

The Midheim Compendium 5 Pre Release - Masters of War

Stories of war for times of peace

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Prologue

The Gods brought destruction onto the worlds they claimed as their own. In their hatred for each other, in their greed to possess all that is magical and control all nature they knew no borders and fought everlasting. Yet, with almighty power the eternal struggle could not be resolved – ruins remained, with all the gods weakened, their dreams crushed by each other. In the helm, in the middle of all that is and was one stone remained untouched, ever vigilant, unnamed by the gods but only by the mortals. It stood there, from the beginning, even before the first god decided to be more than a nebula. It was this stone that had given birth to the first life.

Every being possesses a spirit, some larger, some small, yet all of them able to draw from the ever present magic that was left behind by that nameless first being that gave birth to his children: the gods. These gods are made of this magic entirely, it forms their bodies and minds, with the endless desire to obtain all of it, control all magic. This is what sparked their war and this conflict was what ultimately made them lose control, bleeding their essence into the worlds. With time two things happened: natural life became more advanced, resulting in intelligent species that would use speech, tools and ultimately learn to control parts of the magic around them. For these species and the other beings that were able to make use of magic this power presented itself in a different way than for the gods: magic was tied to the natural world in a specific way, either by being tied to the cycles of the Elements, the power of life and light or the strength of death and darkness. Later they would discover a fourth type of magic, the arcane, tied to the randomness and the spheres in between, the magic of the empty space. For the gods however all magic was the same, complete, not tied to conditions. This magic can be called Glitter, an equal combination of magic, a whole of what is divided. Usually elemental and arcane, light and darkness magic do not mix, like water and oil, but in the Glitter they all become one.

When the gods noticed that life had grown to a point where beings would use the magic that they claimed for themselves they first got angry and tried to destroy nature in their unstoppable wrath. However when they killed the beings that had learned these powers the gods themselves suffered and they could not reobtain the power these mortal beings had acquired: all magic was connected through the dying wish of the first being and would flow freely through the universe, evermore. The gods were dying and killing off nature would only accelerate this process.

So in the face of their slow but steady disintegration the gods rested their conflicts for the first time. They had to find a way to reclaim the magic that was escaping them and in these moments of their peace they found a solution: if these mortal beings would just give their magic to the gods they could regain the steadily lost power through nature, by having mortal beings pay tribute to them by prayer. They accomplished this by, instead of destroying them, coming down to the mortals and bestowing onto them greater powers. A contract was formed thus, as in return for greater powers the mortals had to return some magic via prayers and themselves upon their death. The gods promised afterlife and rebirth, the mortals their loyalty and faith.

It was then that the gods noticed they could not create life themselves, but they only had the power to alter it. Their magic was not natural life, and nothing would change that.

They would bestow blessings on the mortals and the mortals would pray to them, creating a link, a connection that not only returned some magic back to the worshipped gods but also allow the gods to control the spirits of the dead.

Long before, the gods had built alliances based on their age and relation to one another that resulted in Pantheons that stood against each other in this eternal fight. Now these alliances would together create their own worlds for the mortals and alter them to their own creation. Yet, this balance remained unstable and after uncounted centuries the gods started to battle again. This time they would target each other's creation, as it had become the source of their power and essence. The gods had failed to see that their alterations to life had in turn altered them also. They had suffered a great loss of power, their Glitter remained stable but was greatly decreased compared to the first days.

It was in this war that most planets were ravished and reduced to ruins where the mortals suffered and the gods feared that, ultimately, the links would be broken and their slow death would start again, much faster this time, with no solution in sight.

The mortal races themselves managed to escape this everlasting war and the ruined worlds: through all connected magic they, some with the help of their gods, created portals that would take them to the first world where life had begun, the Planet of Uhn. When the gods saw that this was possible instead of stopping the migration, they decided that once more they had to halt their fighting. They assisted their creations to inhabit Uhn and created a new rule, a new condition to all magic, a rule for the gods that would ensure their sustained existence but that could also serve a resolution to the eternal combat between the Pantheons:

It was decided that no god could directly influence the Planet of Uhn and that if one Pantheon would be worshipped by too few mortals on Uhn their gods had to accept perishing. Ultimately, so the gods believed, only one Pantheon would remain. And so a great barrier was erected, protecting Uhn from almost all godly magic, while the links remained, and all the gods would set their watchful eyes on the success of their creation on the Planet. Sometimes they were able to choose mortals as their champions and bestow minor blessings onto them, sometimes they could visit mortals in their dreams when the spirit of the mortal would leave the barrier by themselves and some managed to send Spirits to the planet, mighty godly servants. In one attempt to suppress the mortals some of these servants, called entities, went mad and rebelled against both the gods and the mortals. Sealed away below the planets surface these entities remain chained, slumbering with their own dreams of godhood and revenge against their creators.

The continued existence of the gods had become ensured and slowly the existence of nature had become a game for them, but one where the gamble was their own survival.

But for the mortals of Uhn centuries passed and life was still the same, short but hopeful. Only few of them are aware of the Contracts they have with the gods, or the barrier that divides them for their own good. Some fight and council to uphold the barriers, while some seek to destroy it from within.

For now however we will focus on how the mortals lived in a specific part of the world of Uhn, the continent Midheim, with its many diverse species, its long history (the mortals arrived here first) and most importantly:

the rules that shape its uncertain future...

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Always Remember to have Fun!

1. The Midheim Compendium 5.0

The Midheim Compendium is a classless Pen and Paper rulebook that focuses on versatile character development and high immersion as well as tactical combat both for melee, ranged and spell-based combatants and even those who want the best of all worlds.

The main gameplay mechanics are focused around 20 sided dices and an unique, reliable and elevated character system. This system mainly consists of attributes that reflect physical and mental capabilities and talents/traits, which represent learned abilities and skills of the characters including magic and fighting abilities, so called Manoeuvres.

All these things can be combined freely through a learning-by-doing Progression System that removes the restrictions Levels and Classes bring.

In comparison to previous instalments in the Midheim Compendium series 5.0 takes a step back to its roots: Redefining Freedom of Progression, Choice-Complexity and emphasising Player Choices.

The System is also well suited for those who enjoy challenging combat with higher threat levels and tactics, teamwork and these Heroic Moments that turn the tide in the right Moment, something that has always been the Core of this System.

Roleplaying and high Immersion Levels are the Canvas on which these Features shine. Well defined Characters Profit from the many Talents and Choices that define they Social and Non-Combat Skill Progression.

Whether you know Magic or not, no matter how far you have progressed, you will stay Relevant, Useful and an Integral Part of your Group and will always have the Option to adjust your Strengths, Weaknesses or change the Direction your Character is going into completely!

The dice system has been reworked to make it more beginner friendly and more importantly, more robust, easier to use, less math heavy and more responsive.

You can tell easily if a roll should have been a success and quickly get Feedback if you are good enough or still need to improve your Skillset.

The damage model has been reworked too, introducing an approach that many veterans of other systems will also enjoy. You deal very reliable damage amounts and every invested Skillpoint is felt immediately.

Old Mechanics like the Perfections remain are expanded upon with the new Resolve feature for that certain Midheim Feeling of Finesse, Skill and Heroism.

Hopefully you find enjoyment exploring the Midheim Compendium. And if you have Feedback, Critique or perhaps even Stories of your Adventures with this Ruleset:

Please do contact me! I very much appreciate any Opinions and Perspectives on the System and I seek to improve it further in the Future!

Yours truly,
David Kleykamp

The middle of the known World.. Midheim is the crown Jewel of our Planet...

2. Midheim

What Midheim is you ask? Hah, it's the place ill bring you! Where you will hunt for coin, glory or whatever satisfies your judgement or hunger for adventure. Working your way up the ranks of the adventurers can be a dangerous task! You may die on this continent, very quickly even if you are not careful!

Would not surprise me. Midheim can be a harsh place. From the Northern Giant Realm high above the Sea of the Moon, through the great Empire of Mundus and its massive Port Metropolises, to the free and wild men of the Gothic Kingdoms, dwelling in their Forest Homes and on the untamed Plains on which they build their Wooden Cities;

over the fields of quiet, calm, peaceful and almost forgotten Qwornland and its Olden Tax Towns or even through the dangerous Western Swamps where on the Coastlines fluorescent Corals shine at night and the Amphibious Morangi dwell in Ancient Temples;

to the Peaks of Dwarven Clan Mountains, through their river filled valleys and the many mines that tunnel below the towering Stones that are protected by they Iron Phalanx;

next to the many feudal Kingdoms of the Second Men, speaking the many dialects of the Freikand Tongues; along the Mighty Midstrom River that splits the Continent like an Ocean itself to the Hairy Gnomes, their Trade Republics at the Sea of Gold, with their humongous Hats, different for both profession and wealth;

even across the Everlight Mountains to the Realms of the Albs with their tremendous arcane knowledge that makes their cities float, much unlike their brethren in the Woods of the E'alven who see such magic as frivolous in light of their superior bond to nature and the gold bearing trees they have been blessed with;

and all the way back to Mundus, the largest Metropolis of the Continent, sat on an island that is a perfect circle created by old High Elven Magics, the Capital of the great Northern Empire that was

founded after the Great War of all People had engulfed the Continent for decades and is till remembered so many hundreds of years later.

Much uncharted or forgotten Wilderness, countless richness and adventures await!

And all of it is stock full of dangers, mysteries and glory.

I'm sure you will find many contractors there, or friends even, if that's what you are searching for.

Money? Power? Knowledge? It's all out there, I promise you.

Go look for it, and if you find it, remember who brought you here... always repay a debt!

3. Dice Rolls

*Attempting something with an uncertain outcome? Generate a Chance
and roll the dice for success!*

Aaah, Welcome. We have a thing for fresh meat here! An adventurer you call yourself? Then be careful, because I am about to explain how this world works. And don't worry, you can always come back. But each time will cost you coin, understand? Good. Let's go then, we don't have all day!

Life here is a game of Chance alright. Each time you attempt something that has an uncertain outcome, you will calculate your chances of success. Usually, you will know how to calculate that Chance. If you don't know right now, don't worry, you will learn! There is a Chance for everything, and you will always now how high your Rate of Success will be based on how good you are at certain things. But you will learn that, too. Life really is about learning, isn't it?

Knowing your Chances is essential for survival. When someone is out for your Blood you will often just ask yourself... How Strong and Dexterous am I? How Intelligent and Charismatic? Always two things that come together you know! Two Attributes make a whole, and if you are Talented or Skilled in your task you will have better Chances!

Of course, some things will depend on more factors. You may have the high ground, or have a particularly smart thing to say for a certain situation. Much is open to Interpretation really. Life is a

Story, also.

Don't worry if it's a bit fuzzy so far. Just take your chances and if you land out of the boundaries of your Chance you will fail, and trust me, that will happen. More often than not I am sure that you will find Success. Especially in the things that you specialize in.

But be careful! Often, especially if something is at stake, your Chance may compete with those of others. You will need to be better than whatever you are up against – a ferocious defence, a stubborn tradesman, a lying cheat, a well hidden trail, or this stupid gnomish lock that just won't open. They have their chances and difficulties too.

Are you following so far? You certainly don't look like it. I guess some things cannot be learned, huh?

When your Chance is under 20: You Roll a 20 sided Dice and whatever you roll is your Chance Result.

If your Result Exceeds your Chance you have failed!

3.1 Chances

Let me give you an example, it will clear things up, I am sure! Let's say... you want to open a lock. This lock here. No, not the one to my heart.

This one over here, to my personal treasure. Don't worry, I can assure you the chest is mine. You Thief, I know what you are thinking! But let's not get ahead of ourselves.

Opening a lock usually requires some Talent and a Lockpick, but let's say you have both of those things. So, what do you need to open a lock? I would say It requires Focus and Dexterity. You need to have high concentration, a good ear and have good and precise motor skills.

So, to calculate a chance, you just add those two attributes together and add your modifiers that you get from various, optional Talents and bam!, you know your Chance. Nifty. But what's next? Rolling the dice of course, the best part.

So your Chance is 15? Not bad for a beginner. If you roll the 20 sided dice now, you need to score exactly 15 - or lower - to succeed! But be careful... this is a tough lock! It requires at least a result of 10

to open. You don't like those odds? Well, too bad. Some things will be hard, especially at the beginning. But maybe with some training or a better lockpicking set you can come back and open this up.

What, you miscalculated? You actually have a Chance of 23? Good for you... Well, things change drastically in that case...

See, the dice obviously only has 20 sides, but your chance is already higher than that. The solution is easy:

We take the chance and put everything above 20 to the side. This will be your Base Result.

Then we can roll the dice as if our Chance is 20 yielding the Dice Result.

Now, to know your Total Result you simply add the Dice Result and the Base Result. Easy, isn't it? And you may already see how much it will benefit you to be skilled at certain tasks. Every point will count!

In the example with 23 the 3 would get left over, it's your new Base Result. Try to imagine the lowest possible result of this Chance and then tell me why it is 4.

You got it?

If over 20:

$23 \text{ (Chance)} - 20 \text{ (The Dice Chance)} = 3 \text{ (Base Result)}.$

Dice Role yields X.

$3 \text{ (Base Result)} + X \text{ (The Dice Result/Check Result)} = \text{Total Result}.$

For the slow ones:

Let's say you rolled 11 on your 23 Chance.. It's just $11 + 3$ now! 14! Oh no, you opened my treasure. If you dare to take any of it we will move right to the combat section...

Well in case you don't want to do that I want to teach you some words that will come in handy.

If you encounter a task with a result that checks your Skills or Talents you will have to take a **Chance**.

Attempting to open my treasure chest is a lockpicking **Chance**. Chances are either skillbased (fighting and magic) or talent based (pretty much everything else). Some Chances will only rely on your

attributes.

Every Chance yields a **Dice Result**. If you went over your Chance it defaults to a failure, or 0, if you will.

Many Chances will also have a **Base Result**(the amount over 20), a flat value that you add to the **Dice Result**, yielding the **Chance Result** – the overall result of the dice throw and your Base Chance.

The higher your Chance Result the better - as long as you did not fail.

To sum it up, as i can see that you are impatient:

If the Check Result is higher than your Chance, you failed. If it is the same as your Chance, you got the best result.

Everything below or equal to your Chance is a success, but the higher the better, as you often need to beat a rivalling Check Result, or flat Threshold, like with this lock.

Don't worry, there will be more examples.

Lets move on!

*Remember your Chance and your Result.
Compare the two and you know how you did!*

3.2 Critical Results

There are two special cases that can happen whenever you take a Chance: you can either score a **1** or a **20** on your **Dice Chance**. For us, a 1 is the result we call a **Critical Success**. Not only does a 1 yield you the highest possible dice result, it also means you make something great happen! A 1 is always good in a Chance.

Let's see if you already learned something – if you throw a check where your Chance is 25 and you roll a 1, and a 1 always yields the highest possible dice result, what is your Result?

That's right, it is 25.

Let's move on the more unpleasant part: the 20.

Whenever you roll a 20 in your Dice Chance and you do not have any Base Chance you not only fail, but also something terrible will happen as a result of your Chance. If you do have Base Chance on the

Check and still roll a 20, it is as if you rolled a 0 + your Base Chance. In this case you must roll again just to check if you would roll another 20. If this happens, something super terrible will happen. Otherwise, you are fine, apart from yielding a 0 and whatever terrible thing fate has prepared for you, of course.

I prepared a small list of examples of what can happen on critical successes and failures for you. Nothing is set in stone of course. I'm sure you will find some wonderful ways to fail.

*A 1 Always yields the highest dice result.
20 Yields a Critical Failure if under 20 Chance and a 0 if there is a
Base Chance!*

Action	Critical Success	Critical Failure
Social Interaction	• Positive modifier on the check result • Friendly interaction, extra information • A positive modifier on the next social check • A discount in a trade • A lucky coincidence occurs	• Negative modifier on the result • Negative modifier on the next social interaction • Extreme social embarrassment • Unwanted provocation, inappropriate manners • A higher price in trade • An unlucky coincidence occurs
Craftsmanship	• Higher quality result • Lower material cost	• Destruction of crafting material or tools

	• Lower time investment	• Higher material costs/time investment • Lower quality result
Perception, Investigation	• Noticing hidden details • Positive modifier on the next check • Temporarily improved senses	• A wrong conclusion while being sure of succeeding • Sense of security • Confusion • Negative modifier on the next check • Distraction
Physical Actions (climbing, sneaking..)	• Positive modifiers • Less fatigue/No fatigue • Higher speed	• Falling • Extra fatigue • Negative modifiers • Lower speed

3.3 Threshold Chances

Almost all Chances have a Threshold – some Thresholds are the Chance Results of others, some are the Property of an Item or Thing you interact with!

Almost all the time your success in a check will be weighted, be aware of that.

As in the previous lock example, there will often be a Threshold for you to overcome. It will not be enough to just succeed with the lowest possible value, no, you will need to reach a certain value with your check to not only succeed the attempt, but also yield the result that you want to reach.

This is especially true if you enter a social or combat encounter with someone. Lets say you are a lying cheat for example:

You are trying to tell me a lie and I'm not naïve enough to buy it just like that.

Your Chance for telling a successful lie is Charisma + Intelligence. Perhaps you are a skilled liar and get a small Bonus. Lets say your Dice Chance is 18 and you score a Check Result of 10. Not bad!

Now I can try to detect your lie, and I, being a skilled reader of people but using Charisma + Focus, have a Dice Chance of 15.

I detect your lie if I score a Result between 11 and 15. If I would score a Result of 16 or higher I would fail because I cannot sense anything.

If I would roll 9 or lower I would maybe get a glimpse or a gut feeling, but no clear detection, your lie would be too good.

The last case is that we yield the same Result, both of us have a total Result of 10. In that case we have to move to a Tie-break...

3.3.1 Tie-break

If we score a stalemate there will be a simple solution: we both roll another 20 sided Dice and whoever yields the highest result succeeds the check. So if we both score a 10 Check Result in the example above we would have to do a Tie-break. I roll a 20, of course, and you a 15. My 20 is higher, critical successes and failures do not apply to Tie-breaks, so I will detect your lie!

Hit Point Checks are Checks where you need repeated successes to decrease a certain Value to 0!

3.4 Value Chance

There is one more variant of Chance that you should know about!

They are called Value Chances and like Thresholds you need to score as high as possible. But instead of being successful the first try, Value Chances most often require you to succeed multiple times: There is a Value assigned to the Task that you need to decrease to 0. Each time you succeed your Check Result will lower the Check Value.

Lets say you are trying to treat someone who is sick or poisoned. The Infection or the Poison may have a Value associated to it, let's say 120. That would be some pretty dangerous stuff right there. Each time you treat the patient with spells, alchemy or medicine you roll a regular Chance or apply the Medicine and decrease the Value by the Result. When The Value reaches 0 the patient is cured!

Value Chances are rare, but they have a variety of uses. You will see them most often with Sicknesses and Poisons, but perhaps also with magic or when you are in chained in captivity.

3.5 Modifiers

Consider the Circumstances of a Chance. Should it be made easier or harder? Add a modifier to the Chance!

Now for something fun! Let's talk about circumstances that influence your Chances! Under good circumstances, for example if you have a great lockpicking tool or if you are very skilled at lockpicking, your Chance of succeeding will increase by a certain value.

But there are other circumstances that can also influence certain Checks. It is always a question of context:

Is there a time window that needs to be kept? Are there other forms of pressure? Did you attempt something like this before? All these things can influence your Chances. If we answer yes to any of these, or other contextual circumstances there should be a modifier added to your Chance.

Modifiers can both be negative and positive. They will simply heighten or lower your Chance by a certain value. You can also stack modifiers to get a more varied result. There can be multiple negative and positive modifiers influencing your Chance of success.

How does this work in practice you ask?

Okay, imagine you are still trying to pick my treasure chest. But you know I won't be around for a long while, so you have a lot of time.

This would give you a positive modifier of +2 to your Chance. Even if you miss a pin a couple of tries, as long as the pick does not break you can try again without feeling rushed.

Lets imagine you have never attempted something like this before, or perhaps it very dark and you can barely see the lock. This would give you, for example, a negative modifier of -3.

Adding both modifiers you would be left with a -1 modifier to your chance. If your Chance really was 23, it would be 22 now.

In very rare cases there can be result modifiers. They change your Check Result instead of your Chance. So if you score a 18 on a Check but have a -3 result modifier you would score a 15 instead.

3.6 Assisting

Heh, of course, hopefully, you won't be left alone in this harsh world. So, if you attempt something, others may help you!

And since you are a kind hearted person I am sure that, from time to time, you will assist others too. Only people that are somewhat skilled in whatever they are attempting can be of assistance however! This means that they need a certain Talent applicable to the situation to assist.

If they can help, each Individual that helps will grant you a positive modifier.

Remember that not more than 2 people can be of assistance at the same time - too many cooks in the kitchen ruin the meal!

Of course someone can also throw a check for you if you let them. You must allow it beforehand!

3.6.1 Group Checks

Ah well and then there is the infamous party attempting something together. Im sure you will find a lovely bunch of utterly sane and trustworthy compatriots as well, or perhaps you are even thinking of these fools right now

Often it can be very beneficial to test each member of a group individually, but sometimes you really want to see how they perform as a unit.

In this case it is most elegant to just count the successes and compare them to a number of required successes – under the premise that **each member has the opportunity to sacrifice some of their Chance to boost the Chance of ONE other person** by the same result.

Let me tell you, it will really grind their gears to make the choice of whom of their favourite liabilities they help. Especially since they must make the choice **before they throw the dice...**!

3.7 Perfection

Chance and Fate are the same sometime, but who doesn't hate that fact? Listen newbie, in Midheim you really want to be master of your own fate, but since you are still listening to me that probably won't work out. This here is a damn dangerous world.

Ill pay ya back by telling you a trick I have learned along my travels through this beautiful place...

Believing in something does jack shit. You need to be skilled. And hey, if you are skilled enough, you might just achieve Perfection. At least sometimes and only if you actually know what you are doing: to use a perfection on a Chance you must have a Talent or Skill associated with it.

