine	T.T.	S.T.	R.T.	M.T.	Damage	PD	Durability	Size
Boar spear	Sharp	(e)	12.5gp	25gp	50gp	8	7	6	4	d8	4	11	L
Fauchard	Sharp	(e)	25gp	50gp	100gp	9	8	7	5	d10	3	9	G
Lajatang	Sharp	(e)	12.5gp	25gp	50gp	7	6	5	4	d8	3	9	L
Light lance	Sharp	(e) & (f)	22gp	44gp	88gp	7	6	5	4	d6+1	4	7	G
Trident	Sharp	(c) & (e)	24gp	48gp	96gp	8	7	6	4	d6+1	3	9	G
Voulge	Sharp	(e) & (h)	25gp	50gp	100gp	9	8	7	5	d8	3	10	G

SMALL BLADES

Weapon	Type	Poor	Standard	Fine	T.T.	S.T.	R.T.	M.T.	Range	Damage	PD	Durability	Size
Francisca	Sharp	20gp	40gp	80gp	6	5	4	3	6	d8	2	7	S
Kunai	Sharp	10gp	20gp	40gp	4	3	3	2	4	d4	3	6	T
Throwing star	Sharp	10gp	20gp	40gp	3	3	3	2	3	d4	1	6	T

PROJECTILE WEAPONS

Weapon	Type		Poor	Standard	Fine	T.T.	S.T.	R.T.	M.T.	Range	Damage	PD	Durability	Size
Dragon beard hook	Sharp	(a), (i) & (j)	35gp	70gp	140gp	6	5	4	3	3	d4	1	6	L
Rope dart	Sharp	(a) & (j)	30gp	60gp	120gp	5	4	4	3	3	d4+1	1	6	L
Throwing club	Blunt		6gp	12gp	24gp	7	6	5	4	16	d6	2	5	M

BOWS

Weapon	Cond.	Poor	Standard	Fine	T.T.	S.T.	R.T.	M.T.	Range	Durability	Size
Light crossbow	(e),(g) & (l)	9gp	18gp	36gp	3/7	3/6	3/5	2/4	18	11	M
Recurve bow		15gp	30gp	60gp	7	6	5	4	32	7	G
Reflex bow	*	12gp	24gp	48gp	6	5	4	3	26	6	L

* Can be used from horseback while moving; all other bows require the rider to be standing.

ARROWS/BOLTS/AMMO

Weapon	Type	Cond.	Poor	Standard	Fine	Damage	PD	Durability
Barbed arrow (x10)	Sharp		15gp	30gp	60gp	d6	3	6
Bodkin arrow (x10)	Sharp		15gp	30gp	60gp	d6+1	2	6
Darts: Metal (Atlatl) (x10)	Sharp		12gp	24gp	48gp	d5+1	2	6
Shots: Metal (sling) (x10)	Blunt		10gp	20gp	40gp	d6	2	5
Puncher arrow (x10)	Sharp	(k)	15gp	30gp	60gp	d6	1	6

SIEGE ENGINES

Weapon	Type	Cond.	Poor	Standard	Fine	T.T.	S.T.	R.T.	M.T.	Range	Area	Damage	Structural Damage	PD	Durability	Crew
Ballista	Sharp	(e)&(g)	375gp	750gp	1,500gp	10/12	8/10	6/8	4/6	37	--	d12	--	3	9	1
Catapult (large)	Blunt	(g)	675gp	1,350gp	2,700gp	18/20	16/18	14/16	12/14	45	2 r	2d6+2	2	2	11	2