What a Perfection does? Simple. Ignore the Chance! Whenever you make use of one of your Talents or Skills you can behave like you rolled the highest possible result. A guaranteed success. Because you have earned it. But take note! If you ignore lady luck she will also deny you the critical success - and your resources are limited.

Be the master of your Fate: spend Perfections to ignore a Chance for an automatic success.

And don't forget! Once you strike a deal with Chance, Perfections can not undo the Results..

Also lets starters only have one Perfection a day. You will also only regain one per day even if you are potentially more perfect than that. Stress is a real killer!

And as always, make sure you survive till dawn, for your powers will return with the rising sun, as the sunlight touches you, the darkness may fade.

But in the dead of night, in the twilight of the full moon forests, between the grueling graveyard gates, even down the steps of a forgotten tomb - remember that the true power to banish the haunting shadow us death that grasps for us all comes from the inside...

Quite poetic, heh?

3.8 Resolve

Never give up!

Survival requires plans. You should have a Strategy and apply smart and precise use of force.

Brute force if you must.

It is not always necessary to strike with all your might when your target is already subdued. If you strike the helpless Bandit whose ankles you broke with a critical success when he is begging for mercy it might feel wasted and hurt especially when you get haunted by his wallowing soul just days later.

Therefore, some situations can or should be resolved! Every time you score a 1 in one of your Chances you may save this Result for later and instead reroll the dice with the same Chance, accepting that the second Result is the real one.

Resolve saves a Critical Success - to later turn any Chance into one!

This way you gain Resolve. Beginners can only have one resolve at a time. The saved Resolve can be used to turn ANY later Chance and even a not-so-great Result into a critical success. Resolve cannot be shattered or broken, it stays with you until you use it.

Resolve is the fire that keeps Adventurers going. Hey maybe it's even the thing that got them into Adventuring in the first place. A reward for their deeds and the ace up their sleeves, a card to turn the tide and a path towards your goal. So always remember to kindle the embers.

3.9 Rounding

Numbers that score .5 and higher are rounded up, .4 and lower are rounded down. That's it. You really should understand this one right away.

3.10 Common Chances

Add two Attributes to create a Skill Check appropriate for the Situation. Don't forget to add your Talents if you have any!

Hehe. You are growing on me the longer you stay.

As a nice thank you I will introduce you to the most common challenges you will be facing during your travels. Well, of course it does depend on what kind of tasks you are undertaking. But nevertheless, you should know how and when to use your attributes in an intelligent and focused way. See what I did there?

Remember that sometimes you can be allowed to have the choice between two attributes or must use a specific one, depending on the situation and your approach. There are often multiple Solutions for the same Problem, so let your Attributes influence the Situation and the Situation the required Attributes.

Check	Attributes
Passive Perception	Your Base senses
Active Perception	Passive Perception + Focus
Sneaking	Mobility + Dexterity/Focus
Investigation	Focus + Intelligence
Crafting	Dexterity + Strength
Fine crafting	Dexterity + Focus
Persuasion	Charisma + Intelligence/Wisdom
Haggling	Charisma + Intelligence
Swimming long duration	Mobility + Toughness
Swimming short duration	Mobility + Strength
Climbing	Mobility + Strength
Acrobatics	Mobility + Dexterity

Tracking	Focus + Intelligence
Orientation	Focus + Wisdom
Burst of Force	Strength + Strength
Persistent use of Force	Strength + Toughness
Calming someone	Charisma + Wisdom
Detecting Lie/Motive	Charisma + Focus
Evaluate Worth	Intelligence + Focus
Decipher Language	Intelligence + Wisdom
Seduction	Charisma + Intelligence
Intimidation	Charisma + Strength
Performance	Charisma + Secondary Attribute
Lying	Charisma + Intelligence
Lock picking	Dexterity + Focus
Hiding	Focus + Dexterity/Intelligence
Detecting magic	Focus + Intelligence/Wisdom
Understanding magic	Wisdom + Intelligence
Studying Text	Intelligence + Focus
Resisting Persuasion	Wisdom + Charisma
Resisting Seduction	Charisma + Wisdom
Resisting negative Effects	Toughness + Wisdom
Communication/Rhetoric	Charisma + Wisdom/Intelligence
Remembering	Wisdom + Wisdom
Flattery	Charisma + Charisma
Quick Hand Movements	Dexterity + Dexterity
Comparing Speed	Mobility + Mobility
First Aid	Dexterity + Wisdom/Intelligence
Medicine	Wisdom + Intelligence
Surgery	Intelligence/Wisdom + Focus

Well. That's it.

You are ready to go adventuring as soon as you figure out who you want to be in this big bad world.

Don't you forget about me! I am sure we will meet again...

When figuring out what to do, you can always say and decide which attribute you want to focus on when attempting a Chance.

Some People like to solve a Problem with their Intelligence, some with their Strength!

4. Character Creation

This Chapter gives you an overview and blueprint of how to build a character!

Adapt, Evolve, Succeed by Spending Attribute Points, Trait Points and Skill Points on whatever you want to learn.

One of the great advantages of the Midheim Compendium is a flexible character system that can be easily adapted to player choices.

The core consists of attributes and talents that represent physical and mental capabilities, skills and knowledge the character has learned and acquired.

The system is expanded through racial traits and other building blocks like Character Backgrounds which supply materials for building multidimensional characters and offer diverse options for a solid foundation to start your progression and adventures from.

The first step to creating a character is picking a starting point from which to progress from. Entry Points are given by **picking and Adventurer Rank**.

This Module gives Players and Game Masters alike easy access to choose the beginning of an adventure or character creation. It stays relevant as it provides players with Titles they can earn,

reflecting their current Strength in the World. In the same vein it can serve as a difficulty scale for NPCs or Monsters.

With Rulebook Version 5.0 the Midheim Compendium uses a more flexible form of Progression by fully utilising the Liquid Progression System. In simple terms **the Liquid Progression System allows you to earn points for successes and failures, any Chance you take may count.** The Successes and Failures can then be exchanged for Points with which you can buy Attributes, Talents, Weapon Manoeuvres and Spells, **freely developing your Character truly based on your Playstyle.**

Character progression is one of the most important features of tabletop roleplaying games. Many systems provide complex Skill Trees and Classpaths. The Midheim Compendium focuses on player freedom, hybrid and focused playstyles alike.

The rewarding advancements a character goes through, both through success and failure, can make hardships worthwhile and provide a sense of growth and accomplishment and a sense of individuality. The Liquid Progression System rewards Characters both for playing to their strengths and trying new ideas. With each solved Problem and every foe overcome, or even in defeat, when they reach the warming campfire, they may reap the rewards of their efforts and learn from both their successes and mistakes.

Characters will feel uniquely different, with differing Statlines and Trait distributions, their own style of combat and magic.

You can be very detailed when working out the mechanics of your character. But everything works out of the Box. There is a lot of Choice, but you will quickly see that picking new Spells and Combat Manoeuvres will develop your Character naturally. So whether you want to go with the flow or meticulously plan your progression: you will be rewarded in any way, as long as you choose what fits your character and sounds right.

No matter if you want to become a Hunter, Smuggler, Barbarian, a dedicated and studied Sorcerer, the most skilled fighter roaming the Lands, a Master of the Elements, a forlorn Spellblade, the righteous Cleric or this weirdly wise but criminally barbaric Shaman... All types of builds are possible: the biggest advantage of the Liquid Progression System is that it allows at any time to shift focus to a new set of abilities.

4.1 Character Creation Checklist

To create a character for a Midheim Compendium based Adventure or Campaign follow this Checklist:

1. Adventurer Rank:

Grab a Character Sheet and write down everything you know so far.

Every Character begins their adventure with a number of Attribute Points (AP), Trait Points (TP) and Skill Points (SP) that are each being used to progress the connected Attributes, Traits and Skills (Manoeuvres and Spells). Flex Points can be exchanged for any of the other Points. Mark down the AP, TP, SP and FP available to you based on the chosen Adventurer Rank and move to step two.

2. Choose a Race:

Each Race or Combination of Races (depending on who your Characters Parents are) will provide your Character with Base Stats and some Race based Traits.

3. Character Backgrounds:

There are many available Backgrounds that you can mix and match to create a history for your Character or accurately recreate your characters life as it happened until this point, providing your Character with some initial life experience, stats and abilities.

4. Spend your points:

- a. You should start by spending all the TP at your disposal. Traits develop your characters strengths and the things they have learned in their past.
- b. Then spend the SP to determine how skilled of a Fighter or Mage you are. Choose a Weapon and Manoeuvres from the Armoury or a Spell Book or two for starters from the Mages Tower. Remember that you can only combine Spells from the same Magic Type (Arcane, Elemental, Light, Darkness).
- c. Lastly, use your AP to increase the base attributes with a Focus on the ones you need most to flesh out your Character.

5. Equipment:

Consult the Starting Equipment Rank and spend your Coin wisely.

6. Finishing Touches:

Calculate your HP, EP, Perception Values, your Martial Ability and your Weapon Stats.

You are ready to go, have fun adventuring, and don't you die on the first encounter!

4.2 Adventurer Rank

Pick a Rank to start with or Progress through the ranks until you become a Hero of Midheim!

Any Character on Midheim has some Experience in life and will fall into one of the following Categories. These Categories, called “Adventurer Rank” determine a character's resilience and status in the world.

The “Adventurers Rank” is used as a starting point for Campaigns and One-Shots: simply decide on which Level you want to start, as each Level provides your Character with Base AP, TP, SP and FP to start their progression from.

During a campaign you will be able to adjust your Adventurer Rank based on your progress. You will achieve the benefits of your new Rank.

You can of course only have one Rank at a time, the effects do not stack!

Keep in mind that the Base Points stated are merely a guideline for character creation!

Base Points are just a guideline for character creation! If you reach a new Adventurer Experience Level during a campaign you can ignore the AP, TP, SP and FP stated.

Greenhorn
● +5 HP, +1 EP
At Creation: 12 AP, 11 TP, 1 SP, 1 FP

So young and brave...

Traveller
• +8 HP, +2 EP • + 1 Passive Perception
At Creation: 16 AP, 13 TP, 3 SP, 1 FP

After the first journey of many to come...

Wanderer
• +12 HP, +3 EP • + 1 Passive Perception • + 1 Perfection per Day
At Creation: 20 AP, 16 TP, 5 SP, 2 FP

Don't you thirst for more..?

Adventurer
• +18 HP, +4 EP • + 1 Passive Perception • + 1 Perfection per Day • + 1 maximum Resolve
At Creation: 26 AP, 20 TP, 7 SP, 2 FP

Time to make a name for yourself!

Sellsword
• +24 HP, +6 EP • + 2 Passive Perception

- + 1 Perfection per Day
- + 1 maximum Resolve

At Creation: 32 AP, 24 TP, 9 SP, 3 FP

Become Midheims finest.

Seeker

- +32 HP, +8 EP
- + 2 Passive Perception
- + 1 Perfection per Day
- + 1 maximum Resolve

At Creation: 38 Ap, 30 TP, 12 SP, 3 FP

Hard times bring in good work, and work is really good right now.

Infamous

- +40 HP, +10 EP
- + 3 Passive Perception
- + 1 Perfection per Day
- + 1 maximum Resolve
- + 1 Character Background

At Creation: 46 Ap, 36 TP, 16 SP, 3 FP

*Oh, aren't you **that** Person?*

Hero

- +52 HP, +12 EP
- + 3 Passive Perception

- + 2 Perfections per Day
- + 2 maximum Resolve
- + 1 Character Background

At Creation: 54 Ap, 44 TP, 18 SP, 4 FP

The King calls for aid, have a seat at his table...

Legend

- +70 HP, +16 EP
- + 3 Passive Perception
- + 2 Perfections per Day
- + 2 maximum Resolve
- + 2 Character Backgrounds

At Creation: 64 Ap, 54 TP, 22 SP, 5 FP

Even gazing upon you is an honor.

Undying

- +70 HP, +16 EP
- + 3 Passive Perception
- + 2 Perfections per Day
- + 2 maximum Resolve
- + 3 Character Backgrounds

At Creation: 80 Ap, 70 TP, 26 SP, 6 FP

4.3 Attributes

Attributes, Traits and Skills represent your Characters abilities!

The most important part of a character after who the person is are their base Attributes. These define the fundamental mental and physical capabilities for every person. To give an understanding which attributes are important for which tasks reads following explanation:

Physical Attributes:

- Strength: Defines how much physical power the character possesses, especially for short bursts.
- Toughness: How resilient a person is to damage, environmental effects like coldness and exhaustion, as well as the enduring power of the character.
- Dexterity: The accuracy, quickness and precision of fine motor skills.
- Mobility: How fast and skilful a character can move around on a more macro scale.

Mental Attributes:

- Intelligence: The mental sharpness and how fast a character can learn, combine, and acquire knowledge.
- Wisdom: Mental strength, the ability to use knowledge and to some extent the intuition of the person. The ability to make informed decisions based on previously acquired knowledge and remembrance and memory.
- Focus: The ability to concentrate and observe information and the awareness of the character.
- Charisma: Social competence and the ability to empathise.

Static Attributes:

- Health Points: Your Lifeforce. You become unconscious if you hit 0. Health Points are given by your Toughness * 2, Your Talents and the Base Health of your Characters Race and their Character Backgrounds.
- Endurance Points: How much physical and mental activities you can undergo before you are completely exhausted. EP are granted by Character Backgrounds, the Base EP of your Characters Race, Talents and may be increased by either Wisdom OR Toughness.
- Base/Passive Perception: Your Senses. Your Passive Perception is influenced by your Talents and the Base Perception of your Characters Race.
- Active Perception: The focused and trained use of your Senses. Your active Perception is given by your Base Perception and your Focus Attribute.
- Movement Range: Technically not a true attribute, your Movement Range is always at least 3, but can be increased by your Mobility or Talents.

You can also look up how the Attributes make up your Character by checking out the Midheim Character Sheet.

4.3.1 Min-Max Prevention

Be mindful of Attribute Constraints!

When distributing Attribute Points a few rules must be kept in mind:

1. Your highest Attribute cannot be higher than 6 + the second highest Attribute.
2. Your second highest Attribute cannot be higher than 4 + the next third Attribute.
3. You can only have one Attribute at 0 unless you, lets say, lose an arm or some other special circumstance like that.

4.4 Traits

A Trait is any character feature that a person possesses, be it positive or negative. This includes racial features, Talents, Injuries and languages! Talents and Languages can be bought with Trait Points, other traits can not be purchased. Keep track of your Traits as they can impact your Chances in the specific Circumstances they apply to.

4.5 Skills

A Skill is an ability you actively use in or outside of combat. This includes Combat Manoeuvres and Spells. Each Manoeuvre and each Spell can be bought with 1 Skill Point each – if you meet the requirements.

4.6 Liquid Progression System

You learn something with every Encounter, Engagement, Success and Failure.

The Midheim Compendium does not use Levels. Instead you gain Successes and Failures for every Session, depending on the Chances that you took. This way you can learn from your prior engagements

in a more natural manner and increase your Character's Abilities from Session to Session, from Rest to Rest. That is the Power of the Liquid Progression System.

When using the LPS in a campaign just create your Character using the agreed upon Adventurer Rank. In its Core the LPS is more about the Ideas the Characters come up with instead of the Outcome, even if the Outcome is still important. Every attempt at solving a Problem, engaging in Social Behaviour or in Combat can be rewarded directly, even if they result in failures.

If the Characters or the Group as a whole perform exceptionally well or if they come up with a Miraculous Solution not even the grandest Master of Fates could have seen coming they might even be rewarded with one of the coveted “Flex Points”, for their disobedience, uh, i mean creativity, of course.

The LPS differentiates between 4 different types of Points which can be divided into the three following:

- Attribute Points,
- Trait Points
- Skill Points
- Flex Points

Each Point is connected to the Characters abilities: the raw Chances of their physical and mental attributes, almost always in play no matter what they do, their Traits and Talents and their Combat and Magical Capabilities represented by their Skills.

Every time Characters use Traits, Skills or Attributes to approach a (new) Situation they may gain either a Success or a Failure in the category. Flex Points can be converted into Successes in any of the other 3 Point Categories and are rewarded for these very special Moments and the well hidden Mysteries found.

ONLY the Game Master can grant Successes and Fails. This means that even if a Character succeeds a Check or succeeds in a Fight they should be rewarded. Maybe the Character has already done the same Task successfully multiple times, maybe the Situation was too easy for them. Maybe they had luck, maybe you only think that you solved it, while in reality they did not. Maybe it is not a good idea to reward a Character for every Chance if they manage to throw the dice 20 times in a single Session.

Never hand out Successes and Failures to your own Character. Of course you may ask for it, especially if you did a great job.

As a guideline it is recommended to summarize any playing Session by calculating Successes and Failures for every Character of a group, supporting the direction of their Character Development while keeping things fair. Be transparent about the Successes and Failures that are being handed out, give each Character a Chance to shine and let the Players chime in if they have the opinion that they should receive additional points for this awesome thing their Character did or this terrible thing they had to endure.

Players must keep track of the Successes and Failures they earned in each Category so they can spent them on new Attributes, Traits and Skills.

Successes and Failures must be finally exchanged for actual Points that can be spent in the corresponding category.

There are fixed exchange rates for these Points:

Points	Required Successes	Required Failures
1 Attribute Point	2	3
1 Trait Point	3	3
1 Skill Point	3	4

Flex Points are exchanged for Successes in one of the other Categories:

Flex Point	Attribute Successes	Trait Successes	Skill Successes
1	4	3	3

If you decide to use the LPS in your Campaigns, create your Character first using the Adventurer Ranks. Afterwards mark down all Base AP, TP and SP that you have spent. Continue to mark down any AP, TP, SP and FP that you receive during the campaign to keep track of your Progression. You are allowed to keep Successes and Failures to exchange them at a later Point.

The Best Moment to spent your Successes and Failures on Points and learn new things is when you stop to rest.

4.7 People of Midheim

After deciding on a Progression System, picking a Race to play as should be your first step in Character Creation!

Midheim offers a huge variety of people to choose from. Every people offers a different background and some gameplay related properties: Starting attributes and specific racial traits.

4.7.1 Dwarves

Lifespan: Dwarves reach maturity at around 35, though regularly cases of maturity being reached as soon as 20 or as late as 50 have been reported. It is typically indicated by a change in voice and the gain of eye colour: young Dwarves usually all have stone-grey eyes, gaining a brightly coloured iris when they reach adulthood. The Dwarves call this “Hoddesvir”, the first treasure.

Size: Around 150 cm, can grow as big as 165 in rare cases.

Language: Durm (“The growling”). Related to the languages of the First Men and the Trolls.

Starting Attributes:

Strength: 4		Intelligence: 3	
Toughness: 5		Wisdom: 3	
Dexterity: 3		Focus: 1	
Mobility: 0		Charisma: 3	
Health points (HP): 55	Exhaustion Points (EP): 11	Base Perception: 5	

Traits:

Crystal Eyes:	Dwarves can ignore all negative modifiers in twilight and darkness.
Children of Stone:	Dwarves recover 2 extra EP every rest, can eat spoiled rations and drink muddy water without drawbacks. They also gain a +2 poison resistance.

“A Dwarf you can call yourself
 if you are honest and strong,
 speak true and do no wrong,
 hail your Clan and Family,
 Are brave in the face of the enemy
 And your eyes glow like starlight!”
 Greybeard the Wise

First of the people we will talk about are the mountain dwelling dwarves: They appear as two legged creatures like Humans of the first kind which they are related to and gnomes, another people that counts as their relatives. They have the sturdiness and bulk of the humans and the hair and big noses of the Gnomes while having some unique features too: an adult Dwarf will have brightly coloured eyes, reminiscent of the precious stones they mine for. These Eyes indicate when a Dwarf reaches adulthood and have greatly enhanced vision in the darkness, where the Dwarf can emit a faint glow from their eyes and in return can see in almost complete darkness. Hence the eyes of a Dwarf are deemed their greatest treasure, they even have the ability to change colours over time and even reach multicoloured states with age. Their height varies between 1,40 and 1,60CM. In folklore there are stories about the olden Dwarves that in those stories grow up to be 3 Metres tall and eat metal like trolls eat stones or wood. Lastly Dwarves are known for their big but stumpy feet, probably a trait that helps them traverse the mountains that they call their homeland. So it is said in an old gnomish saying:

“If you make a Shoes for a Dwarf, take two and sow them together.”

Much of the Dwarven culture nowadays is built on the writings of the old Paladin (a kind of Knight only the Dwarfs have) Monuad “The Wise” Greybeard. During his lifetime, this Warrior and Philosopher wrote many texts concerning the Dwarven lifestyle where he praises directness, honesty and bravery. Many of his texts concern fighting and battle, but also love and family. Greybeard is a legend among his people and his stories still are the most important cultural heritage the dwarves have

to this day apart from their great mountain temples. Greybeards tales and deeds have inspired many other Dwarven Paladins and Weapons Masters to form Orders, which often are sworn to protect a particularly old Law or Tradition.

Dwarves organise their societies and families in clans, great and well organised family clusters with a hierarchy that is dictated by strict rules; Those who accomplish great deeds for the clan, for all of the Dwarves or for the homeland and those who manage to earn great riches or create outstanding work quickly raise in the ranks of a clan. Other factors include bringing great knowledge to the clan, having travelled the world, being a great mother or father, being the friend of many animals as well as those praised by all of those who met them (called a Mirving “Manyfriend”). Yearly a clan and the families bonded to that clan meet to celebrate the **Duhrdfenr** (Days of glory), where the Families share their stories and accomplishments made through the last year. The greatest deeds are shared on the later days of the week with the clan, where the greatest celebrations are concluded with feasts and every family of the clan presents their great achievements. The clan usually readjusts their organisation here, sometimes electing a new leader, planning weddings, and rewarding individuals – but also punishing those who did wrong and even expel those who are deemed unworthy. During the Duhrdfenr the delegates for the Farsight Council are appointed, which rule the Dwarven Alliance, or at least try to, since every greater clan still is autonomous and many smaller families can prove to be uncontrollable. Despite the certain Chaos this brings all Clans adhere to the Laws that the Farsight Council carves into the Heart of the Mountain, a great Crystal that is kept in the holiest Temple known to the Dwarves. However there might be additional, Clan Specific Rules.

Following clans are considered “great” and rule the dwarven societies:

Clan Goldfinger are the oldest dwarven Family, at least to their records, and are famous for discovering the continent of Midheim from their ships that sailed here from an unknown origin. The Goldfinger family is regarded as the best traders of the continent, second only to the Gnomes of Tripol. But not only do the Goldfingers travel the world, often found outside their homelands, they are also the keepers of knowledge among the Dwarves, boasting huge libraries

Clan Ash are known for their black hair that often is said to resemble the colour of coal. They are the biggest and the richest Clan, inhabiting the most cities, mining for Gold in massive capacity. They are also said to be the proudest of the Clans, pleased by their superiority they can often come off as arrogant towards their siblings, who seldomly like to be “less proud”. Dwarves like to fight about

smaller things, titles and about who the number 1 really is, and that goes double for any Ash Clan Member.

Clan Grimm left their homelands for a new dwelling in the Mountains of the Dunkelbruch. They are widely regarded as the best smiths among their people and are skilled traders. This is reflected in how they elect their Clan leader: the most skilled smith, trader and warrior of the Clan is allowed to wear the title of King of the Mountain. In recent years their fate almost was met by ruin as the undead of the Dunkelbruch attacked and seized their home, the city of Grimm. Luckily the occupation was quickly broken and now Clan Grimm is thriving again.

Clan Feur are almost more of a military organisation than a real Clan. All their cities are fortresses and their younglings are trained from small on to become strong warriors. Deeply devoted to the family structure and to the writings of Greybeard the wise, who was from this family himself, Clan Feur is the main military arm of the Hochblig council. Ever since the wars of the Blood Crown, Clan Feur searches for Stonecrown members all over the continent. It is most common to meet Clan Feur Members abroad throughout Midheim. They live for Adventure and more often become Mercenaries than other Clansmen.

Clan Stonecrown are banished, exiled and forever cursed by the other families. Their members have no home and are in hiding. I have personally never met a member of this clan, they are both rare and smart enough to not reveal their identity to the outside world. Once this clan was the proudest Dwarven Clan, appointing kings and queens, leading the Clans into a bright future, but they have since fallen from grace as they lost two major wars against the other clans when they attempted to unite all Clans under their Crown - by force.

Clan Agnar are known for their close relationship with humans of the first kin, even looking more alike to these people, growing bigger in size but with significantly less growth of hair than their blood relatives. This relationship lets this Clan claim to be the oldest one, a conflict that they perpetuates with Clan Goldfinger; Members of Clan Agnar even claim their increased size comes from the big Dwarven Ancestors of Folklore, who are said to have been Metres in size, working in their God Reginns forge and being his children. Some members of Clan Agnar migrated to the Northern Islands to live with the humans of the first kin that dwell there. Due to this relationship Clan Agnar is often in turmoil with their neighbours of Gendenland, who are at war with the Humans of the Northern Islands constantly. Some attribute the past wars of Gendenland and the Clans to the Agnar Family, but the real causes for that war lied in Gendenland expansion, rather than affiliations of a single Clan. Overall the Dwarves of

Clan Agnar are known for their short temper, so starting conflicts is not particularly uncommon for them.

Clan Hermodr, a Clan that left the old Clanlands of the Dwarves to found a new City in on the Lichtgrotten Island. Together with Clan Goldfinger they are the only seafaring Dwarves of the continent. This Family is known to be very cautious, the other Clans often look down upon them, claiming they “fled” their homeland to escape the turmoil that often comes along with the political infighting among the families; yet it is undeniable that they build the most impressive city to date in their home of Lichtgrotte and are often paid for consulting building projects of any kind, as careful construction is this Clans most impressive skill.

The dwarves of Midheim were one of the first people to emerge, tracing their origins back to the gods of the great tree, particularly the godly Swordsmith Reginn. Awakening among the sulphur clouds of the bay of fire the sturdy dwarves made their way across the sea led by clan Goldfinger, one of the greater dwarven families. On the shores of Midheims mainland they spotted the towering Amradur Mountains, stretching far into the north and south. It quickly turned out these Mountains would not serve as the home for all the clans and after a long time of infighting the dwarves expanded to other mountain holds in Midheim - it is said that some clanless families began to settle outside of the mountains and became the Gnomes of the south. The dwarves remained largely united, from time to time with stronger and weaker bonds, but never fully separated – the only exception being the two wars of the Blood Crown, when the reigning king of the Stonecrown Clan was subdued and his allies banished. Since then almost all Dwarven Families, smaller and larger ones organised and sworn to certain Clans, based on ancestry and marriage, are ruled by the Farsight Council. The Council consists of the most archived elders all the clans can muster. It is assisted by the Clan Leaders and their Generals, the Council itself may call on the Dwarven Paladins of the Mountain Heart, but has no other standing army and must rely on the Troops of the Clans to wage war. Infighting still occurs from time to time between smaller families and in rare occasions between the greater clans as well – over mining rights or trade routes, weddings, and political influence, old grudges or the unyielding arrogance of the other. The dwarves are ambitious people and some families naturally have opposing goals. Their Laws are complicated and old, as are their customs, but unlike other people the Dwarves are generally welcoming to outsiders, even if they take long to truly trust them and often just care about their wealth or skill. Dwarves value hospitality and honor, the knowledge of languages and nature and are likewise

respected or even welcomed across Midheim, with some families having settled almost in every part of the continent.

4.7.2 Humans of the First Kin

Lifespan: The first Kin reach adulthood around 25 and can reach 100 to 150 years of age, with ages of up to 200 being rarely reported.

Size: Around 190 cm, can grow as big as 215 cm.

Language: Runaklar (“The old scripture”).

Starting Attributes:

Strength: 4		Intelligence: 3	
Toughness: 4		Wisdom: 3	
Dexterity: 2		Focus: 2	
Mobility: 2		Charisma: 2	
Health points (HP): 52	Exhaustion Points (EP): 9	Base Perception: 6	

Traits:

Blood of the Firstborn:	Humans of the First Kin regain 7 + Toughness OR Wisdom of HP after a fight has ended. All healing targeting a human of the First Kin is granted a result modifier of +1.
Warm Veins:	Lower the negative modifiers of cold climate.

“By the runes be blessed
walk under the stars of the night sky
raise your heads up high
for you are northern sons!
Veins of Fire, Eyes of Ice!”

Together with the Dwarves came the Humans of the first Kin. They are said to come from a magical continent beyond the sphere. Along time ago they had to leave their homelands due to a magical war, a war they say will come to Midheim as well. Almost all their customs today come from these days of folklore, written down in runes that are derived from these times. The truth of these tales is however, at least debatable. One thing we can say for sure is that these Humans, or Northerners as they are widely called today, came to Midheim at the same time the Dwarves arrived and there are many assumptions that they are related or have similar origins. This is also reflected in the fact that they believe in the same gods for the most part. It is however unclear how they are related to them or for the Humans of the Second and Third kind, who are for sure related to them as their appearance is almost identical. There are some slight differences between them however: Humans of the first Kin often grow larger, up to 2 Metres and even beyond that in rare cases. They have broader chins and bigger noses and are bulkier in general, almost like the Dwarves.

Unlike the Dwarves however the Humans of the First Kin live in societies focused on tribalism: most of the life in small villages. Cities are not rare on the continent but often smaller in comparison to other countries and built with wood instead of stone. While the tribes do form nations, these are more like alliances of smaller tribes instead of Nations that are led by a central government. Most smaller tribes are self-governed and conflicts between tribes of the same nation are not uncommon. The leaders of tribes are elected, and most laws are passed in a great gathering called “Thing”. During these meetings many things are discussed: marriages are confirmed, laws are discussed, and criminals are being prosecuted but most importantly the Jarl is chosen. The Jarl is the leader of a Tribe, both in the military and in the political sense. They perform as the main judge, although they never judge alone, and have the power to call in Thing at any time. The Nations that unite the Humans of the first Kin function by being great tribal alliances that hold Things where only the Jarls of the respective tribes attend to discuss greater matters.

It is necessary to divide the Humans of the first Kin into their continental and island representatives as there are some major differences between their cultures. First of all the Island dwelling ones are often the ones meant when the term “Northerner” is used. And while the Northern Islands are technically considered a Nation cause all the Island tribes hold a Thing together, this meeting only discusses war-related topics, so you could also consider them to be large military alliance.

And thirdly but most importantly the continental tribes are much larger albeit less numerous. In effect the

islanders are much faster to act individually, while the continental tribes function more like larger nations. And while rivalries between tribes are common, this is especially true for conflicts between multiple islands.

There are some more cultural differences between the continental and the island Humans of the first Kin: the Northerners are probably the best seafarers of the continent, travelling the four seas with their quick and agile dragon ships. Not only do they use this feat for travel and trade but also for what they are most known for: their raids. Each spring the tribes gather and hold one of their famous Things to decide where they will fare to raid and pillage or to if a particular tribe only trades this year perhaps. Their most common targets are the countries of Gendenland and the cities of the Goldsea. Sometimes they even sail up rivers and pillage further into the continent. They usually avoid the Dwarfs and the Empire, as both are important allies to them. Not even their continental brethren are safe from the raids, frequently enduring attacks during the summer. The most important target for raids however is the Island of Sweoland: this mystical island has long been claimed by settlers from the islands, but also by the country of Gendenland and for centuries now they fight over it.

But the Northerners are not only known for their impressive raids, but their seafaring is also used to a great extend to trade with many of Midheims countries and beyond. It puts them in a weird position where many tribes are friendly and peaceful during some years and warring during others, making it hard for other countries to judge what to expect when they see their sails on the horizon. For this reason, the Northerners adopted a communication tactic: ahead of their arrival at some place they will send ravens to the location they are planning to visit: they will send a white raven if they come in peace and a black raven if they come to wage war. This tradition is now part of their culture where they send ravens ahead of duels or as bringer of good or bad news. This has also made it into their language: “Receiving a white or black raven” is a very common figure of speech in their culture.

Lastly the Northerners have a very close relationship with High Elves in general. This stems from a long history of trading but also specifically when during the great war the Northerners welcomed High Elf refugees to the islands. It common these days to see marriages between High Elfes and Humans of the first Kin.

A relationship that is true for both islanders and continentals is the one to the Trolls: Trolls are very common in the north and especially on the islands. They believe in the same gods and have always been very close: while not directly part of the tribes the Trolls are considered friends, mystical creatures that help you if you help them and that are well respected for their inherent magic and especially their

building skills.

While the Northerners have very good relationships with the Empire, many tribes of the continentals are at war with the Empire, who have been trying to annex their territories for centuries now.

Something that goes for all Humans of the first Kin is how outspoken they are, sometimes they are even considered rude instead of honest. Also notable is the absence of prejudices among Humans of the first Kin: culturally they are very open towards other people, although some may claim this is due to how self centered they can be and how little attention they have for other cultures: this however in return can be identified as a false prejudice. In fact it is seen as a great deed to know a lot about the world and other cultures among them and they frequently use this knowledge. The islanders for example sometimes prey to foreign gods when invading other lands as they deem the local deities to be the most powerful. The knowledge of languages also has great value to these people and is often rewarded with important positions among them.

Humans of the first kind are not rare in Midheim. Due to their travelling nature, they can be found all around the continent where they often build themselves small, separated areas to live where this is allowed. The empire even has a special legion, the Varangians, in which only Humans of the first Kind serve to honour the alliance to the Northerners.

During the year and the seasons there are many opportunities for festivities and the Humans of the first Kin take as many as they can to celebrate in what they call a “Blot”. These festivities are both a religious sacrifice where animals are offered to the gods and prophecies are being read as well as large festivities where the whole tribe gathers and celebrates the moon circles. During these festivities tales are being told and ale is consumed in large numbers. These tales are of great importance to the Humans of the first Kin, as they tell of the future and the past, and carry with them great wisdom and sometimes even truth of what will come and what has passed. One of these tales is the one of Balder, a prophesised warrior that is said to unite the tribes as their king and take them to a golden future. His most important deed however was to stop an invasion of great evil. This tale turned out to be a true prophecy, as a man called Balder has risen among the Northerners and now guides them to take back the whole of Sweoland. While not yet officially coronated, he might soon be called the King of the Islands and of Sweoland if their campaign is successful. When Balder arose, he defeated a large invasion force of giants that came to the islands, earning him the title “Giantslayer”. It is also known that Balder was a part of the Kvelderer, an order of elite warriors that serve as mercenaries to the tribes on their raids.

The Humans of the first Kin of the continent now pray for their own prophesised Hero, a warrior called Hermann. He is said to unite the tribes of the continent against a common foe, who many believe to be the Empire. It seems like we live in a time of great wonder and fulfilled prophecies, where such a hero could soon walk among us.

4.7.3 Humans of the second and third Kin

Lifespan: The Second and Third Kin reach adulthood around 17 and can reach 70 to 80 years of age, with ages of up to 100 being rarely reported.

Size: Around 170 cm, can grow as big as 200 in rare cases.

Language: Freikand in different dialects, depending on origin. If a character speaks a specific form of Freikand they will be able to communicate with persons speaking other dialects of Freikand as if they know it as a Tier II language.

Starting Attributes:

Strength: 2		Intelligence: 5	
Toughness: 2		Wisdom: 2	
Dexterity: 2		Focus: 2	
Mobility: 2		Charisma: 2	
Health points (HP): 48	Exhaustion Points (EP): 8	Base Perception: 7	

Traits:

Superior Adaptability:	Humans of the Second and Third Kin can reskill two AP with each time they gain a Flex Point.
Superior diversity:	Humans gain one extra FP and three extra AP that can be freely distributed on creation.

“Over oceans through turmoil
Warring work was their toil
Now with hope and freedom
Our Human Kingdom has come”
Song of the Seafarers

Undeniably the Humans of the first and third Kin are the youngest people we know on Midheim. Only the Trolls came to Midheim after them, although they are probably much older as their origins can be traced back to the Gods of the Tree. The human origins are unknown to us, the history of the Humans of the second Kin before they came to Midheim is almost completely lost. The Humans of the third Kin trace themselves back to an older civilisation that believed in the gods of the cross. They believe that the gods guided them to Midheim to spread their religion. This and the time of their arrival is the main difference between the second and third Kin.

The second Kin arrived first, fleeing from some danger that drove them off their homelands. There is not much known about what forced them to move, but they are described as beasts that bring with them darkness and somehow are unbeatable if fought during in this darkness. The Humans of the third Kind know these beasts as well, so its likely that they had to flee for similar reasons, yet they fled some time after their predecessors and therefore arrived in Midheim much later. It is suspected that these humans came from some part unknown part Estern.

Both Kins fled in boats and rafts, but the second Kind arrived first in the northern part of the Continent, close to the Sternenzelt Mountains. There they were welcomed by the Beoven packs of the region who had erected a big realm there at the time. They took in the refugees and gave them food, water and shelter, but in return they recruited them into their armies. Basically the humans became the slaves of the Beoven at the time, something that did not last for a long time... But first the newly founded armies were used to attack the Beovens neighbours to the south and expand their empire to the Midheim region. So began the great war, the war that started our century as, since its end we are counting the years. The human forces got spread out quickly and started conquering large parts of what formerly was high elven land all along the Midstrom. But a few years after their enslavement the now armed and well trained humans started to revolt, beating their masters in every battle and destroying the Beoven empire. The war however was not over yet and the humans had to endure many years of constant war and suffering, just like all the people of Midheim. When the war finally ended most Humans of the

second Kin ended up still inhabiting the meadows among the Midstrom and started to build their feudal realms there. Some Humans made it towards the southern part of Midheim where they settled on the coastline of the great desert that faces the Goldsea.

The Humans of the third Kin arrived in Midheim half a century later and started settling between the Sternenzelt Mountains and the Mighty Peaks, an area that was uninhabited at the time, after the Gnomes had fled to the Goldsea.

From there the Humans of both Kins started thriving and build large realms that are famous for their castles and big human cities. It was at this time that they became famous for their adaptability but also fertility, things they had an advantage in over the other people of Midheim. It took the humans much less time to recover from the war, especially those of the third Kin who missed the war completely and who started spreading to the island of Sweoland where they started a long series of wars against the Humans of the first Kin. It quickly became apparent that the Humans could prosper in any of Midheims biomes and so they spread all over the continent, most of the time in a peaceful manner, as much land was uninhabited at the time. Today Humans of the second and third Kin can be found everywhere in Midheim for that reason and most countries are human kingdoms. It is notable that there has been a lot of infighting between these people and there is no unified approach to them. This is largely due to their feudal culture, many people want to be king and queen so there have been a lot of wars over such manners.

Humans are often described as a mixture of Dwarves and High Elves. They are taller and have less hair than Dwarves and smaller and have more hair than the Elves.

Their skin colour ranges from a light white to a dark brow to nearly black and seems to depend on their country of birth and how much the sun shines there.

It is said that Humans have many prejudices against the other people of Midheim and that is at least partially true. Due to their settling in the middle of Midheim not many other people managed to find footing there and some cities and especially villages can be so secluded that nearly no other people than Humans, Gnomes and sometimes Dwarves live there. This of course breeds tales and gossip about the other parts of the continent that sometimes lead to racism or other forms of prejudice. It is however not true that humans are racist by nature, the opposite actually: their adaptability is their strength, and this includes working together with other people to achieve common goals. Wherever these common goals appear humans can often be the first to act. This adaptability is coupled with a quick wit and some genuine ingenuity that helps the humans create some impressive inventions, both magical and of the

technological kind. For example, the Humans of Leawin came up with the printer, an incredible machine that helps us today multiply the knowledge of the continent.

It is hard to make some general statements about how Humans behave, as there are so many of them and they are so individualistic. Ironically, their behaviour is best describable when they are in groups, where they tend to be more towards the aggressive side of things, but only slightly. They are quick thinkers and sometimes quicker even with their tongue.

Humans have a specific distaste for the Albs of the east. They have a long history of war and even destroyed the once great country of Nhord which only recently got restored. It seems like the Albs and Humans are natural enemies that have a great distaste for each other.

The situation with the Orcs and Goblins is very similar, but it is not limited to simple distaste but hatred, to this day Orcs are considered to be ruthless monsters in many Human countries, beasts that eat children alive. This is, of course, not true, but stems also from historical ties, specifically the Blood Trail during which the Orcs nearly managed to occupy all the countries along the Midstrom up to the Empire and only got stopped by an alliance of all Human countries, the Gnomish States, and the Dwarven Clans. Same goes for the Beoven: they are also considered Beasts and are often hunted or at least avoided as such in human kingdoms, as they still recognised as slavers and former masters.

Lastly Humans have a particular relationship with the High Elves: many of their cities are build on old elvish ruins from the great war. For this reason the High Elves often consider the Humans to be below them, the short-lived little brothers, while the other way around the Elves are treated as mythical creatures that have great magical powers (which is certainly true for some High Elves), but with little respect, more like you would gaze upon an magical creature in a zoo. So they are not friends, but somehow related to each other in a very characteristic way.

4.7.4 E'alven

Lifespan: Unknown/Uncertain

Size: Around 175 cm

Language: Blafal

Starting Attributes:

Strength: 1	Intelligence: 1

Toughness: 1		Wisdom: 5	
Dexterity: 4		Focus: 5	
Agility: 5		Charisma: 0	
Health points (HP): 40	Exhaustion Points (EP): 6	Base Perception: 10	

Traits:

Nightvision:	Negative modifiers induced by twilight and darkness are lowered by 2.
Children of the forest:	The childrens of Eha have no problems finding food (for themselves) or orientating in the forest if that forest is not specifically hostile to them.
The natural language:	E'alven gain +3 on interactions with peaceful and +1 on interactions with potentially hostile creatures.

“Back from war came the son
but the final battle was not won
dead in his mothers arms he lay
Safe and secure was her forest
But loosing was the only way.”

E'alven Poem

The E'alven (children of E'a) are a rather mysterious elvish people. Their origins are largely unknown, although it is suspected that they are relatives of the High Elves and arrived together with them to the continent. Although it is certain that they are related, they seem to originate from different spheres: the E'alven claim in their vocally recorded myths that they come from a place where there is nothing but woodland and ocean, a description differing from the High Elven one. Both people also have different gods. E'a is the godmother of these people, a nature bound goddess that in their myth gave birth to all life, while the High Elves believe in the cult of Oderus. They share similar life structures and age the same: like High Elves, the E'alven decide themselves when they become adults and seem immortal.

Both people are susceptible to sicknesses and war however. In the end they are brethren, like Dwarves and Gnomes, but not the same and here it seems impossible to tell who the first-born sibling was. After their arrival in Midheim the E'alven settled in a region now called "The bay of the mother", a great forest that stretches over hundreds of kilometres. According to legend they were led there by their goddess herself. To this day this forest, simply called "the great forest" is their home. During the great war some parts of the forest to the west were lost as human settlers burned or chopped it down as they were fleeing from the war, but apart from that the forest and its people were largely at peace during the great war. They even managed to take in many High Elven refugees during these times, forging an still lasting friendship between the two people.

700 years after the great war however the E'alven were struck by tragedy: a cult emerged, worshipping new and foreign gods, called Trifene, Drikara, Endreia and Anthreen. The followers of this cult started using arcane magic, which was (and still is) forbidden in the cult of E'a. After some diplomatic struggle the situation escalated when a temple of E'a was burned down and her priests killed. The Cult of Trifene would later claim that this was not done by their hands and that they were hunted and killed for their new religion long before that, but what followed was a great retaliation anyway: in a time were the three moons were all visible and the third one shone in blood red light the two E'alven cults turned on each other and a great war broke out, sometimes called the war of the blood moon, but most commonly known as the brother and sister war. The war waged for two years before victor emerged and the new cult was driven out of the forest, forever cursed, and changed. What remained was a greatly depleted E'alven population that would grieve for many years to come and still to this day, 700 years later, has not fully recovered. Scars still mark the land lost in the war, on every map clearly visible as the brother and the sister split, both wastelands of dead forest which now form a natural gap between the great forest and the rest of Midheim.