ARMOUR

	Type	Poor	Standard	Fine	Weight	AD	Move	Vision	AP Cost	Durability
Body Armour	Cuirass (metal)	40gp	80gp	190gp	Light	3	-	--	--	4
	Great armour	100gp	200gp	400gp	Heavy	5	-2 ½	--	--	11
	Laminar armour	75gp	150gp	300gp	Medium	4	-1	--	--	6
	Mail shirt	60gp	120gp	240gp	Medium	3	-	--	--	5
	Padded Jack	2gp	4gp	8gp	Light	2	-	--	--	3
	Yushman	85gp	170gp	340gp	Heavy	4	-1	--	--	10
Head protection	Armet	50gp	100gp	200gp	Heavy	2	--	--	--	8
	Kabuto	25gp	50gp	100gp	Medium	1	--	--	--	6
	Mail Coif	15gp	30gp	60gp	Light	1	--	--	--	4
Shields	Oval Shield (b)	12.5gp	25gp	50gp	Heavy	2	--	--	--	8
	Small round shield (a)	5gp	10gp	20gp	Light	1	--	--	--	4
	Wankel shield (a)	6gp	12gp	24gp	Medium	1	--	-	--	6
Key										
<p>Weight: Weight of Armour (determined by Brawn, p26 n the Core Book) AD: Armour Defence; i.e. the bonus it gives against Physical attacks. Move – The reduction applied to Movement when worn. Vision – Minus to Initiative roll whilst worn. AP cost- Action Points deducted from Turn while employed. Durability- The bonus the object has to resist being broken. (a) If used offensively, counts as an Improvised small object (b) If used offensively, counts as an Improvised large object</p>										

MAGIC PROTECTION

	Type	Poor	Standard	Fine	Strength	MD	Spirit Invest	Durability
Magic Clothing	Cape	120gp	240gp	480gp	Medium	4	2	6
	Nazar	60gp	120gp	240gp	Light	2	--	3
	Periapt	80gp	160gp	320gp	Light	3	--	4
	Stang (a)	140gp	280gp	560gp	Heavy	4	2	7
	Shillelagh (a)	160gp	320gp	640gp	Heavy	5	5	8
	Vestment	100gp	200gp	400gp	Medium	3	--	5
Magic Hat	Fez	30gp	60gp	120gp	Light	1	--	3
	Pointed hat	80gp	160gp	320gp	Heavy	2	--	6
	Skull cap	40gp	80gp	160gp	Medium	1	--	4
Magic Marks	Anointment	240gp			Medium	3	1	--
	Kindred mark	160gp			Light	2	--	--
	Mystic rune	320gp			Heavy	4	2	--
Key								
<p>Strength: Strength of magic attire (see “Wit”, p27 in the Core Book). If too strong for character, has no effect. MD: Magic Defence: the bonus it gives against magical attacks. Spirit Invest- Amount of Spirit reduced from total while worn/marked. Durability- The bonus the object has to resist being broken. a) Must be wielded to gain its MD bonus, and magic can be directed through it</p>								

REMEDIES

UNUSUAL CURES & REMEDIES

Name	P	S	F	Health restore	Spirit restore	Disease	Treatment	Extra effect	Administered	Onset Time	Duration
Batchslip	25gp	50gp	60gp	d5	d5	-	--	--	Ingested (tea)	30m	--
Bittercup	15gp	30gp	40gp	d6	--	--	--	--	Aspirated	5m	--
Dadarn	10gp	20gp	30gp	--	--	--	--	+1 vs Toxin	Ingested (raw)	25m	6 h
Depoxium	22gp	45gp	55gp	d5	--	+2	+2	--	Poultice	30m	--
Gamic mold	20gp	40gp	50gp	--	d8	--	--	--	Aspirated	1m	--
Khor's heart	20gp	40gp	50gp	d8	--	--	--	--	Directly to wound	15m	--
Nothe root	15gp	30gp	40gp	--	d6	--	--	--	Inhaled	10	--
Raddimust	15gp	30gp	40gp	--	--	+3	+3	--	Ingested (raw)	1h	--
Rawstberries	10gp	20gp	30gp	2 (FQ)	--	--	--	Awaken	Inhaled	15	--
Wirrn	30gp	60gp	70gp	--	--	+4	+2	--	Ingested (tea)	2h	--
Zaffadil	25gp	50gp	60gp	--	--	--	--	Astir	Ingested (tea)	1 h	4 h