Appearance wise E'alven look a lot different from their relatives. Most of them have dark greyish to black skin, light skin is extremely rare among them. They have the same long and pointy ears as their brethren, but more round faces and smaller noses. They also grow less up to only 1,70 Metres. They have noticeable small feet, something they often get mocked for, and relatively big eyes. They also have elongated teeth that look almost like razor teeth, giving them a predator like appearance. Not only their appearance makes it obvious that the E'alven are born to life in nature: their culture revolves around it. Although they are very secretive and let almost nobody into the great forest willingly, we know today that they live in big cities built on treetops, they light their paths with the

light of glowing spiders and grow all their resources on magical trees.

This oneness with the nature that is surrounding them is reflected in what an E'alven has to do when they come of age: they have to complete wandering around the forest on very specific paths, called the mothers paths. Sometimes great tribulations can await on these and completing them can take up to a year. Only E'alven who have completed this tradition are considered full members of society and gain the right to marry for example.

Lastly, I want to touch on their relationship to other people of Midheim. As already mentioned E'alven and High Elves have a close friendship and deep respect for each other. This however is not true for any other people on Midheim. Disrespect and arrogance is what most E'alven have for other people of the continent, as they deem them unworthy of E'as blessings and look down on them for how disconnected they are from nature. This rings especially true for humans, orcs and goblins. The latter they even hate for their invasion during the blood trail and the destruction they caused to the great forest, humans they despise for a similar reason as they cut down a large part of the great forest during and after the great war.

The most and pure hatred however they have for the Albs, the former E'alven that left the great forest during the brother and sister war. About these we will talk next.

4.7.5 High Elves

Lifespan: Unknown/Uncertain

Size: Around 185 cm

Language: The Imperial Tongue, evolved from the remnants of the old elven language called Selesang

Starting Attributes:

Strength: 1	Intelligence: 7
Toughness: 0	Wisdom: 2
Dexterity: 3	Focus: 3
Mobility: 1	Charisma: 5

Health points (HP):	Exhaustion Points (EP):	Base Perception:	
45	7	8	

Traits:

Nightvision:	Negative modifiers induced by twilight and darkness are lowered by 2.
Fountain of youth:	Healing exceeding the maximum health fill up EP: 2 Overheal grant 1 EP.
Founders of Culture:	High Elves are less susceptible to intimidation, bribes and similar ways to gain influence over them and gain a +2 value modifier on their Chance to resist attempts like these.

“I gave you culture, you gave me death
 I gave you language, you gave me hate
 I gave you friendship, you gave me war!”

A White Elves Lament

The High Elves are the third oldest people in Midheim. Their origins are well documented, and they see themselves as the founders of modern civilisation and culture, which is only partially untrue, but more on that later.

First off, all High Elves are considered to be beautiful creatures. Usually they are light skinned, but there are also dark-skinned High Elves from the easter islands of the Empire. All High Elves have long, pointy ears and long legs. They grow relatively tall at up to 2 Metres; their hair often grows very long, and their faces are distinctive.

It is known today that the High Elves originate from outside this world. Old Elvish scripture that survived the great war details how the Elvish people had to flee their home world through a magic portal that led them to Midheim. They arrived somewhere in the Midstrom region, but the exact location of their arrival is unknown. The Elves were the first to realise that there are multiple worlds and founded the idea of the “Sphere”: The Sphere is the world Midheim is part of, but there are other Spheres out there. It is suspected today that many people originally come from other Spheres. It is believed that the gods brought them to Midheim, but for what purpose is unknown. The High Elves do

however stress that they had to flee; their home world was getting destroyed.

Now we shall talk about how the High Elves call themselves the founders of civilisation and culture. It is true that they were the first people to erect civilisations on the continent of Midheim, however the Ilvindari were there before them, albeit secluded on their own island. So, while they were not the first civilisation we know of, they were the most influential on the continent and many cities around the Midstrom area have High Elven ruins under them. Today High Elves are famous for their theatre plays, musical arrangements, and writings. Unlike their cities along the Midstrom their high culture never fell to ruin.

Most of these cities fell to ruin during the great war, when the Beoven slave army invaded the High Elven realms along the Midstrom. Many High Elves at the time fled to the Great Forest and then up North after the great Beoven Empire fell. Because of this the High Elves and E'alven are very close to this day and consider each other as equals. An E'alven is by law always welcome in the house of an High Elf. After the great war was over the High Elves helped a great deal with founding the Empire: most of its early laws and traditions were derived from their culture, especially the gods of the Empire were all Elvish. The early years of the Empire were dominated by High Elven politics, something they are to this day famous for, as it seems like High Elves make for great politicians.

The greatest High Elf to ever come to Midheim has been Tiberius Novera, the founder of the Empire, a great politician and diplomat. He is the main reason the great war ended, as he united many people under the same banner and made peace with their neighbours. Before he managed that he was a great war hero, defeating many enemies in the field and saving countless High Elves from invading forces. He led the High Elves to their new home in the north of the continent and established the realm there that would become the Empire under his rule.

He is sometimes regarded as the greatest hero to ever come to Midheim, a godlike figure with golden hair and eyes of silver. For his deeds he is being worshipped, even after his disappearance 100 years after the great war: he sailed towards the East for some undisclosed business and never returned. It is rumoured that he will one day return and once again become the Emperor of the Empire, then uniting the whole of Midheim and bringing a time of never-ending prosperity. Over the years many ventured out in search for him, but none ever returned successful.

It is in a High Elf's nature to speak in very long sentences, often very slow and careful, paying attention to every nuance. As High Elves are, as far as we know, immortal in the sense that they cannot die of old age, they tend to use the time the gods have given them. This is best explained in an old

analogy: while a dwarven joke may be a one-liner, an elvish joke can take a day to narrate. This of course requires the speaker to be well versed in using the language, something High Elves are often very proud of in general. The pride often escalates to arrogance, something they are known for as well. With their long lives, accumulated knowledge, and rich history it is seemingly easy for High Elves to look down on other people.

Next up I quickly want to touch on how High Elves grow up: at some point during their childhood, which usually lasts 100 years, an Elf will decide that its time for them to be an adult. If they do not make that decision, they will forever be a child. As soon as they decided to grow up they enter elven Puberty which last a couple of years and during which they become a physical adult.

Lastly I will mention the white elves, a cult of racist High Elves that strive to establish an Elven country, run by High Elves and only for High Elves. They are regarded as one of Midheims most dangerous terrorist organisations, waging an underground war against many human cities that once were build on High Elven cities.

4.7.6 Albs

Lifespan: Unknown/Uncertain

Size: Around 180 cm

Language: Katra, a relatively young language developed from Blafal to spite the E'alven

Starting Attributes:

Strength: 3		Intelligence: 6	
Toughness: 2		Wisdom: 1	
Dexterity: 2		Focus: 6	
Agility: 1		Charisma: 1	
Health points (HP): 41	Exhaustion Points (EP): 6	Base Perception: 8	

Traits:

Nightvision:	Negative modifiers induced by twilight and darkness are lowered by 2.
Natural immunity:	Albs gain +2 defence against arcane magic.
Seventh Sense:	Albs gain a +1 bonus when detecting magic, +3 when its arcane magic.

“It is the arcanes that makes us

So pure

So Strong

So wonderful!”

The Albs are the youngest people on Midheim. They emerged only 700 years ago from the E’alven population after being driven out by their brethren in the war of the blood moon. They are only marginally different from the people they originate from: their skin is lighter, not as dark and they grow taller, up to 1,90 Metres. Apart from that they have typical elven features, long and pointy ears, big eyes, distinctive faces that look more High Elven like than those of the E’alven.

Before the war of the blood moon these E’alven started using arcane magic and began to separate their natural roots for a more advanced culture all the while they chose new gods as their religion. All this was against the E’alven law and their culture, so conflict emerged that would later escalate to the war that drove them out of their old home. Leader of the new Cult of Trifene was Lorvean Ilea, who was captured and imprisoned soon after the spread the words of this new religion. He was finally killed in a public ceremony that was held to praise E’a, which the Albs today see as the start of the war, instead of the temple burning the E’alven always cite as the beginning of the war.

After being driven out the now formed Albs, which mean lightly skinned in Blafal, named after how their skin would change after they introduced the use of arcane magic, started searching for a new home and found it right at the doorstep. While the countryside there was inhabited by humans the land was fertile and for the Albs ripe for the taking. So they stumbled from one war into the next and not only did they wage a second war, called the Healin War (War of the new Home), but also did they have another divide: there were those Albs that believed that arcane magic was holy and should be worshipped but also studied to great extent, while the other faction claimed that it was also exclusive, the birth right of the Albs and that no other people of the world should be allowed to use it. The two factions called themselves Echkorlon (the bright beacon) and Narkorlon (the dark beacon). They both

waged war on their own, one faction in the north, one in the south. Both fought against the kingdom of Nhord, an old Human kingdom that emerged after the great war and had a high culture and great history. But Nhord could not win a war on two fronts and after a long struggle finally succumbed to the albish forces. Finally, two new countries emerged, named after their respective factions.

During these and the following times the Humans of these countries were suppressed and many fairy tales about the Albs come from that time: it was rumoured that the Albs would drink human blood to increase their magic power and that the dreaded vampirism that sometimes can befall a mage originated here. Some of it is true; some Albs indeed became Vampires and drank human blood, but the sickness did not originate here, being known the High Elves for example long before Albs even existed.

They drank the blood to increase their magical capabilities with Arcane Magic. as we know Arcane Magic is very powerful but also very cost intensive. The blood helped the Albs to cast more spells and perform stronger rituals, their magic was the main reason they won the wars against the Humans. To this day they are known for their prowess with this particular kind of magic, they use it for everything: in Echkorlon they build magical, floating cities with this magic, it is everywhere in their society, every Alb has to learn at least a handful of spells – that does not mean that most of them become good at spell casting, however. Most Albs are not able to learn the higher magic abilities they teach at their exclusive and brutal academies, where one failure can mean expulsion. Indeed, the arcane is used so much in their society that it has entered their blood and their being: Albs have a natural connection to this type of magic and are partially immune against its effects; scientists still struggle to find the reason as to why this is the case.

Another unique feature of the Albs and another one that differentiates them from their E'alven, and High Elven brethren is their impatience. It seems like they have no time on this earth, albeit they cannot die from old age.

4.7.7 Slengt

Lifespan: Normal life expectancy is around 80 years, yet very rarely cases of over 300 years have been reported; this is heavily related to their caste system

Size: Between 175 and 215 cm

Language: Z'ang

Starting Attributes:

Strength: 3		Intelligence: 3	
Toughness: 3		Wisdom: 2	
Dexterity: 3		Focus: 3	
Mobility: 4		Charisma: 1	
Health points (HP): 42	Exhaustion Points (EP): 7	Base Perception: 7	

Traits:

Poison Teeth:	Slengt have poison teeth that produce 1 dose of poison per day. They can perform a weapon less melee attack with a bonus of +5 with these teeth. The poison has a value of 20 + Intelligence and deals 1d4 damage per turn. Slengts also have +5 poison resistance.
Serpentskin:	Slengts gain a value modifier of +2 for climbing checks a have no disadvantages in hot climate, while disadvantages in cold climate are increased. Their scales also grant them 2 armour.
Caste System:	You must choose a Caste! Redistribute your Points accordingly. This is the only way in the Rulebook where breaking the Attribute Constraints is allowed. ● Priest: Redistribute 3 of your Attribute Points to Wisdom and 3 to Intelligence! ● Worker: Redistribute 2 of your Attribute Points to Strength, 2 to Toughness and 2 to Dexterity! ● Politician: Redistribute 4 of your Attribute Points to Charisma and 2 to Intelligence! ● Trader: Redistribute 3 of your Attribute Points to Charisma, 1 to Intelligence and 2 to Focus!

	• Warrior: Redistribute 3 Attribute Points to Strength and 3 to Toughness! • Architect: Redistribute 5 Attribute Points to Intelligence and 1 to Wisdom! • Messenger: Redistribute 4 Attribute Points to Mobility, 1 to Dexterity and 2 to Focus. • Outsider/Casteless: You do not get to redistribute your Attribute Points and you are without caste.

“Form the highest Zikkurat scream:

This is the Top of the World.

From the highest Zikkurat see:

This is the society to rule them all!”

Alandeal and the Desert, Act III

The Slengt appeared first in the great desert of South Midheim where the coast meets the warm sea. It is there where they build their first great cities, places they call Zikkurats. A Zikkurat is build around a great building in the middle that serves administrative purposes but is also a fortress at the same time. These buildings are great, spiralling towers that reach up to the skies – this is the wonderous architecture of the Slengt.

A Slengt is best described as a mixture between a lizard and a snake: they are upright walking, scaled figures with slender bodies and snake like heads that rest on long necks. They have two arms and a long tail and they grow smaller or bigger depending on their caste from 1,70 Metres to 2,00 Metres tall. Their scales are often coloured green, but can also be brown, yellow, red, and even golden and any mixture of these colours. On their foreheads every Slengt bears the symbol of their caste. They come of age around 15 years into their lives. Slengt sometimes have to change their scales, usually every few years where they become docile for a few days to moult. The first time this happens marks the beginning of a Slengets adulthood.

It is known that the Slengt did not originally come from this Sphere. Although the part of their history

around their homeworld has been lost, the great portal through which they came to Midheim still exists to this day and is well preserved in one of their capitals. Nobody has been successful in activating it, but legend says that one day it shall work again; today it is just a great stone portal without any magic capabilities but with many interesting reliefs that picture the Slenpts caste system in great detail and that has been theorized as the founding stone in the modern Slenpt culture.

This culture is based on a caste system that includes multiple different castes. When a new Slenpt is birthed, the egg is taken to a nearby temple where it is bred with all the other offspring. The offspring is here divided into different groups and these groups are each assigned a caste to. The eggs are then blessed by the priests of the temple and when the eggs finally hatch the young Slenpts have the respective symbol of their assigned caste forever on their forehead. The young Slenpts are then given back to their parents, but almost all of the time the parents do not receive their original child back but a random one that fits their caste. Because of this sometimes parents try to raise the child themselves without bringing it to the temple which is a great crime and punishable by exile.

Following castes exist in the system:

- Priests are the magical caste of the Slenpt, including but not limited to the religious worship of the elder gods of the Slenpt. This caste includes herbalists and all other magic practitioners, with the main bulk of them being temple workers. Priests are often also the scientists of the Slenpt, who have brought forth some of Midheims best astronomers and archaeologists. The priest caste serves the Slenpt society by dealing with remedies and advancing progress. They also bless the Slenpt offspring and therefore are the cornerstone of the caste system. Priests are relatively rare; their symbol is the star.
- Workers are the main caste. Most Slenpts are blessed as a worker, which includes all craftsmanship oriented jobs but also farmers. Workers are usually the lowest ranking members of the society, but some of them lead a factory, a facility or farming conglomerates and manage to become very influential and/or rich personas. The symbol of the worker is the hand. Workers are raised by other workers. As other castes usually look down upon workers, they have a very strong bond between themselves.
- Politicians are the second rarest caste. Their symbol is the eagle. Slenpts that are born as politicians are raised by priests and sometimes also taught by architects.. From a young age onwards they are being educated in the history and the ways of the Slenpt to become great leaders and public figures. The responsibilities of a politician include leading armies, organising

the workers, and discussing the matters of diplomacy and law. While the priests are religious leaders and serve the community, the politicians lead the community and ultimately decide its fate.

- Traders are similar to workers and work hand-in-hand with them: while a worker might sow and reap the fields, the trader brings the goods to the people and distributes them. Their symbol is the wheel. Traders can have both the lowest and some of the highest status in the Slengt society, depending on how successful they are and with what kind of goods they are dealing with. Most traders are like workers, but some of them are extremely rich and influential. Traders also work together with the politicians to distribute goods to other people and different parts of Midheim; because of this they often travel together.
- Warriors wear the symbol of the crocodile. Like the name suggests this caste is bred for war, but also for law and order: Warriors have guard duty, and their responsibility is the safety of the people. In war they are often drafted besides politicians that lead them, but warriors are often the ones to make tactical decisions, while the politicians oversee the strategy. Workers are drafted to war to fight, while traders are drafted to take care of the supply lines. Warriors grow bulkier and bigger than other Slenpts. They are brought up by other warriors or by workers. After they come of age they are trained in many military arts for their whole life. The warrior caste grows up quicker than other castes, coming of age years earlier.
- Architects are the rarest caste. Only once in a few moons an architect is born. The symbol of the Architects is the sun. Architects grow up with the blessing of their caste; building and constructing the Slenpts cities, planning the countries and its societies success is their calling and their greatest skill. They work closely with the workers but are also able to use magic. Slenpts also are often coloured golden or in another outstanding colour; In the Slenpt society Architects are supposed to be send by the god to progress their society. Architects are raised by the highest-ranking Priests.
- Messengers or sometimes called “Climbers” or “Deathwishers” are a Caste that is mostly active at night. Messengers climb the needle like, high rising Zikkurats and Towers of the Slenpt cities, distributing messages at high speed. They form intricate networks of delivery points. Sometimes bridges between Zikkurats are build only to be used by the Messengers, more often just a simple rope is hanged between windows or balconies that the Messengers traverse using their Gecko-like hands. Messengers also traverse the “Under-Streets” or Sewers and many other

hidden and secret pathways that sometimes not even the Architects now of. Messengers are often shrouded in dark and mysterious colours. A good messenger never knows what message they are delivering. Some Messengers are recruited for the Slengt armies and some of them receive special training, only dealing with matters of importance. Some Priests, all Architects and some Politicians have their own Messengers.

Messengers can be raised by any Caste.

Their symbol is the closed eye.

Slenchts live relatively secluded from the rest of the world. They are used to keep to themselves and are therefore rare in the other parts of Midheim. Their relationship with most other people is either non-existent or only trade related; this goes for all people except for the Orcs. The Slencht and the Orcs have a long-lasting blood rivalry that leads to wars again and again. Currently the Slenchts have the upper hands as the Orcs are divided into their tribes, but this could change at any moment.

4.7.8 Trolls

Lifespan: Unknown/Uncertain

Size: Around 160 to 500 cm

Language: Runaklar

Starting Attributes:

Strength: 4		Intelligence: 3	
Toughness: 5		Wisdom: 6	
Dexterity: 2		Focus: 1	
Agility: 0		Charisma: 1	
Health points (HP): 65	Exhaustion Points (EP): 8	Base Perception: 6	

Traits:

Choose either Blessing of Stone or Blessing of Wood.

Blessing of Stone:	Stone Trolls gain a value modifier of +2 when working with stones and +1 for orientation and perception in stone filled environments like mountains. They can “talk” to the stones in this way, if these have been untouched by other races for years.
Blessing of Wood:	Forest Trolls gain a value modifier of +2 when working with wood and +1 for orientation and perception in forests. They can “talk” to the trees in this way, if these have been untouched by other races for years.
The long slumber:	One time every year Trolls must sleep for a long time. The sleep can be delayed to the next year, but the time will more than double in this case. During their sleep Trolls turn into either trees or stones, depending on their blessing. If the tree they are sleeping as is cut down they transfer to a nearby one; they can only be killed in their sleep if all thing relating to their blessing close to them are destroyed or put away. It is possible to detect sleeping Trolls with magic or sometimes it might be possible to hear a rock or tree breath, meaning a Troll is sleeping in it. When they awake their appearance might have changed depending on what they slept as.

“Skin of wood or stone
 Wisdom of the Ages
 Born from long Slumber
 To find purpose in this world.”

First up its important to know that Trolls are to be divided in two people: those we call Stonetrolls and those we call Woodtrolls. Stonetrolls inhabit mountains and debris and boulder heavy areas. Their skin has a similar texture to stone, while Woodtrolls life in forests and have bark-like skin. Both barely grow hair, although beards are not rare. Their hair often has a weird texture that can resemble vines or roots in wood trolls for example. Trolls grow very old and are an inherently magic people. They can eat wood or stones, depending on their origin and while sleeping turn into boulders or trees. During their

sleep Trolls also can hardly die: if the tree they turn into is felled or the boulder destroyed they simply reappear in a different tree or boulder nearby. Sometimes this transference to a different tree or stone can happen without the original being destroyed. This has direct consequences for the Trolls appearance and explains how a Troll can change their looks during their lifetime. Furthermore, it also explains the huge size difference in some Trolls: they can be up to 5 Metres tall, but also as little as 1,50, every size seems possible. It seems to be a part of their inherent magic that the appearance does not change their mental and physical capabilities. This means whenever a Troll reawakens from their slumber and have taken a new form, they will still be like their old self in every way but size and looks. They are said to come from the same origin as Dwarves and Humans of the first Kin, sharing the same language with the latter and the same believes as both of them. How the Trolls ended up in Midheim however is unknown; they awakened at some point during the first century after the great war all over Midheim, as if some spell was lifted and gave them their life back. For how long they have been sleeping on the continent is unknown. The Trolls themselves believe that they were awoken to fulfil a higher purpose, something they call “Godr”. Today every Troll must find their own “Godr” as the one they have been brought to Midheim for is seemingly not revealed yet.

Trolls are very rare in most parts of Midheim. They do not settle like other people do, neither do they seek out to live in great cities. They love nature and try to stay there when possible. Trolls are common in the northern parts of the continent, especially on the northern islands, but also in the Empire. In other parts of Midheim they are so rare that sometimes they are just a myth and not real, until they find one in the woods nearby and hunt it as if it was a danger. Trolls are not aggressive usually, only in rare cases where their homes may be in danger they can lash out.

Despite their hermit like preferences Trolls are considered to be great builders by those who are familiar with them. Both with stone and with wood they can erect incredible structures. This is where another myth that is actually true finds its origin: Trolls love bridges. They love to build over running water and live in a cave or a small home under the bridges they build. Some trolls have adapted the custom of collecting a toll from those that want to use a troll-bridge to cross the waters. This is especially common in the Empire where it is allowed for the Trolls to do so, in other countries however this is just another reason for prejudices against Trolls, something they have to deal with a lot. Trolls are only really welcome in a handful of countries around the continent, namely the Empire, the countries of the Humans of the first Kin and the Dwarven Clan lands. In other countries they are outsiders or even considered enemies and are being actively hunted as monsters or for their hide.

In the Empire Trolls are very respected citizens, often recruited to build new infrastructure for the vast realm. Some people say this is the only reason the Trolls were welcomed to the country, yet it is undeniable that in the recent years their status became more important: even the current Emperor is a Troll. Also, the elite unit of the Empires army, the Vigiles Fortitudis, recruits Trolls at a large scale, a service that is rewarded very well.

For the Northerners, the Trolls are both friends and allies. They are encouraged to live with them, although they often build their own enclaves where they are often sought out for wise advice or to help them build something that is not a ship. Trolls often have their own woods or hills that they can call their own and that shall not be touched by human hands. Their magic is sometimes even worshipped as it is deemed a close connection to the gods and a very powerful gift. Once a year on the northern islands the Troll blot is held, where the islanders bring offerings of specially prepared rocks and wood to their neighbours as a gift and a sign of their great respect. In return the Trolls also fight in their wars and are known as great teachers of magic.

It is however true that Trolls possess no special magical ability that would make them a superior caster to any other person. Its just a tradition of the Northerners to use the magic of the Trolls, spells based on the power of the runes that both people share.

Trolls are considered to be slow, and this may be true in their speech, where they take a long-time forming sentences and speak in a very slow manner, but its not true for their actions. Especially in combat and when enraged Trolls can be very fast acting. So keep in mind to “Never wake a sleeping Troll”, both literally and figuratively!

Lastly I want to mention one important fact about Trolls hardly anyone knows: Trolls are not born the usual way, instead when a female Troll is ready to receive the child the parent go into the woods, hills or mountains and awaken a new troll from their sleep in a magic ritual. Then a new Troll, albeit a child, will emerge from a Tree or Boulder.

4.7.9 Gnomes

Lifespan: Around 200 years

Size: 140 to 150 cm

Language: Itzisch

Starting Attributes:

Strength: 3		Intelligence: 3	
Toughness: 4		Wisdom: 1	
Dexterity: 3		Focus: 1	
Agility: 0		Charisma: 7	
Health points (HP): 51	Exhaustion Points (EP): 8	Base Perception: 6	

Traits:

Masters of Tongues:	Gnomes gain an additional language rank II on creation.
Warning System:	Once a Day Gnomes can use their Hairs to try and feel danger or something similar approaching. This grants them +4 to their active perception.
Leatherskins:	Gnomes have thick skin that grants them 1 natural light armour. They gain massive natural warts instead of scars like other races, which increase the thickness of their skin but makes them considerably less attractive. Every time a Gnome falls unconscious their natural armour increases by 1 (until a maximum of +4) but they gain an ugly wart for it.

“What can’t a Gnome do?”

A close relative to the Dwarves are the Gnomes: they are said to be their little brothers, Dwarves that left the mountains and started populating the green fields and meadows that surround the Goldsea. Over the years the appearance of the Dwarves changed: they became smaller (around 1,40 Metres) but grew more hair and developed a marvellous sense of smell. Today they are often (insultingly) compared to hamsters because of how their facial hair looks. Another unique feature of the Gnomes are their warts: instead of usual scar tissue warts cover up the larger wounds of a Gnome. These warts are made of leathery skin that is very resistant to damage. Because of these unique features like the hairiness and the warts Gnome skin is known to be a valuable black-market product among criminal

societies.

Like their brothers in the mountains they founded great cities, only that these were often harbours; many gnomes to this day are known as great seafarers that build huge ships that can sail the oceans, complex machines with impressive amounts of rigging. Some of their cities are even completely build on boats, floating islands that are safe from any land-based attack. Unlike the Dwarves who work well with metal and stone the Gnomes developed a liking for the more brittle materials, like wood and leather, all the while being great craftsmen. Their trade history started with the Clans, but soon they would sell their wares to all people of Midheim and even beyond. The first Charta of Midheim was made by the early gnomish explorers, succeeding even the High Elves or the Ilvindari and it mapped all the potential trade partners they could find. It before this time that the Gnomes developed an obsession with Gold. They value it as the most expensive material and greatest treasure. Today their society is largely based on an economy-based approach where each member strives for riches. Due to this the Gnomes became the cosmopolitans we know them as today and probably the people that is easiest to find outside of their homelands. They love to travel, but never settled in larger affair.

As an old saying goes: “Wherever there is a scarcity you will find a Gnome satisfying it.”

The most famous Gnome is without question Amadeus Bohn, the richest person to ever live, or so they say. Amadeus started out as a simple hat-maker but quickly rose to great riches after sailing the four seas as a warrior of Tripol. He is considered a genius and hero among the Gnomes, known for fighting off the humans of the first kin in the first war of the Goldsea, but even more importantly for founding the gnomish hat-culture: nowadays every Gnome that has some Pride will wear a hat that indicates their status. The more fashionable the hat, the more respected the Gnome and these hats can get very expensive. To this day the Bohn family is the most influential and rich gnomish family (and therefore the richest family of Midheim) and the main ruling family of Tripol.

The spoken word means a lot to Gnomes. Often contracts are discussed orally and recorded via magic: gnomish contract law is known in all of Midheim for its complexity and unwavering commitment connected to it. It can even include curses that come into effect if the contract is broken. The People of the gnomish states Tripoli and Firanz have waged many wars and trade restrictions for breach of contract; great weight is put on the fact that someone can keep his or her word among the Gnomes. On the other hand, haggling and chaffering is very widespread among their traders and craftsmen, its seen as a friendly competition, there are even tournaments held for who can sell their wares the best, disregarding what wares they are selling.

This means that most Gnomes are very well spoken. Even before immediate battle Gnomes insist on determining the rules of combat, even if it would be pointless or they face their greatest enemy. Those are, unsurprisingly, the seafarers of the northern isles and their dragon ships, but the Gnomes also fought many battles against the Goblins of the south.

Especially during the great Bloodtrail the Gnomes had to suffer under Orcish oppression. These daring times are not forgotten. Today the countries of Firanz and Tripol can amass not only great navies but also a strong land army that consists of unit formations of long pikes and deadly crossbows. Even in the gnomish armies the hat culture plays a huge role: higher ranking officers wear excessive helmets and medals are usually part of the helmet as well.

However, while the Gnomes are great communicators no country or people is considered really close to them. The Dwarves are too close with the Humans of the Northern Isles to be considered allies and almost every other country is exclusively a trade partner and not an ally. On the other hand, the Gnomes are often at war with the men of the northern isles and with the Goblins and Orc tribes of the south. To finance these wars and keep the upper hand in these conflicts the Gnomes sell weapons and equipment to any major conflict on Midheim; it really is how an old saying goes: “Money is a Gnomes best friend.”

But while their home countries are in this difficult, yet manageable situation, individual Gnomes are known to easily make friends with any member of a different people as there are rarely prejudices. The friendship often still must be profitable, however. This works the other way around as well: Gnomes are often welcome in any culture, as they are known for their craftsmanship, hard work mentality and overall friendliness, but especially in countries that are inhabited by humans of the second kin Gnomes are welcomed into villages because they are said to bring luck and wealth with them.

Lastly, I want to mention a unique development of the recent years among gnomish women: it has become modern to wear amulets that stunt the natural hair growth and look more like human women this way.

4.7.10 Ilvindari

Lifespan: No Ilvindari has ever died of old age. However currently most Ilvindari die considerably early by means of suicide as all Ilvindari are born with a depressive sickness that most consider a curse.

Size: Around 200 cm

Language: Ilvind

Starting Attributes:

Strength: 1		Intelligence: 7	
Toughness: 2		Wisdom: 5	
Dexterity: 1		Focus: 2	
Mobility: 2		Charisma: 2	
Health points (HP): 45	Exhaustion Points (EP): 7	Base Perception: 7	

Traits:

Telepathy:	Ilvindari can talk, but usually choose not to because they are able to use telepathy. Every one in a radius where a normal talking voice could be heard, can hear the Ilvindari “talk” via telepathy unless they “whisper” to a specific person. This requires a Focus+Wisdom check and can only be detected by magic or other telepathy users.
True Beauty:	As one of the oldest races in Midheim the Ilvindari are undeniably beautiful.

“Shattered is the island
Shattered is the soul
But hope remains whole.”
Ilvindari Proverb

As one of the few people on Midheim the Ilvindari actually originate from the continent. The Ilvindari are the oldest people known to us, starting their civilisation around 1000 years before the great war. Their homeland is the island of Ilvindar, which was once a paradise of an island with luscious green forests, towering snow covered mountains and cities that would make the High Elves tremble in awe. Not only are the Ilvindari the oldest people we know, they also build the greatest civilisation in Midheim and the Southlands. They were the most powerful military force, arguably the most cultured

society and for sure the most scientific advanced people with knowledge unparalleled to this day. The libraries of the Ilvindari were overflowing with wisdom and information about many continents and all the people of Midheim. The greatest seafarers brought artifacts home from all over the world and crafted the most detailed maps of all.

There was no infighting among them, they stood united as one nation for centuries; during the great war they remained at peace, gazing with an ever-watchful eye, and leaving Midheim to chaos. It is said that the Ilvindari played a huge role in the creation of the Empire, helping with the diplomatic talks and negotiations that made the foundations of this new nation possible. Part of the law of the Empire is based on Ilvindari law. It seemed like nothing could stop the Ilvindari in their reign, they seemed godlike in their immortality and divine in their wisdom.

This all changed when in the year 699 pGW the great blood trail started and the Orcs eventually decided that the greatest civilisation of them all would be their greatest target. The great orcish fleet destroyed the Ilvindari fleet in the battle of the now sunken black marble bay, that was, so the sagas tell blood red on this day. Nothing stood between the orcish herds and their invasion of the island paradise that was Ilvindar. In a last ditch attempt the Ilvindari conjured forbidden magic that was unlike anything ever seen, the greatest magic ritual that has ever existed: all the Ilvindari mages summoned it at the same time, creating a towering and unseen wave of magic (as far as we understand it today) that would kill almost all the Orcs of the fleet and destroy their ships. But something went wrong. With a light brighter than the sun a great magic explosion shattered the Island of Ilvindar, destroying many of the big cities and killed almost 70% of the Ilvindari population. It is said that the Ilvindari killed their own gods to cast their great magic and that with their last breath the gods enacted revenge.

The blood trail was stopped, but at what cost? An unbelievable amount of knowledge, culture and most importantly lives was lost, something the Ilvindari could never recover from. Most of their Island was shattered or had sunken into the Ocean, much knowledge and many more lives irrecoverably lost.

Indeed ever since this event the Ilvindari are struck by a depressive sickness that halts their immortality; almost every Ilvindari these days dies of suicide as they cannot bear the weight of what they have lost or the shame that they may never regain it.

Young Ilvindari organised in the cult of the new dawn and attempt to heal this sickness, but so far no progress has been made and even the young ones fall prey to this sickness. This gave birth to one of the most used proverbs around the empire: “Being sad like an Ilvindari” usually means that you are down bad in a very depressive way.

Ilvindari are considered to be the most beautiful creatures of Midheim, with fair skin and smooth hair. Their eyes are pitch black but reflect the light like stars, they grow tall in size yet slender but strong in figure. Ilvindari are calm people that are well spoken, using long and elaborate sentences to speak their mind. Instead of ears they have horns that can have many forms but always seem to be majestic. The aura of the Ilvindari is just something very special, unique, antique and magical. Ilvindari usually reach adulthood at an age of around 100 years.

4.7.11 Morangi

Lifespan: Between 60 to 120 years

Size: Around 160 cm

Language: Blaal

Starting Attributes:

Strength: 2		Intelligence: 2	
Toughness: 2		Wisdom: 5	
Dexterity: 2		Focus: 5	
Mobility: 3		Charisma: 0	
Health points (HP): 38	Exhaustion Points (EP): 8	Base Perception: 9	

Traits:

Water creature:	Morangi are skilled swimmers and divers due to their webbed feet and short tail that is sometimes finned. They can dive for extended periods of around 30 minutes and swim as if they are walking on land. Morangi gain increased negative modifiers in dry climate as long as they are not in water regularly and have increased negative modifiers in cold climate.
Camouflage:	Morangi have feather-like horny hair along their back that is very stiff but can be donned against the skin. They can wilfully change the colour of this to

	either impress potential mating partners or to hide. They gain a Bonus of +2 to sneaking and hiding when using this ability.

“Watch the Storm,
 Watch the tides,
 Watch the waves,
 Watch Inside...
 and check for sharks before you jump into the depths!”

Where the Morangi come from is currently unknown. They appeared in Midheim sometime after the great war, probably at around 100 pGW (post great war). It is known however that they came from the oceans of the everstorm ocean and started inhabiting the coastlines of Niderlingen. From there they expanded constantly and inhabited the whole of the Niderlingen Swamps and parts of the Dunkelbruch, where they fought the Monsters that rose there. In recent years they started expanding along the rivers into the mainland of Midheim; nowadays they can be found in many countries near water, in secluded and most of the times hidden Troves or Settlements. In most countries they are fought off and considered invaders, but it seems like the goal of the Morangi is not to invade and take land, but instead to secure water lines they deem holy. On multiple occasions in diplomatic talks they have urged for others to stop the pollution of rivers and seas and to let the Morangi guard the water for them. This has found little acceptance, only in the Empire some Morangi enclaves have been allowed to take care of certain rivers or other waterways. The Morangi are very close to the water that they worship, they need to wet their skin regularly or they dry out. They love to swim and dive, both of which they do with great excellence.

Morangi are often (insultingly) compared to fish and while they do share some similarities, they are more akin to frogs, toads and sometimes compared to crocodile like creatures. Morangi possess the same slimy skin as frogs and their facial structures are much alike. They do however possess teeth like those you would find in a shark, multiple rows of replaceable teeth that regrow after some time. Between their three toed feet they have webbing that helps them with swimming, but at this point we can say that they are also very fast at land. While they do not possess the great jumping abilities of a frog they are great runners, as long as they do not dehydrate. Morangi are coloured from green to blue,

sometimes with influences of yellow and red. Their Skin can be dotted or lined, sometimes with intricate patterns. They grow around 1,60 tall, in rare cases some specific breeds can even grow up to 3 Meter tall, however this is exceptionally rare, and it seems like the Morangi use these breeds as guards for their most holy water sources and temples. It is suspected that these rare Morangi only grow this tall because they have been magically altered in some way. On their back there are feather like extensions that serve as active camouflage and for rutting purposes. Morangi can change the colour of these extensions at will and done them against the skin. It is suspected that they served swimming purposes too at some point. With this camouflage the Morangi are well equipped for live in their swampy environment. Usually Morangi come of age around year 16 of their lives.

Most of the Morangi live very secluded from the rest of Midheim and have been for a long while. They have been a part of some conflicts however, as in 1398 pGW the Dwarven Clan alliance invaded Niderlingen with a great army to punish the Morangi tribes for burning down some of their villages and transgressing a trade agreement they had: the Morangi live in a very turf filled area, something the Dwarves needed for their forges. The Morangi refused to trade in early 1402 due to poor working conditions and internal conflicts and the conflict escalated. The conflict was somewhat success for both sides eventually, as the Dwarven army lead by Protan Grimm managed to uncover Stonecrown activity in the swamps that caused the Morangi to rebel in the first place; with great diplomatic prowess the Dwarves and the Morangi became allies in fighting off the Stonecrown armies.

The so-called Turf-war of 1398 helped us learn a lot about the Morangi: they live in tribes that are united in a great alliance. This alliance seems to serve the common goal of securing the water sources of the continent in peace or potentially by force. The tribes live in villages and smaller cities that are build both with wood and stone; the Morangi also settle in the ruins of an unknown civilisation that settled Niderlingen before them. Shamans play an important role in their society as they are both spiritual and political leaders. They are unsurprisingly connected to the Elemental Magics, specifically of Water, Wind and Storm. Morangi lay eggs that hatch in warm water.

4.7.12 Beoven

Lifespan: Around 80 years

Size: Around 170 cm

Language: Beoven can communicate between each other via smell, growling and other animalistic languages that have yet to be understood by outsiders or explained by the Beoven themselves. They are capable of talking and usually speak the Imperial Tongue these days.

Starting Attributes:

Strength: 5		Intelligence: 2	
Toughness: 3		Wisdom: 1	
Dexterity: 1		Focus: 5	
Mobility: 5		Charisma: 0	
Health points (HP): 50	Exhaustion Points (EP): 6	Base Perception: 8	

Traits:

Natural Hunters:	Beoven can roll on their passive perception with a Bonus of +4 to smell all injured creatures in a large radius. With a result high enough they might even be able to determine what it is.
Natural Weapons:	Beovens can use their claws and their bite as natural weapons in a fight. This counts as a martial melee. The claws give a Bonus of + 3 and the bite costs 2 EP but gives a Bonus of + 7 to their attack Chance.

“Guide the Pack or let the Pack guide you!”

The origins of the Beoven can most likely be traced back to some beast of older times. They therefore are one of the few people that are endemic to Midheim and are the second oldest people, existing even before the High Elves.

Beoven look like upright walking beasts; they have short snouts, thick hide, often short haired fur and big, pointy ears. In their overall appearance they are often described as a mixture of bears and dogs, although some of them can have more similarities with one or the other and even some cat-like

influences are thought to be observed sometimes.

Another rather unique feature aside from their terrifying jaws are their strong, retractable claws. They also possess great senses: both their smell and their hearing are great, but their vision is subpar.

However, Beoven have shown again and again that they can smell blood. This makes them great natural hunters and indeed they mostly eat flesh, albeit being omnivores.

Beoven live in packs-like societies: they are large families that bond together, comparable to the Dwarven Clans. Every pack has two leaders, the strongest, most wise or most cunning members dictate the rules of the family. They also decide which of the younglings must leave the pack. Leaving the pack as a youngling means that you can eventually return, but only if you have shown your worth in some way. This however may be hard, depending on your status and how big the pack has grown as only a limited number of members is allowed most of the time. Therefore, sometimes, new packs are founded by those who had to leave. This way packs also exchange members between each other and keep their offspring untainted. Compared to the Dwarven Clans again the packs are much more volatile, exclusive, and more intimate. This is also mostly due to the fact that the Beoven are rare these days, especially outside of the Empire.

The history of the Beoven begins long before the great war. Many hundred years ago the first Beoven lived as nomadic packs until they started settling in the northern part of the continent where the ocean meets the Eastwind Spires. Here they founded a realm for themselves, reigned by the strongest pack. This civilisation grew stronger and stronger, as there was almost no opposition to the North, while the High Elves reigned in the South around the Midstrom.

When the Humans of the second Kin arrived at the continent in 31 pre Great War, the Beoven took them in and recruited them for their slave army, most of them forcefully. They attacked their neighbours, mostly High Elven Civilisations and quickly expanded southwards. But the Humans were underestimated and eventually revolted, destroying the Beoven Empire from within and killing most of them in the process. The Beoven Empire and their reputation especially among the human population never recovered from this.

Today they are scarce, the last big packs exist in the Empire and most Beoven can be found here, but it is very rare to meet a one of them somewhere else in Midheim. Because of their history they are often accused of causing the great war, which is mostly a complaint of the High Elves who can remember these times or are more connected to them due to their age.

In the Empire most Beoven have a decent status these days, many pack leaders also become politicians

and actively try to regain some of the old glory their people once had. Since they do not have a homeland that belongs to their people and their people only the Empire is all the Beoven have left to turn too, they are trying to make the best of it.

Also, it may seem logical that a people whose ancestors are animals is close to nature, the Beoven however do not like to life in the forest or similar environments. They prefer civilised cities and refrain from being called “animals” which is a great insult in their circles.

Their main goddess who they almost exclusively worship is Diana, goddess of the hunt and the moon. They share this goddess with the High Elves and the Imperial Cult which is probably another reason for why the Beoven fit so well into the Empire today.

4.7.13 Orcs

Lifespan: Around 100 years

Size: Around 190 cm

Language: Orks use a language called Faragan (Words of the World) that has an unnumbered amount of local dialects

Starting Attributes:

Strength: 6		Intelligence: 2	
Toughness: 4		Wisdom: 4	
Dexterity: 2		Focus: 1	
Mobility: 1		Charisma: 2	
Health points (HP): 55	Exhaustion Points (EP): 9	Base Perception: 5	

Traits:

Blood for Blood:	If an Orcs HP fall below 50% they experience unnatural rage and gain +5 Attack Chance or +3 Spell Effect and -3 to all social rolls.

Earth and Water:	When an Orc is fed well, had a good amount of sleep, has full EP and full HP they gain +2 to all social rolls.

“In war let our Blood
 burn like fire
 shake like the earth
 and rage like the storm.”
 Orcish prayer

The Orcs are a relatively young people. They arrived in Midheim shortly before the great war and originally inhabited the space between the Amradur Mountains and the Sternenzelt Spires. From there they often waged war against the Dwarven Clans. It is clear today that the Orcs came from a different sphere, but it is lost how they came to Midheim or what exactly brought them here.

Orcs are big creatures with pointy ears that are like those of the elvish people but much smaller. They have the posture if Humans and the bulkiness of the Dwarves. They barely grow any hair at all and their skin is coloured: most common colours include green and brown, but also shades of red and grey can be found.

During the great war the Orcs attempted to conquer the dwarfish mountains but consequently failed after the great battle of Gipfel. Afterwards they got driven out of their homelands by the Dwarves and Human forces. The orcish tribes had to migrate and at the time the only way to flee the war was to go south. This is how the Orcs ended up in South Midheim and inhabited the great desert. Originally, they were very tribal and splintered, but eventually the tribes united in the year 341 and formed the great orcish empire. Over the years certain shamans gained a huge influence in this realm. These religious fanatics claimed that the orcish gods wished for the destruction of all other civilisations and for the great orcish empire to encompass all Midheim. This matter escalated in the year 696 when the Orcs finally started invading North Midheim with a large number of forces. They attacked three targets over the span of three bloody years: first they crushed the human and gnomish realms of the Midstrom area, only stopped by Enderal and Effinget. Their second strike was against the Slenget of the Desert, their next-door neighbours. They destroyed their holy zikkurats and sacrificed their offspring to their gods. The Third strike came last and was the hardest: with a massive fleet like no one had ever seen before

the Orcs attacked the greatest civilisation ever known: Ilvindar, home of the Ilvindari. This is where the blood trail finally came to an end. In a big magic explosion the fleet was destroyed and Ilvindar was shattered. In the next two years after this event the Orcs lost battle after battle and were driven out of the Midstrom area back to the desert, where their crumbling empire was finally crushed by the vengeful Slengt.