LEGENDARY CURES & REMEDIES

Name	P	S	F	Health restore	Spirit restore	Disease	Treatment	Extra effect	Administered	Onset Time	Duration
Blue Doxy	20gp	30gp	55gp	--	--	--	--	+2 vs Toxin	Ingested (tea)	20	8h
Brodha	30gp	60gp	70gp	d6	d6	--	--	--	Inhaled	20	--
Cerabil leech	N/A	100gp	N/A	1ph	-1p6h	--	--	--	Contact	1h	Until removed
Dimeger grub	N/A	100gp	N/A	-1p6h	1ph	--	--	--	Contact	1h	Until removed
Gloom cap	55gp	100gp	110gp	--	--	--	--	see p27	Aspirated	10m	6h
Nather's milk	25gp	40gp	70gp	--	--	--	--	+3 vs Toxin	Ingested (raw)	5m	12h
Ragnum moss	40gp	70gp	110gp	d6	--	+4	+4	--	To wound	5m	--
Regalbud	30gp	50gp	70gp	--	--	+5	+5	--	Poultice	30m	--
Sanis chow	25gp	50gp	60gp	d10	--	--	--	--	Inhaled	5	--
Shackir	15gp	30gp	40gp	2 (FQ)	--	--	--	Awaken	Inhaled	3	--
Vortual	100gp	200gp	210gp	--	--	--	--	Know magic	Aspirated	10	--
Wiggins wort	25gp	50gp	60gp	--	d10	--	--	--	Aspirated	10	--

Key

Health restore- Points of Health restored (by dice roll)

Spirit restore- Points of Spirit restored (by dice roll)

Disease- Bonus to Disease check

Treatment- Bonus vs Grit drain from Disease

Onset- Time that elapses before it comes into effect

P: If a **Poor Quality** product is used, there is a 1 in 3 chance that it has no beneficial effect. (When taken, roll d6 – if result is 1 or 2, it has no effect)

S: **Standard Quality**, no reduction

F: If **Fine Quality** product is used it usually gains +2 to its effect (+2 to Health/Spirit restore, or +2 to Disease Check etc.) Exceptions are noted in the full description pp26-27

BLACK MARKET

TOXINS

Unusual Toxins

Name	P	S	F	Potency	Injected Damage	Ingested Damage	Impair	Concuss	Administered	Onset	Duration
Asakti	25gp	40gp	50gp	6	--	--	-2	AP	Aspirated	2m	25m
Desita	35gp	70gp	80gp	9	--	--	--	Sleep	Aspirated	20	1h
Faisy	30gp	60gp	70gp	6	--	--	--	Paralyse	Inhaled	15	5m
Feklock	25gp	50gp	60gp	7	--	3ph	--	--	Ingested	2h	8h
Forest frog venom	40gp	80gp	90gp	6	2d4	--	--	--	Injected	30	--
Kherub	20gp	40gp	50gp	8	--	--	-2	--	Ingested	5m	3h
Schlecht fruit	35gp	70gp	80gp	5	--	2ph	--	--	Ingested	2h	10h
Tarantula venom	35gp	70gp	80gp	5	d5+2	--	--	--	Injected	20	--

Legendary Toxins

Name	P	S	F	Potency	Injected Damage	Ingested Damage	Impair	Concuss	Administered	Onset	Duration
Bila blossom	45gp	75gp	100gp	13	--	4ph	--	--	Ingested	1h	8h
Caddle	45gp	80gp	90gp	11	--	--	--	Paralyse	Inhaled	5	10m
Etium	35gp	60gp	70gp	14	--	--	-4	--	Aspirated	10	3h
Gold lotus	50gp	90gp	110gp	16	--	--	--	Sleep	Aspirated	instant	20m
Lord's last	55gp	100gp	120gp	15	--	5ph	--	--	Ingested	12h	12h
Mamba venom	90gp	160gp	170gp	11	2d8	--	--	--	Injected	25	--
Utsaah	50gp	80gp	90gp	11	--	--	-3	--	Inhaled	Instant	5m
Viper venom	80gp	140gp	150gp	10	2d6+2	--	--	--	Injected	12	--

Key

Potency: Strength of Toxin

Injected Damage: Damage caused after onset time.

Ingested Damage: Damage caused per hour after onset time

Impair: Minus to victim's d20 rolls

Concuss: Type of incapacitation

Onset: Time that elapses before it comes into effect

Duration: Time that effects last for

P: If a **Poor Quality** product is used, there is a 1 in 3 chance that it won't work. (When administered, roll d6 – if result is 1 or 2, it has no effect)

S: **Standard Quality**, no reduction

F: If **Fine Quality** product is used it gains +2 to its potency.