Ever since then the Orcs live in small tribes scattered across the desert, occupying villages and smaller cities that are often built or are in fact ruins of their old empire. Orcish tribes are built around two leading figures: a chieftain and a shaman that rule hand in hand. The chieftain is the order of war and the order of law, judging criminals and resolving conflicts. The shaman is a spiritual leader but also responsible for the wellbeing of the tribe by organising harvests and similar deeds. There have been many attempts over the years to form another, greater realm by uniting tribes, but every larger attempt has failed as they were either defeated by the Slengt, who still have a watchful eye on orcish activity and intervene in any larger assembly of tribes or was destroyed by the heavy infighting the tribes suffer under.

It is said that Orcs are very warlike creatures. This is not directly true, they only have a tendency for war when they suffer from hunger, famine or similar, just like many other races; the difference seems to be that the Orcs are especially vicious when under the influence of a great misdeed. Hence the saying “aggravating a hungry orc” means to do something very unwise.

If an Orc lives in peace and prosperity they actually are keen on sharing this development with their neighbours; they thrive socially under these circumstances, even more than other people do. A dwarfish saying goes “Sit only with a fed orc”.

Due to their history Orcs have a rivalry with the Dwarves, however they don't hate each other these days, neither side holds a real grudge for the other one. This is very different for Orcs, Slengt and Ilvindari: both people have nothing but hate for the Orcs and their relatives, the Goblins. The Slengt especially are constantly at war with the orcish tribes. It seems that the desert has been very harsh to the Orcs and this rough environment and their war filled history haunt them to this day.

This is why many Orcs have migrated to the Empire, where they are welcomed as civilised citizens if they wish to be so. The first big wave of immigrants came after the blood trail, the second one a few hundred years later after the fourth Slengt war, a great Slengt offensive against many orcish tribes. Therefore, Orcs are very common in the Empire. In human realms on the other hand Orcs are not very welcome, often prejudices are held against them and horror stories about Orcs are common folklore.

Lastly, I want to touch on the orcish fear of water. It is said that on the day the Ilvindari destroyed the invasion fleet so many Orcs drowned, that the goddess of water the Orcs believe in also died along side them. Ever since then many Orcs fear water and hate swimming.

4.7.14 Goblins

Lifespan: Around 70 years

Size: Around 130 cm

Language: Goblins use a Faragan accent that is often called “Gob” (dirty)

Starting Attributes:

Strength: 2		Intelligence: 4	
Toughness: 3		Wisdom: 0	
Dexterity: 3		Focus: 4	
Mobility: 5		Charisma: 1	
Health points (HP): 35	Exhaustion Points (EP): 10	Base Perception: 7	

Traits:

Opportunists:	A Goblins opportunity attacks are hidden.
Survival of the fastest:	When fleeing Goblins gain +2 Movement.
Rebellious Mind:	Naturally Goblins will resist mental and physical opposition. Gain +1 to your Chance when resisting someone supressing you with physical or mental means.

“We may not have as much blood as an Orc in us, but it burns twice as bright. We may not be as strong as an Orc, but we are twice as many! You may not know us yet, but I will make us all famous!”

ChefChef, famous Goblin Chieftain

The Goblins appeared in Midheim at the same time and in the same location as the Orcs. The two people are related in a way where the Goblins are considered to be the younger brethren. Because of this we know that they do not originate from this sphere but instead come from the same home world as the Orcs.

Goblins are small in size, in fact they are the smallest people on the continent, growing only around 1,30 Metres tall. They are however very fast moving in every aspect of movement. As their older siblings Goblins have coloured skin in shades of green and brown. Unlike the Orcs, Goblins can also be sometimes white of colour. They have longer and pointier ears than orcs, two rows of razor sharp teeth and big, round faces with long noses. They grow more hair than the Orcs and they have only three fingers instead of the usual five. Age wise Goblins are relatively short lived, reaching only about 60 years in a lifetime.

Being the smaller siblings of the Orcs is not easy: Goblins are frequently enslaved in orcish communities, as both people live together most of the time. Where you find Orcs, you will find Goblins as well. The Goblin is deemed worth less than an Orc, a fact that has sustained through their long history. The Goblins often attempted to reach out of the Orcs shadow and form their own communities, but most of these attempts failed. Today there are some Goblin communities that are Orc-free, where the Goblins can live on their own; however, these tribes are often short lived and very brittle, as Goblins tend to start infighting when not ruled by Orcs and even then the potential for conflict is often high.

Outside of the great desert Goblins are rarely found. Some of them fled to the Empire after the great Blood trail, but most of them stayed. Goblins are not welcome in most countries due to their involvement in the Blood trail and are often excluded from societies or even actively hunted for other reasons. It seems like there is no place in Midheim where a Goblin can be a free, equal citizen but the Empire.

It is in the Nature of a Goblin to be very fast, not only in movement but also in speech: they tend to use short sentences and speak without any breaks and very fast. Their language (Gob, orcish for “dirty”) is basically a very fast and compromised accent of the orcish language. They also have a tremendous flight instinct: Goblins have very short life spans comparatively but seem to lengthen them at all costs. “He ran like a Goblin” is a popular dwarven proverb describing accurately the behaviour of a Goblin when they are in a dangerous situation. Of course they are also capable of bravery, but chances have to

be in their favour. If worst come to worst a Goblin will run away with unbelievable speed.

We already touched on the short lifespan and should mention another side effect of that: Goblins have a tremendous thirst for accomplishments and fame. Some blame it on their relationship with the Orcs, where the Goblins always seem to be the lesser of the two. In practice a Goblin will always strive for greatness, hence the many attempts of Goblin armies at raiding gnomish or dwarven cities and their constant war-waging against their neighbours and the constant infighting: it mean a lot to them to be the greatest Goblin, the leader of the pack. It seems like the goal of many Goblins life is to defeat their inherent flight instinct and rise above their own nature to become something truly great.

Something Goblins are indeed truly great at is the taming of beasts: almost all of the deserts creatures not only have been subdued by them, but they also lead them into battle if its even remotely feasible.

One of the most dangerous aspects of the great Blood trail were the beast armies the Goblins brought to the field and to this day this reigns true: if they are riding flying bats or great sandworms, nothing seems impossible for their beast tamers.

4.7.15Giants

Lifespan: Up to 500 Years

Size: Around 300 to 500 cm

Language: Runaklar

Starting Attributes:

Strength: 7		Intelligence: 1	
Toughness: 6		Wisdom: 2	
Dexterity: 3		Focus: 1	
Mobility: 1		Charisma: 1	
Health points (HP): 75	Exhaustion Points (EP): 9	Base Perception: 4	

Traits:

Bonehead:	Ignore one critical effect per day.
Massive:	Can use a shield with two handed weapons. Note that some weapons, shield and armour may be to small for you.

“You want to know Giant secret?

Giant always at war.

Norseman Joke.”

There is not much to say about the Giants of Midheim as they are very secluded from the rest of the continent and have no diplomatic ties whatsoever. They are big creatures, growing up to 5 Metres in size, very hairy and with relatively big faces but small eyes.

The Giants originate from a different Sphere than ours and arrived here at the same time as the Humans of the first Kin and in the same regions for that matter; however we know from the Norseman sagas that the Giants originate from a different sphere than the Humans of the first Kin.

Immediately when they both appeared in Midheim war broke out, it seems like the Giants and the Humans of the first Kin were and still are natural enemies. Giants may be big and strong, yet they are not many in numbers and reproduce relatively slowly. So they were driven out of the lands of their arrival by the Humans of the first Kin and settled somewhere in the north of Midheim, the exact location is unknown. Then, during the great war the Giants were once again driven from their homelands by the Beoven. They fled as far north as possible, reaching the bay of the moon, and traversing it to reach the island of the mountain range we today know as the giants’ cage: Beyond these mountains lays a great valley that the Giants inhabit since the days of the great war and now call their home. The cold climate seems to suit them very well as they are hardened creatures that can easily survive in harsh conditions. Today the Giants are still at war with the Norseman and the Empire, regularly launching raids against both.

In general raids are a great part of the Giants culture: every year they plan and execute great expeditions to many parts of Midheim. They build ships that are like the dragon ships of the Norseman but cruder and not quite of the same great quality. The Giants live in tribes that are often much smaller than tribes from other people and live semi nomadic. Each tribe is lead by an elder Giant, often these are also magic users. One big city exists they call the capital, its real name unknown to outsiders, and

once every year almost all Giants gather there to celebrate their victories and their god. It is known that they host a great arena in this place where they bring the captives of their raids and have them fight each other and their greatest warriors till death. This yearly celebration is called Med Timbur (“The Ancient Feast”) and is also the place where the bigger raids are planned and the tribes face of against each other in various competitions such as carrying tree logs and throwing great boulders. The tribes also show off their accomplishments during these festivities and share the treasures of their raids. Another great feature of this festivity is that the greatest giants of all are crowned and recruited to the one tribe that is bigger and stronger than all the others: they call themselves the fists of Ymir, named after the god they believe in. This tribe only accepts the strongest or most magical giants in their ranks. Giants in general are a fairy-tale to most people of Midheim as many will never see a Giant in their live and rarely hear of them, but in some coastal regions Giants are a real threat, especially for the Empire and the Humans of the first Kin.

Lastly Giants are known for their prowess in producing alcohol, the only thing they have ever exported. They exchange their exceptional liquor for various goods from all over Midheim. It is said that Giants schnaps increased combat strength and lets one go into berserk like rage, the Giants themselves drink it before they go to battle, and a Giant is a formidable opponent in combat already.

4.7.16 Mixed Races

Characters of mixed races gain the mental attributes of the father or the mother and the physical attributes of the other. The total amount of received attributes MUST be equal to 20 so adapt them accordingly until this base number is reached.

You will also receive the Exhaustion Points of the mother or the father and the Health Points by the other.

You may choose one trait from each race EXCEPT for the human trait of superior adaptability.

Your Perception may be freely chosen.

When creating the foundation of your Character try to match the backstory you have created for them! Numbers can tell a story too...

4.8 Traits: Character Backgrounds

Well, numbers may be able to tell a story, but a real story is always better. That's why you should make wise choices in life, or at least make the best of the cards that you have been dealt.

Everybody knows how impactful the culture you grew up in and your life's choices can be for you.

If I was you I would be open about the past I am proud of, and secretive about the rest. Thankfully I am not you!

I already made my choices. You, on the other hand, must still decide or tell me what your decisions were, at least! People differ so much from one another, it's always so hard to guess, or even understand, what others have seen. But that is part of the beauty of life, if you ask me. So many stories to tell. So many Horizons to see. So much gold in the distance. So many friends despite the odds.

Choose two character backgrounds from the list below. You can buy one additional character background with one Flex Point! Character backgrounds are written down as traits.

Tell me about your life. There must have been at least two defining Periods in your life! Perhaps even more?

Background	Description & Effect
Worker	Not shying away from hard labour you worked for coin even under difficult circumstances, always giving your all. +12 HP +3 EP +3 to Chances that require a strong endurance +1 to social Chances with other Workers +1 to Chances in Taverns
Life on the Run	It is undeniable you had or made enemies in the past and they were a force to be reckoned with. Or run from. Sometimes retreating and consolidating your forces is a wise option, even if it means you can not settle down for a long while. Some lives are like a play of cat and mouse, and you definitely know how the mouse feels sometimes. +3 EP +2 movement distance

	+3 sneaking and hiding chance +2 lying chance +2 passive perception
Soft Criminal	An apple here, a purse there, a forged book, a bribe, smuggling - victimless crimes, right? If it was to make ends meet or to earn that extra coin, it is a past that leaves a mark. +2 to thievery and forgery chances +2 to lockpicking and sleight of hand chances +1 lying chance +1 to Chances in Taverns +1 perception in the dark +1 in social Chances with other criminals +1 EP
Hard Criminal	Hard times make hard people, and ruthlessness is a trait required to survive both. If you regret what you did or not, your actions left their mark on you - and your victims. +2 to intimidation chances +6 HP +3 EP +1 to Chances in Taverns +1 perception in the dark +1 weapon damage +1 in social Chances with other criminals
Soldier	[can not be bought with FP] You learned that force sometimes is the only way, either to protect or to take, but in any case a soldier must follow orders and work in a unit. +10 HP +4 EP +1 free Manoeuvre +2 in social Chances with other fighters
Good Childhood	[can not be bought with FP] Your childhood was peaceful, perhaps uneventful but rewarding and bestowed upon you was the vision to see the good things in life. +2 to social chances when conversing with friendly people +1 TP freely distributable +1 Perfection per day +2 when cheering someone up +4 HP
Horrible Childhood	[can not be bought with FP]

	What you had to endure as a child made you strong. Now it is finally up to you to decide if you will use those powers to seek revenge, retaliation, justice, fight that others may not experience the things you had to or simply for a better life for yourself. +1 resolve per day +1 to all resistance chances +6 HP +3 EP
Nomad	The word travel is foreign to you, as you knew no other life than to be on the move constantly. It can be a tough life, but also rewarding in its very own ways. +5 HP +3 EP +2 to survival chances +2 to orientation chances +2 to resistance chances against extreme weather +1 free language rank of your choosing
Poor	[can not be bought with FP] There was a time when you had to count every coin twice and barely made ends meet, going to bed hungry or didn't even have a roof over your head. You have seen all the misery of those forgotten. Perhaps it is finally time to turn another page - after all, you always knew how to make a lot from a little. +5 HP +2 EP +1 to survival chances +1 passive perception +1 to orientation chances +2 to social chances when talking to people living on the streets +Hunger and Thirst impact you later than others
Rich	[can not be bought with FP] If by chance, by hard work or simply through smart business, your name had or still has weight to it - the weight of your purse. With such monetary value come many benefits; may they be an investment into further successful endeavours. +1 FP +2 chance when estimating the value of an item or similar +2 chance when negotiating the value of goods and services +2 to social chances in business settings +800 additional Iron Coins worth of starting money
Common Life	[can not be bought with FP]

	Your life has not been of outstanding interest so far, but there have been many moments that hold great personal value. Your first kiss, the smell of home and the friends you had or have, the memories of those you lost and the times you cried. Sometimes things can change within the blink of an eye, but these pure memories will stay with you forever. +1 TP +2 to social chance with commoners +2 to chances in a craftsmanship or profession of your choosing +3 HP +2 EP
Part of the Elite	You were or are among the highest ranking members of your society. This may come with a title, vast riches and/or political influence. People may even know who you are! Be that good or bad. +2600 Iron Coins worth in starting money +You may choose an appropriate title and people may recognise you +2 chance when engaging in discussions and diplomacy +2 chance when identifying important people +2 for social chances with important people +1 free language rank of your choosing
Wildling/Hermit	You never really followed the roads to the bigger cities, your life was out in the woods, cavers and crevices of the world. It is dangerous, and sometimes simpler than traversing complex social and cultural networks. These “civilised” people would never understand how beautifully complex the pathways of nature can be, however. +8 HP +2 EP +2 to survival chances +2 to chances with plant identification and animal handling +2 to orientation chance +1 passive perception
In search for revenge	You have been wronged! This grand mistreatment and injustice that has befallen your life and has haunted you must be purged! You will not rest until the guilty have received their punishment. +Regain 1 Resolve every 3 nights +2 to investigation chances +2 insight chances +1 passive perception +2 to all chances when taking revenge against those that betrayed you +2 EP
Mercenary	[can not be bought with FP]

	As a weapon for hire you would often act and ask questions later. You may have lacked the discipline of a professional soldier, but you were surely effective in your field of work. No dull days and business was always booming. +6 HP +3 EP +1 Manoeuvre +2 to chances when discussing the rate of your services +1 to social chances with other mercenaries +1 to chances in taverns
Free Spirit	[can not be bought with FP] What a wonderful world! Knowledge is a fickle thing and even more things are left to philosophy and interpretation, is what you have concluded from your studies or experiences. With the ability to guide your mind to goals of your own choosing, forging your own destiny, freedom has always been in the palm of your hand. +1 FP +1 TP +2 AP
Scholar	Your studies have revealed to you many secrets and made you aware of hidden knowledge that others perhaps could never understand. Where the uneducated fail you rise, where others words cannot fathom the complexity, you describe it with the greatest accuracy and insight. Much power lies in the mind of the living. +You can read and write +2 language ranks of your choosing +2 chance when deciphering something +2 chance when applying common knowledge +1 to chances where specific knowledge is required +you may have a specific field of interest where you excell
Mage Apprentice	[can not be bought with FP] Magic is more than an art. It requires a certain devotion, be it to a higher power or your own, or to yourself, to conjuring the supernatural with the power of your mind. If through self study, sheer talent or the patient teachings of a master, you have already taken your first step to archiving greatness. +2 Spells, must be chosen from the same Spell Book +2 EP +2 Chance when applying your knowledge of magic +2 to social checks with other mages
Slave	Enslaved you were or are without much personal freedom. If you are devoted to your master or determined to free yourself and others from

	the shackles that bind or have bound you, it is burned into your consciousness how unforgiving life can be and to which extremes others may take their abuse of power. +6 HP +3 EP +2 AP +4 chance when resisting intimidation, bribery or similar attempts to sway your mind
Unfree	While others may have it worse, your times as an unfree person were daunting. The borders you were kept in were depressing while your dreams were focused on the goals beyond your confinements. Whether it was work, social standing, duty, family or criminal activity that got you into this mess, you had to get out, and restrictions do make one creative... +5 HP +2 EP +2 chance when resisting intimidation, bribery or similar attempts to sway your mind +1 chance to survival chances +1 to lying chances +1 to hiding and sneaking chances +1 passive perception
Loyalist	No matter the circumstances, you were always a loyal follower of your leader, god, or the system you knew at the time. Your strong understanding of what is right and wrong was reflected in whom you followed, and with your devotion you were a valuable asset and perhaps even a friend, at least in your own mind. You know what it means to fight for a greater cause or an inspiring person, a worth many may not know. +3 chance when resisting intimidation, bribery or similar attempts to sway your mind +3 chance when convincing others of what you truly stand for +3 chance when convincing someone that you are trustworthy (not when lying) +2 in social chances with others that share your convictions +2 EP
Betrayed	A dagger in your back, a friend that turned away, a loved one that broke your soul. You were betrayed, when you relied on those that swore their loyalty, or left behind by those who said they would never let you down. The feeling you were left with is more than disappointment. Its an emptiness that perhaps can never be filled again.

	+3 chance to detecting lies +3 chance when investigating if someone is trustworthy +3 chance when rescuing someone +2 passive perception +1 to all chances when taking revenge against those that betrayed you +2 EP
Leader	Whether born into the position or grown into the figure at the helm, you take the role of leading those who are willing to follow. Your decisions have power and your words have weight. The goal in mind you strive for is a destination, that, even if unfeasible or against the odds, you and your companions believe in will and must be reached. Whether you must be calculating, compassionate, or decisive, what counts is that you take the first step and know when the time is right to give the command. +2 chance when motivating someone +1 to diplomacy chances +3 chance when convincing others of your position and decision +restore 1 EP on every Ally once a fight +grant one Ally +4 chance to any check once a day
Dedicated Craftsman	A large portion of your life was dedicated to a certain craft. Does it really matter if you were one of the best or one of those who would supply a whole village with their wares? What counted, at the end of the day, was a job well done and a lesson learned. +5 HP +3 EP +3 chance when applying your specific craft +2 chance when trading wares +2 to social chances with other craftsmen, +3 if they are of the same craft
Fraud	You were a liar, a cheat, a fraud. Not the worst of the worst, but never one of the good. Instead of doing honest work you would instead fake your way to money, and, perhaps, success. You build a house of cards, held together by lies and as it rose to the sky its foundations began to rot... +4 chance when lying +3 chances when crafting fraudulent documents or similar objects +1 chance when conversing with criminals +2 chance when detecting lies
Respected Mage	You were a respected mage, or at least a normal member of society despite your magical profession. People would come to you for your wisdom and insight, as you had learned much that could benefit them

	and of course yourself. Your repertoire of spells and knowledge of magic was respectable. +2 EP +3 Spells +3 to social chances with other mages +you can read and write +1 Spell Chance
Exiled Mage	Either through the ignorance of the people around you or the types of spells you were using, maybe with some darker applications, your magical powers or ambitions made you an outsider. Looked down upon by “society” or even hunted and chased away you had to go into exile. +2 EP +2 Spells +2 passive perception +1 to lying chances +2 when conversing with Witches, Warlocks and similar folk +1 Spell Chance
Healer	Everyone will struggle with their health sometime. It is a necessity that healers exist to protect the people from certain death or crippling illness. You took up the instruments of this profession, with a determination to be the bulwark of life, the beacon of light against the approaching darkness that awaits all. +4 EP +3 chance when treating wounds, illnesses or poison +2 to the the positive result of potions and medicine +2 to first aid and medicine chances
Political Separatist / Rebel	Tyranny and injustice shall fall wherever you rise! It is clear that things need changing, that the leaders are corrupt and the system is flawed to the point of no return. But there is vision for a new beginning, something you seek to spearhead. Your zeal for renewal shall topple to towers on which those stand who have failed the people and the common good. +2 to chances in political discussions +3 to chances when stirring up conflict or provoking someone +1 to chances when acting against state institutions +2 to chances when speaking in public +1 to hiding and sneaking +1 to insight chances +you may have some rebel/separatist connections
Political Figure	Deeply engaged in politics, no matter what you stand for, you will do what is necessary to progress the future of your party or establishment.

	Society needs to be ruled and you are here to do it, in whatever way you see fit. +2 to chances when engaging in political discussion +3 to chances when speaking in public +2 to chances when conducting official business +2 to chances when dealing with bureaucracy +1 to insight chances +you have some political connections
Holy Servant	As a servant to the gods you educate the people of their greatness and spread the holiness that should be honoured. Devotion and believe, trust in the higher powers and their hand that protects you and all those who follow with you is what drives you forward. +4 HP +3 EP +3 to chances when teaching of the gods and their legends +2 to social chances with other devotees of your religion +instead of a short rest you can pray once a day, archiving the same effect
Tavern Folk	What would life be without some entertainment and genuine fun and chaos. Laughter, late hours, bad jokes, alcohol, it is what you know. Gambling, cheating, lying, joking, it is all so common with you, and everybody does it anyways, the folk that fill the Tavers from early till late are just so much more honest about it. +6 HP +3 EP +3 resistance to alcohol +3 to chances in Taverns +1 to sleight of hand chances +1 to lying chances
Performer	The world is your stage, but even better is a real one, as you urge to show the people and the crowd your talents and have them remember your name and your act. +2 EP +4 chance when performing or acting +1 chance when lying +2 chance on flirtatious social interactions +2 to chances in Taverns
Outsider	Only few people ever cared for you and even in what you called your home you seldomly got the respect anyone deserves. You were an outsider, weird or foreign and as such you were treated by most. You had to be self sufficient from early on, as you could not rely on the help from others. Perhaps for the better.

	+6 HP +3 EP +2 TP

You can't find the background you are looking for? Talk to your Game Master!

4.9 Traits: Languages

Languages are like talents in that they have ranks which determine how skilled a character is in speaking and understanding it. Knowing a language does not include writing and reading skills. Every language has 5 ranks: rank I is basic understanding, rank II advanced use, rank III proficient use and Rank IV means that a character speaks the language as or like their mother tongue.

Rank V indicates scholar-like knowledge. Note that depending on circumstance your knowledge of the language might positively or negatively impact your social situations.

Languages ranks can be increased through roleplay and on character creation by spending one TP per rank.

Every Character knows one Mother Tongue by default and you may choose another rank III language.

Following common languages are available:

Language	Description
Freikand	The language of the feudal kingdoms of Midheim. It is available in many dialects, depending on the country. All versions of Freikand stem from the same language the Humans of the second Kin spoke when they arrived in Midheim, and while its many modern dialects are still called Freikand and use some of the same grammar

	and sounds, the language is not standardised at all and some words might be written or pronounced differently as soon as you reach the next city.
Imperial	A modernised dialect of an old High Elven language. It is spoken by all Imperial Citizens nowadays and fairly common in most of Midheim. The language is somewhat standardised by the Bloom Colleagues, imperial Universities. Official publications within the Empire are widespread and update the standard, but since the realm is large and many provinces joined it is a vast, rich and evolving language, well fitted for many applications, easy to learn and relatively easy to understand even when spoken fast, yet with much colloquial and regional dialect and nuance. The standardisation makes it a great language for scholars and scientists that seek or share their knowledge, and its widespread amongst traders, neighbouring countries and the nobility.
Durm	The muttered, growled and old language of the Dwarves. While it shares the Alphabet with Runaklar, the spoken language and vocabulary is of much difference. Durm can be written from top to bottom or left to right, even across. Masters of the language are able to combine these rare features to create self containing word-matrizes. The runes used are made for carving and while some might consider them crude, are also very practical in print. Much emphasis is being put on writing, mainly how sentences or sentence constructs are created. It is considered holy, a craftsmanship in itself. Drums runes are often used by the Dwarves to create magic bindings and they deem everything that is set into writing to be worthy of something, more so than any word spoken.

- Runaklar, the language of the First Men.

- Blafal, the whispered tongue of the Dark elves can sound like the win in the leaves of the forests crowns.
- Katra evolved from Blafal when the great Schism divided the Albs, Grey Elves, from the E'alven, the Dark Elves. It is much more straight forward and somewhat akin to Imperial, but much harder to learn and understand. It is purposefully different from Blafal and human Freikand dialects
- Z'ang
- Itzisch
- Ilvind
- Blaal
- Faragan
- Gob

4.10 Traits: Talents

Each roman Numeral stands for one available rank of the Talent. A Talent with rank V can be acquired 5 times. Each acquisition costs 1 TP!

Talents are bought with TP. Talents have ranks from 1 upwards, indicated by roman numerals. Every rank of a Talent, no matter if I or higher, always costs one TP to acquire.

A person with the rank I in one Talent can be considered a beginner, on Rank III they can be considered a skilled user of the Talent and on Rank V a character is a master of this skill. If you have a Talent for a certain task or skill you can use Perfections for any Chance associated with it.

The Bonus given by Talents is always a value modifier; Talents for specific actions give a higher bonus than Talents with a wider range of use. The Bonus Value given by a Talent scales with each rank but is variable: the harder a Chance is, the lower of a Bonus the Talent might provide.

Generally each rank of a Talent will provide a Bonus of 2-3 per Rank, depending on the Situation. it might also drop to 1 or rise to 4.

Some Actions are only available if you have the Talent required. You can rule for example that a certain lock requires a specific Rank in lockpicking, or a special plant can only be found by a skilled herbalist, otherwise they may remain hidden or locked respectively - at least for the direct approach. This may be useful in instances where you have a Chest that may only be unlocked if you have the Key for it - or if someone is a master thief who would be the first to break this kind of lock.

Talents naturally give you new options to solve problems that would otherwise require brute force.

Remember that the Bonus a Talent gives should be adjusted to a given situation. Talents make tasks possible that someone without that skill or knowledge could not perform. They grant automatic, passive modifiers because your character has a certain advantage in each field. They may not make the impossible feasible, for example it might be too late to seduce a Knight you just stabbed with a Dagger.

For players it is advised that you make use of your talents by communicating with your Game Master if they are applicable in a certain situation. The height of the Bonus a Talent grants is also dependent on the situation it is used in, usually ranging between 1 and 4 per Rank.

4.10.1 Negative Talents

Each passive Talent taken from the List below can also be acquired as a negative Version: Just flip the effect and give an appropriate name. When creating a Character you must choose two different negative Talents.

4.10.2 Passive Talent List

Small modifiers are +1 or +2, large modifiers are +3 or +4 even.

Modifiers are always impacted by roleplay. Talent based modifiers are increased with each rank in the talent.

Performance V

You are skilled in performing in front of a Crowd. Standing in the Spotlight does not bother you. Gain a small Bonus in these moments.

Actor V

The character is a skilled actor, versed in the recitation of Prose, Poetry and Theatrics. Gain a large Bonus in these Situations.

Sounds of Nature III

The character can imitate animal sounds. Gain a large Bonus when doing so.

Herbalist V

The character can identify useful plants and mushrooms, forage and preserve them properly. You also possess knowledge of where you may find certain plants.

+1 EP per rank

Imitation II

The character can imitate other persons behaviour and voice.

Beautiful III

The character is mindful of their appearance and leaves a lasting impression through natural beauty and/or intensive care and preparation of their looks.

Calm IV

You remain calm in pressure situations. This calmness makes you less susceptible to intimidation and provocation and panic. You are also skilled in causing this effect in others should the need arise.

Supportive III

No matter the task, sometimes even a single word of support can make all the difference. You can help anyone at any non-combat task by providing them with a small Bonus to their Chance without even interfering with their Chances in any other way.

+1 EP per rank

Sociable II

Getting to know and talking to people is one of your favourite past-times or you may be naturally skilled at it. Either way, social situations are where you thrive.

Humorous III

Whether it is your cutting edge sense of humour or your striking laughter, you always find a way to make others laugh their guts out.

Lip Reading III

You can read other intentions - and sometimes their words or entire sentences - off their lips.

Liar V

You are a skilled liar.

Pitchman III

You were born to haggle, no one is safe from your strive to find the perfect price or the perfect owner for this one dusty artefact you found in this one tomb that may have been your grandmother's.

+1 EP per rank

Trader V

You know the ways and intricacies of the trade business. Whether its locations, people, routes, wares, supply or demand you have insight into the matter.

+1 EP per rank

Joker V

You can juggle items or perform some tricks like cartwheeling and other silly business. You may know some non-magic magic tricks and perhaps some dances.

+1 EP per rank

Instrument V [instrument type]

The character can play a certain type of instrument well (being able to sing well also counts).

Righteous III

You have an understanding for law and order. You understand the ways of many a court and have an easier time to understand who is guilty and who is not. Offerings of Crime and debauchery are something that may not easily persuade you, as your will to uphold the law may is greater.

+2 HP per rank

Insight V

You have a great understanding of the Stories people may tell, and the way they present them. Lies and the Untruth may not fly by your head undetected.

Provoking III

You know how to get on someone's nerves or how to make them angry. Whether plainly or subtly, you will find anyones weak spot!

+2 HP per rank

Sly III

You are cunning and perhaps have dealt with many persons who are, just like you, skilled in webbing intricate nets and plans that stay hidden for just long enough...

Diplomat V

Anyone knows that sometimes it is required to find a middle ground. Or a compromise all profit from, in daily and political situations! This task is best left to you.

+1 EP per rank

Preparation II

When an obstacle lies ahead you know how to overcome it. Wether its a fight or any other operation, with the right mindset, tools and plan you will succeed. So wax your bowstrings and sharpen your blades so our Plan will be blessed by the gods!

Seductive V

Your character is charming and knows well how to approach other people in a seductive manner.

Interrogator V

Your character knows how to ask the right question to figure someone out.

+1 EP per rank

Librarian V

Words, letters and books are familiar to the character. They have an easier time absorbing important information from them, learning spells quicker from books and can easily find interesting and relevant books in libraries. Your character can read.

+1 EP per rank

Education V

Your character has basic, normal, or skilled reading and writing abilities depending on the rank. They can interpret numbers and know some or even a decent amount of information about the world, depending on rank.

Mathematics II

Your character is a skilled mathematician. It allows them to understand and use more complex numbers and calculation – you can also count considerably faster.

Speech of the Court II

The character knows how they express themselves in court and the upper echelons of society.

Knowledge III [topic]

You have gained knowledge about a, often specialised topic that extends basic knowledge. You may be considered an Expert in the field, especially compared to others who have no knowledge of it.

You may have multiple fields of knowledge!

Cryptography III

Grants basic understanding of codes and discovering hidden messages. You may have an easier time finding hidden information or deciphering ancient knowledge.

You can read.

Magic Runes III

You possess the magic prowess to easily activate magical items and scrolls. Magical Items are more powerful when you wield them. On higher ranks you may be able to understand complex and

intricate runic bindings and the hidden meaning in the various Signs that Cultures often use to represent or bind their magic, history and culture.

Gain +1 Spell Chance per rank

Thief V

Your character is a skilled thief. They know how to pickpocket, steal more efficiently, find a dealer for your stolen goods, and can interpret thief signs.

+1 EP per rank

Survivalist V

You know your way around the wilderness. Climate Effects, Hunger and Orientation are problems you solve with careful proficiency. You may have an easier time discovering proper sources of food and water and perhaps even have some basic knowledge of the treatment of road side illnesses and wounds.

+2 HP per rank

Investigator V

Finding traces of things gone is what you excel at. If it is crime or gold you are after, you may find the clues required to unravel the mystery that may lead you there.

First Aid III

You can treat wounds fast to enable better healing and reduce scarring. Your character is the first to look at a broken bone or a bleeding wound and remedy the situation until a skilled healer arrives.

+1 EP per rank

Poison V

Your character knows common or perhaps even rare poisons, and can identify them when in action or when seen. Treating, identifying, and ,of course, using them is your forte.

+2 HP per rank

Trapper III

You know how to use, hide and spot traps. You can tell what prey need what trap and how to best lead it to its demise.

Tracker III

Not only have you learned to follow tracks, but also to identify or hide them, should you leave some yourself. You may also have an idea of who or what was the source of certain tracks, how old they are and where they may lead.

+1 EP per rank

Hunter V

You know how to make use of hunted animals and learned how to gain trophies, skin and how to dissect the flesh of hunted animals. You know the animals of the region and how to find or avoid them.

+2 HP per rank

Sharp Senses III

Your smell, vision, hearing, or taste are sharper than usual. This increases your passive Perception by +2 per rank.

Quick Fingers III

Your character has swift hand movements. You know how to hide items behind your fingers and any sleight of hand is easier for you to perform - or to spot.

Swift III

The character is fast on his feet. You are faster and can move further than others, even on difficult terrain.

+1 EP per rank

Reflexes III

You can quickly react to new situations. You may not be negatively affected by an ambush or a sudden change of action.

Well fed II

Your character loves food like no other. Resting with a good meal helps you more than others and you may go longer without starvation - but not without hunger.

+3 HP per rank

Firestarter II

You can start a fire with less problems in any environment if you have proper material. When you become very skilled at starting fires you may also require less material.

+2 HP per rank

Doctor V

During a rest or at least a safe moment you can treat wounds of comrades with medicine checks.

You can also determine sicknesses, wounds, and causes of death. You will prevent infections and restore some of the life force of your comrades after the battle.

+1 EP per rank

Uplift II

You know how to increase morale and are a source of optimism and careful foresight. You always see a way to succeed.

+1 EP per rank

Tactician V

You know some theory behind group fights and tactics. Gain a Bonus of +4 when trying to guess opponents fighting abilities and power. If you are able to choose the environment to fight you and your allies gain +1 Attack OR +1 Defence if you are able to identify and acquire favourable environment.

Craftsmanship V [craft]

You have learned a specific work field or craft in your life. Rank I indicates that you are apprentice level at rank II you are a worker, at rank III an experienced worker and at rank IV a master of the craft. Each rank gives a +4 Bonus to all checks that are directly related to the craft.

You can reskill this Talent multiple times for different crafts (such as weapon smith, carpenter, mason etc.). Make sure you have a valid backstory as to why you have this Talent.

+2 HP per rank

Sneaky V

You know how to stay undetected. You can also identify more sneaky routes and places more easily.

Climber III

You can climb surfaces others won't even think about and in general are a trained climber. This also takes you less stamina than others.

+1 EP per rank

Wanderer III

Long marches do not tire you as much as others. You can walk faster and further than others, despite the terrain.

+2 HP per rank

Athleticism III

Your character is flexible and has good control of their body. You know gymnastic and athletic actions, obstacles are much easier to overcome for you and you can jump further.

+1 EP per rank

Magic Resistance III

You have a natural resistance against all types of magic. You have +2 resistance to magic per rank (adding to your defence or resistance chance against the spell).

+2 HP per rank

Strong willed V

You have a thick skull and are very stubborn. Changing your opinion and intention is hard. People you don't care about find it hard to influence you at all with intimidations, seduction or other forms of manipulation. This also applies to spells that try to influence you.

+1 EP per rank

Orientation III

You know how to find directions by sun and stars and how to use a map. You have an easier time remembering pathways and often find a quick way or locate your current position.

Riding II [Mount]

You can ride a certain type of mount without requiring a check and can travel on its back. Other types of mount might be vaguely familiar with you. On rank II you can use the mount in combat and

perhaps even ride without a saddle or similar means. You can learn to ride different types of mounts.
+1 EP per rank

Lockpicking V

You have some experience with locking mechanisms or even studied them intensely. You acquired the required skills to open different forms of locks. This talent enables you to open locks of varying complexity. At higher rank you know more complex Locks.

Quick Metabolism II

Rests are more effective on you. You require less sleep than others and are more resistant to poison.
+2 HP per rank

Drunkard III

Your character knows their way around alcohol. When drinking with other people you get drunk less quickly.
+2 HP per rank

Beastmaster V

Your character has an easier time handling animals. They often don't see you as prey or at least not as a threat. You have an easier time befriending, avoiding or even fighting them. You may possess knowledge of certain animals and beasts.

Companion III [companion]

Your character can find a close animal companion that stays with them as a pet. This animal companion can be trained to deliver messages, fetch things for you or perform tricks. Depending on the animal they may even assist you in combat or when casting magic. You and your companions are bound like family. It takes a while to form this bond!

When the companion is with you they give you +1 passive Perception.

As you increase the rank with one companion you will strengthen the bond between you and unlock new abilities for you companion as well as increasing their HP. o

When your companion dies you regain the TP spent on this Talent, but only after an appropriate amount of time.

Swim IV

You can swim skillfully and face increasingly difficult weather and water circumstances.

+1 EP per rank

Magic Vision III

From time to time you are able to see and visualise the inherent magic of the world, spotting hotspots of active casts and the scattered pieces of spells long gone.

Gain +1 Spell Chance per Rank.

Cheat V

You know how to forge documents and cheat people out of money, time, or anything else.

Machinery V

You can operate machinery, perhaps even create some. You dream of a workshop or a ballista on a mammoth.

+2 HP per rank

Artist V [type]

You create stunning music or paintings or perhaps other art pieces. You have an extended knowledge of the field and can judge what is both good and bad.

Lucky II

It may not be a real skill, but sometimes luck can help you even in the most dire situation.

Hard Worker V

You perform simple tasks with maximum efficiency. You can carry more weight than others.

+2 HP per rank

Sailor V

You know oceans and rivers like few others. You have been on many a boat and have seen the waves, the storms and heard the sirens sing. You know of the sea and how to sail a ship.

+2 HP per rank

Mastery II [Talent]

Gain an additional Rank in any passive Talent of your choosing, even if you have already reached the maximum amount of Ranks for this Talent.

Magic Power II

You possess inert Magical Power, you can feel and harness the Energy more easily than others.

Sensing and understanding magic comes naturally to you.

Gain +2 Spell Chance for each Rank.

4.10.3 Active Talent List

In addition to all available passive Talents more, active Talents are available. These are bought in the same way as the passive Talents and generally behave in the same way, differing the effect. You can however not stack the same Active Talent twice or more in the same Action. It is theoretically allowed to use multiple Active and Passive Talents in the same Action when the Situation is complex enough for it to be either required and or possible.

Active Talents grant you a fixed Bonus to a check that is dependent on your Attributes. Use them once per Rank per day and only one at a time..

Silent Sneaker II When sneaking add Focus to your Check.
Perfect Perception II When trying to perceive something add Wisdom to your Check.
Intelligent Investigator II If you are Investigating something you can add your Wisdom.
Cunning Craftsman II During your crafting process you can add Intelligence to the Check.

Passive Persuasion II When trying to persuade someone you can add any of your physical Attributes to the Check.
Heinous Hagglers II Add your Dexterity to a haggling Check.
Skilled Swimmer II Add Toughness or Strength (whichever you are not using) to your swimming Check.
Careful Climber II Add Dexterity or Focus to your Climbing Check.
Astral Acrobat II Add Strength to your Acrobatics Check.
Talented Tracker II Add Wisdom to your Tracking Check.
Prefect I Use another Perfection but spent 5 EP.
Orderly Orientation II You can add Intelligence to your Orientation Check.
Fierce Force II When using a burst or persistent Force add Focus to your Check.
Completely Calm II Add Strength or Toughness when calming someone.
Invaluable Insight II Add Wisdom to your Insight or Psychology Check.
Enduring Evaluation II Add Wisdom to your Evaluation Check.

Daring Decipher II When deciphering or translating add Charisma to your Check.
Seamless Seduction II Add your best Attribute to the Skill Check.
Inquiring Intimidation II Add your strongest Attribute to the Skill Check.
Peculiar Performance II Add Focus to your Skill Check.
Laughable Lie II Add Wisdom to your Lying Performance.
Lengthy Lockpick II Add Intelligence to your Lock Pick Check.
Honourless Hiding II When hiding you may add Dexterity or Intelligence to your Check.
Entmystification II Add Wisdom or Intelligence to a Skill Check that involves the acquisition or understanding of magical information.
Reading Repetition II Add Wisdom when studying.
Resisting Communication II Add any Mental Attribute when resisting persuasion or other attempts of winning you over.
Selfrememberance II Add any Attribute when trying to remember something.
Calculating Compliment II Add any Attribute other than Charisma to your check when attempting to make a compliment.

Head Start II Add any physical Attribute when comparing speed.
Start Ahead II Add any Mental Attribute when trying to think ahead.

4.11 Equipment (WorkInProgress)

4.11.1 Starting Equipment

You always have some basic Clothing, hopefully.

Choose from our stunning Equipment selection! Note that your basic clothing is always free, no matter what you look like. Family heirlooms and such shenanigans are also not counted here. You may spend your Iron Coins on Equipment pieces or exchange them for other currency.

You are allowed to upgrade a default Weapon or Armor Piece you receive by paying the difference in Value.

Forlorn
You have almost no possession of your name. If you once had anything, it's gone with the wind or burned to ashes, lost forever or taken from you. Whatever lies behind you - you have a stony road ahead of you.
You have starting equipment worth 400 Iron Coins or less.

Peaceful Travels
Your life before this adventure was ordinary and so is your equipment. What you have on you is what anyone would bring to travel the lands.
You have 1 common Potion. You can choose 1 bad weapon for free. You have additional equipment worth 1300 Iron Coins or less.

Well Prepared
You know what you are heading into. You are ready for a longer journey and even ready to face some

adversaries if necessary.

You have 2 common Potions.

You can have 1 common weapon and 1 medium quality armor piece or magic item.

You have 2 Torches and 2 Bandages.

You have a Basic Backpack.

You have 5 days of rations and a tent.

You have additional equipment or Wealth worth 2200 Iron Coins or less.

Ready for War

You have seen much travel and some adventure in your life. You are prepared for eventualities and have dedicated equipment suited for your job and specialisation.

You have 2 common Potions and 2 rare Potions.

You can have 1 uncommon weapon.

You can have 2 of: medium armor piece, shield, magic item.

You have 10 days of rations and a tent.

You have 3 Torches and 3 Bandages.

You have a large Backpack.

You have additional equipment or Wealth worth 4000 Iron Coins or less.

Gilded Road

Your road ahead is laid out with all that you may need, whatever there is ahead or your mission may be.

You have 2 rare Potions.

You can have 1 rare weapon.

You can have 2 of: any armor piece, shield or magic item below 4000 Gold.

You have 2 days of rations and a luxurious tent.

You have a large Backpack.

You have additional equipment or Wealth worth 10000 Iron Coins or less.

A Treasure from beyond

Additionally to any other Starting Equipment Rank you may also choose one powerful Item worth 10000 Iron Coins or of Legendary Condition.

4.11.2 Currencies and Valuables

Usually Coins in Midheim are made from metals that hold real material value, and such your coins may be useful no matter where you are, even if your currency is foreign to the lands you travel in. Any currency's value can be measured in Iron Coins, the lowest form of money, which is valid almost anywhere. The real worth of Iron Coins is always somewhat inflated, people often do not like getting paid in Iron Coins when trading Goods and Services that are not cheap. Usually higher Quality Coins are worth some additional Iron Coins if used in their Countries and Areas of Origin, as they are easier to exchange there. Some Traders and Workers may not accept foreign currency or Iron Coins entirely and specifically demand Coins made from a certain Certain Metal or charge extra if you want to pay with lower Quality Coins, especially if you want something expensive: No one will let you buy a horse for 3000 Iron Coins, it is expected to pay in Gold or Silver and the currency of a people despised in those lands might get you in trouble.

Coin Type	Description	Value
Iron Coins	Iron Coins, often called “Nailheads”, “Beggars Coin” or similar names, is the lowest form of currency around Midheim. The Coins are small, usually round or octagonal and weigh about 15 grams of Iron. They can usually be exchanged for single of common goods and basic necessities. Iron Coins are minted by certain banks, usually they portray everyday items like trees, corn or landmarks of the region they were coined in. Iron Coins are typically worth less than their regional counterparts, so 2 Iron Coins may still be worth less than a single Imperial Coin, even though that is the typical exchange rate.	1

Imperial Coins	Often called “Heads” , these Coins heading from the Empire of Mundus are usually stamped from a Brass Alloy. They are small and lighter than Iron Coins. As with all Imperial Coins they have a hole stamped into the middle so that fixed amounts of them can be strung up unto bands for faster exchange and counting. Senators, but also rich tradesmen or craftsmen can pay the Imperial Bank to mint their faces around the coin hole as advertisements. Imperial Coins are stamped on behalf of the Senate by substitutes of the Imperial Bank in the cities of Portus Magnus, Teramor and Sinus.	3
Imperial Silver	Imperial Silver is regionally stamped with elected Senators and Public Figures, bearing the name “Senators” or “Senator Silver”. Imperial Silver Coins are relatively small and are also stamped with a hole, but at the top of the coin. The hole has certain rivets that mark the silver as original mints. It is common to put them on strings for faster counting during expensive purchases. On rare occasions Imperial Silver with an especially hated or loved Senator or public figure can be worth a little more or less. These coins are also minted by the Imperial Bank, but on behalf of the Emperor. Typically the Imperial Soldiers are paid in Silver, ensuring their allegiance.	40
Imperial Gold	The Gold Coins of the Empire, called “True Gold” or “Emperors”, are relatively small Coins and also stamped with a hole at the top of the coin. The hole has certain rivets that mark the gold as original mints. Imperial Gold is only stamped by the old Elven Isvodiryan Bank located in Lapis. It holds the insignia of the Empire, a Crown made from Flowers, Feathers and Swords.	120
Dwarven Veddar	Veddar are currency coined by individual, often family run mines. They are evaluated based on their weight and material. Some of them are only traded for specific purposes or wares, like the Grimm Mithril Coins that are typically only exchanged for magical Weapons and Armor or the Service of Priests and mages. The weight and metal used for Veddar is given by law through the Farsight Council, but small differences in quality between mines may exist and some Clans or Families may not like to be fluent with the Coin of	

	certain other Clans or Families, so other Dwarves may reject Coins only based on Origin.	
Common Silver Veddar	Silver can buy most wares easily. It's a sought-after Material and Dwarven Coin is typically accepted all across Midheim and recognized as high quality currency. Silver Veddar are a well controlled currency and usually only available from a few well known Clan owned Mines.	35-80, Typically 60
Common Copper Veddar	Dwarves like to pay foreigners in Copper Veddar, but only trade it for consumables themselves. Copper Veddars can hold a wild arrangement of stamped marks, ranging from Clan Insignia to Boarheads and even erotic depictions. Rare stamps are often collected. "Funny" Copper Veddar are often used to Gamble or pay off nights at the Tavern. They usually must weigh around 20 grams.	2-6 Typically 4
Gold Veddar	Veddars made from Gold are typically huge and ornamental. Dwarves undertake almost all their higher stakes trades in silver, Gold is of more esteemed, prestigious value to them, more often used in Jewelry than Currency. However large quantities of Goods, high value trades in Land or Buildings, Gifts or Dowries may be paid in gold.	200-500
Clan and Family Veddar	Dwarven Clans and the larger subfamilies each have their own family based Veddars. These are almost never used in exchange for goods, but rather as gifts of fealty, love or loyalty. Often only few Coins exist for each family, all of them elegantly ornamented and decorated, the individual coins handed down through the generations and their value often far greater than their material value, at least among dwarves of that Clan or Family.	???
False Veddars	Veddars are prone to forgery when used with foreigners or Veddars minted by mines that have lost their standing and were barred. False Veddars sometimes hold real value, but might carry with them the smell of criminality. They are sometimes used by smugglers, thieves and the like. The Dwarves use special runic stamps that must be approved and signed by one of the major Clans and there is an entire Order of Dwarven Paladins, the Ornament Bearers, dedicated to keeping the integrity of trade among the Dwarves and with their allies. Especially foreigners might be cheated with false Veddars, that are of wrong or inferior material or otherwise tampered with.	???

	It is without honor and considered shameful to use False Veddurs.	
Tacken	Tacken are Bronze Coins used widely in the feudal human Kingdoms of Midheims center Lands. They may slightly vary in size and Material Quality. Like all Coins from the Feudal Kingdoms these coins are minted on behalf or by the Crown or Nobility of the country of origin.	~4
Heller	Heller are high Quality Copper Coins. They must be pure Copper and weigh at least 25 grams.	10
Gildener	Gildener are smaller, medium quality silver coins. They are very common and somewhat exclusive the currency of craftsmen and normal traders.	50
Schiller	Schiller are high value, high quality silver Coins that are used to trade pricey items. They are often used by the nobility and always in short supply. Soldiers and mercenaries often demand Schiller Coins as Payment.	100
Kronen	Kronen are Gold Coins. Commoners seldomly have these, as they are thought to be the currency of the nobility and their associates. In the past Kings have had their Kronen minted at higher weights and quality to show of their wealth leading to huge fluctuations in value between different Coins that could be considered to be Kronen - but ever since 1038 and the Wredinger Pact their Value has been somewhat strictly determined.	~200
Pennies	The Gnomes and Free Cities use Pennies to trade their goods. The small Copper coins are almost accepted anywhere for the same value. The Gnomish Sea Merchant Bank oversees the minting and distribution of these Coins.	5
Groschen	Also minted by the Sea Merchant Bank, Groschen are a low Value Silver Coin. Groschen typically display different kinds of Hats.	30
Gulden	Gulden are minted by the Gnomish Federschweifer Bank. They are common in all free cities and beyond, the most common Gold Coin on the continent perhaps, at least in the common trade. Gulden can display a variety of crafts and service related symbols, but usually are limited to high quality wares. Not unlike the Imperial Silver the Federschweifer Bank often prints advertisements onto Gulden.	120
Kelsach	Kelsach are a Flame Shaped Gold Coin with small arcane magical traces. They come in three sizes and are usually only available to mages of Echkorlon and Narkorlon, the currency of the Alb Nobility. The Flame reminds them of the Fire that drove them out of their home and the burning of the eternal Arcane Fire that granted them their new one.	150 200 350

Korloner Tacken / "Flames"	Copper Coins of various sizes that are used interchangeably with Tacken and Pennies across Echkorlon and Narkorlon. Humans in these Parts and especially in Nhord will always prefer "real" tacken, and not the Alb Currency with the imprinted flames.	5
Common Diamond	The highest of the valuable Stones with a quality cut.	5000
Common Emerald	A quality Cut and a decent size and purity.	3000
Common Ruby	A quality Cut and a decent size and purity.	3000
Common Sapphire	A quality Cut and a decent size and purity.	3000
Lower Crystals	You better ask a Professional. Rare Stones can be worth nothing or everything.	200 - 2000
Common Gold Chain	A Smith must be somewhat skilled to make this. Does not contain a lot of gold, but always brings prestige.	1000
Common Silver Chain		600
Common Silver Ring		300
Common Gold Ring	A common sign of marriage.	500
Common Silver Jewelry	Amulets, Diadems, even if they are simple they are still beautiful.	400 - 1200
High Quality Silver Jewelry	Often beset with lower quality stones, this type of jewelry is art. If magic dwells within or it holds higher quality stones or masterful craftsmanship there might be no cost too high.	2000 - 4500+
Common Gold Jewelry	Amulets, Diadems, even if they are simple they are still beautiful.	600 - 2000
High Quality Gold Jewelry	Often beset with lower quality stones, this type of jewelry is art. If magic dwells within or it holds higher quality stones or masterful craftsmanship there might be no cost too high.	3000 - 6500+

4.11.3 Adventuring Equipment

Equipment Piece	Effect	Price in Iron Coins
5 Metres of Rope	Some medium Strength rope, light enough to carry around, durable enough for most tasks.	40
Lockpicking Kit	Gain a Bonus of +2 when picking locks. Harder locks are less of an issue as if you only had rudimentary experience or equipment.	160
Simple Lockpick	Required to pick Locks. Break easily.	50

Professional Lockpicking Kit	Can open any lock with enough time. Grants a +5 Bonus to Lockpicking. Does not break under normal circumstances.	350
Bandage	Clean Bandages are needed to properly treat Wounds.	4
Cooking Set	Simple cooking utensils, nothing fancy.	60
Gnomesmutje Adventure Cooking Set	The Gnomesmutje is a high end producer of Cooking Ware, known and trusted by many Cooks around Midheim. Grants +3 to cooking Chances and upgrades rest quality with a successful meal.	400
Firestarter Set	Start fires with a Bonus of +4 when using a proper Firestarter Set.	10
Echkorlon Ever-Cinder	Always lights a fire when used.	60
Dwarven Mine Stone	A fluorescent Stone that spends light for up to 3 hours like a Torch when cracked	40
Cinder	Gain +2 to starting a Fire with proper Cinder.	5
Torch	A light in the dark. Must be lit first. A good torch burns for up to 3 hours.	10
Simple Backpack	Can hold a few Items.	140
Large Backpack	Can hold many Items.	220
Dwarven Miners Backpack	Can hold many items and is easy to carry, as if it magically lightens the weight.	360
Gnomish Wandersack	Holds many Items. Heavy but well organised, you can always pull an item out of it during a Bonus Action. Has 2 Slots for Movement Action Access.	300
Echkorlon Wonderpack	Magically stores up to a hundred Items. Practically Weightless. Items can only be accessed with a successful Focus + Intelligence Chance.	3000

Potion Bandolier	Can hold up to 8 Potions. They can be used/accessed in a Movement Action.	350
Trap Kit	Gain +4 when arming or disarming traps. Quite Heavy.	300
Dungeoneers Kit	Includes a Spade, a Hammer and Chisel and similar Tools.	300
Simple Tent	A simple tent for 1 to 2 Persons.	400
First Aid Kit	Gain a Bonus of +	
Large Tent	A Tent for 4 to 6 Persons.	800
Luxurious Tent	Resting in a luxurious Tent grants +6 HP and +4 EP restoration. Hold up to 4 People.	2000
Regional Map	A Map of a region. Quality depends on the skill of the Mapmaker.	800-1200
Magnifier	Gain a Bonus of +3 when investigating or tracking. Using the magnifier is time intensive	500
Basic Ration	A ration for a day. Usually contains dried meat, hardtack or dry bread and sometimes root vegetables or dried fruit.	5
High Quality Ration	A ration for a day, but of high quality. Upgrades Rest Quality.	12
Small Cart	A small, 2 wheeled cart. Can be pulled by a laborious animal if available.	400
Large Cart	A 2 wheeled Wagon of medium quality. Can hold quite a lot of goods and multiple people, but must be pulled by something capable and strong.	1000
Basic Wagon	A basic 4 wheeled Wagon. The most common means of transportation over longer distances.	3000
Basic Carriage	A (roofed) Carriage, mainly for the transportation people but also goods.	3500

	Larger than the average Wagon and often fancier and heavier.	
Waterskin	Holds half a day worth of Water, but may be refilled.	100
Alchemical Equipment	For making simple concoctions and ailments.	500
Expert Alchemical Equipment	For creating complex brews and distillates.	2500
Smoking Pipe	A common Pipe	160
Common Companion	A common companion with 4 positive abilities	1000

4.11.4 Weapons

Weapons give Bonus to your Combat Chances and damage based on their Quality, see Chapter 5.2 on Weapon Quality.

Weapon Condition	Common Price
Scrap	120
Bad	300
Common	600
Uncommon	1200
Rare	2500
Epic	4000
Legendary	Priceless

Weapon Modifiers

Each Weapon Modifier is worth 200 Iron Coins.

Any weapon can also theoretically have additional special effects given by the table below. Of course Weapons can have multiple additional modifiers! Each Modifier is equivalent in Value to 200 Iron Coins.

Commonly a weapon can not have more than 1 Modifier per rank above “Bad”, while Scrap Weapons have no Modifiers.

Modifier	Effect
Bloodthirsty	Cause an additional Wound every time you cause one.
Made to Kill X	Your target has -X defence against your attacks.
Defender X	Any attacker has X attack less against you or targets you protect.
Quickened X	Gain +X Initiative when you have the weapon in your hands.
Lightweight X	Gain +X EP when you wield the weapon.
Shrouded X	You have X hidden attacks per fight with this weapon.
Honourable X	Gain +X to your attack checks when in a duel.
Executioner X	Whenever any Target falls to X HP or less by an attack of yours, they die.
Gatekeeper X	Whenever you succeed an attack check against a target in range lower their movement range by X.
Masterful X	When you defend yourself without taking damage, you may counter attack the enemy. This is available X times per fight.
Armour Piercing X	Your attacks have X armour penetration.
Crusher X	Ignore X shield value, if your opponent has one.
Trail	Targets you have hit with this weapon can not hide for you if you wounded them.
Protector X	Reveal X hidden attacks per fight.
Butcher X	Gain X flat damage against unarmoured opponents.
Hybrid	A Weapon has a second Weapon Type next to its main one. You are able to use it as any of the Weapon Types assigned to it and can perform manoeuvres of both Types with the same Weapon.

Socket X	Has X sockets for a magic crystal that may give the weapon certain magic capabilities.
Poisoned	The Weapon is poisoned with a certain poison.
Infected X	Untreated wounds caused by this Weapon will always cause infections after X hours.
Triumphant X	Gain X EP the first time you deal damage to a target with this weapon.
Guarding X	Gain X defence Chance when guarding an ally from an attack.

4.11.5 Armor

Any equipped Armour will lower your maximum EP by the respective amount until you unequip the Armour and take a rest.

Some armour can be worn with a second or even a third piece, underneath or above, that will protect the same part of the body. This is important if a targeted attack is used against the character: only the armour in the target area is applicable.

Every armour piece has an armour value against every damage type. The Armour Value reduces Damage of the Type flat.

Non-targeted attacks are ruled as if they hit the middle area of any target, so the chest, abdominal, shoulder or back area (the torso).

The list below gives example values for example armour pieces that can be used for your specific armour. The general rule is that light armour offers less protection, but is easier to access and maintain, being cheaper and less exhausting, while heavier armour exchanges protection for higher exhaustion and material cost. Another thing to consider is that the larger the piece of armour, the higher its protection value can be, as more material is used. Bigger pieces offer more protection, but also become heavier.

The list below uses the general rules to provide values for common armour pieces:

Elite Tier Armor	Blunt	Slashing	Piercing	Magic	EP	Iron Coin Price

Dwarven Mithril Torso						
Dwarven Mithril Piece						
Banesteel Torso						
Banesteel Piece						
Tharwalian Brigantine Torso						
Tharwalian Brigantine Piece						
Blessed Slengt Scale Torso						
Blessed Slengt Scale Piece						
Spirited White Steel Torso						
Spirited White Steel Piece						
Wyvern Scale Torso						
Custom Knightly Torso						
Custom Knightly Piece						
Wyrn Leather Torso						
Wyrn Leather Piece						

High Tier Armor	Blunt	Slashing	Piercing	Magic	EP	Iron Coin Price
Dwarven Mail Piece						
Dwarven Mail Torso						
Imperial Lamella Torso						
Imperial Lamella Piece						

Dwarven Infantry Torso						
Dwarven Infantry Piece						
Snake Mother Piece						
Snake Mother Torso						
Imperial Mail Piece						
Imperial Mail Torso						
Gnomish Gambeson Torso						
Gnomish Gambeson Piece						
Scale Armor Torso						
Scale Armor Torso						
Insect Hunter Torso						
Insect Hunter Piece						
Noble Arming Jacket						
Common Brigantine Torso						
Common Brigantine Piece						
Knightly Torso						
Knightly Piece						
Ironspider Silk Torso						
Ironspider Silk Piece						

Mid Tier Armor	Blunt	Slashing	Piercing	Magic	EP	Iron Coin Price
Basic Mail Torso						
Basic Mail Piece						

Basic Infantry Gambeson						
Basic Gambeson Piece						
Imperial Scout Torso						
Imperial Scout Piece						
Pathfinder Torso						
Pathfinder Piece						
Duelling Jacket						
Motherwood Torso						
Motherwood Piece						
Wurm Bone Torso						
Wurm Bone Piece						
Studded Leather Vest						
Studded Leather Piece						
Basic Lamella Torso						
Basic Lamella Piece						
Low Quality Plate Torso						
Low Quality Plate Piece						

Low Tier Armor	Blunt	Slashing	Piercing	Magic	EP	Iron Coin Price
Makeshift Lamella Torso						
Makeshift Lamella Piece						
Damaged Mail Torso						
Damaged Mail Piece						
Amhibian Bone Armor Torso						
Amphibian Bone Armor Piece						

Makeshift Metal Torso						
Rusty Iron Piece						
Makeshift Padded Armor						
Makeshift Padded Piece						
Worn Leather Armor						
Worn Leather Piece						
Bandit Piece						
Bandit Torso						
Scout Armor Torso						
Scout Armor Piece						

Armour Modifiers

Each Armour Modifier is worth 300 Iron Coins.

Any piece of armour can have additional modifiers.

Be careful when adding modifiers to armour pieces, as they can stack quite rapidly if you add many effects to many pieces. Try to keep X below 2 when handing out regular armour pieces. Each Effect will Increase or Decrease the Iron Coin Price by 300.

Modifier	Description
Sturdy X	The armour piece reduces one damage for each rank of Sturdy even when it is penetrated.
Bladed X	Whenever the armour piece blocks damage, your opponent takes X damage.
Superior X	The piece blocks X damage even when you are hit in a region the piece does not cover.
Vital X	The piece will prevent the first X wounds in the area it covers.
Heavy X	You lose X movement when the piece is equipped.
Rusty X	Any critical strike against you that would hit the armour will penetrate it.

Weakened X	Your armour piece suffered heavy damage and its protection is lowered by X.
Warm / Cold X	The piece heightens or lowers your resistance against cold weather by X.
Clunky X	Precise movements like sneaking, hiding or climbing suffer a negative modifier of X.
Perfect Fit X	Precise movements like sneaking, hiding or climbing gain a positive modifier of X.
Camouflage X	The armour increases your chance of hiding or sneaking by X as it blends you into certain environments.
Appearance X	The armour piece has a particularly good or bad appearance which might come in handy depending on who you are talking to.
Magic Protection X	Lower the effects of any negative Spells that target you by X.
Well Built X	Repairing the armour is easier and cheaper than other comparable pieces.
Bad Fit X	Wearing the armour piece will cost you X maximum EP more.
Compound	The armour protects several pieces of your Body instead of just one.
Layered	The armour can be layered on top or below other pieces.
Ram X	The armour piece increases your attack Chance by X.
Hammer X	The armour piece increases your base damage with martial attacks by X.
Hidden Pockets X	The piece has slots in which you could hide certain weapons or items.
Specific Protection	The piece will protect you against specific types or critical effects.
Incompatible	The piece can only be worn with other fitting pieces or may not fit you at all.
Second Skin X	The piece improves your Defence Chances by X.
Good Quality X	X amount of armour is never penetrated.
Bad Quality X	Lowers all protection values by X.
Conduit X	Increases Spell Chance by X.

4.11.6 Shields

Shields allow you to use Defence against ranged Attacks when equipped!

Any Shield will allow you to use your Defence Chance against Ranged Attacks, but they also benefit your Defence Chance in any other Combat Scenario. Shields can only be wielded with One Handed Weapons.

One handed weapon types can also equip a shield. Shields grant bonus defence for both ranged and melee defence. Shield Quality can be categorised in Tiers, just as Weapons.

Shields lower your maximum EP when in use. When equipping a shield you will have, for example, 3 EP less as long as the shield is equipped. You can only regain this EP once you rest and unequip your shield!

Shield Quality	Bonus Defence Chance	Maximum EP Cost	Cost in Iron Coins:
Scrap	1	2	100
Bad	2	2	350
Common	3	3	800
Uncommon	4	3	1600
Rare	5	4	3000
Epic	6	4	5000
Legendary	8	5	-

Shield Modifiers

Each Shield Modifier is worth 200 Iron Coins.

Shields can have as many effects as their Quality Rank. (Scrap = 1, Bad =2, etc).

Modifier	Effect
Bloodthirsty X	Gain +2 Base Damage per Rank of Bloodthirsty while the shield is equipped.
Heavy X	Costs X max EP more to equip, increases Shield Value by X.
Versatile	Benefits your Dodge Chance with 1 less Shield Value.
Light	Lowers Shield Value by 1, Lowers max EP Cost by X + 1.
Lifesaver X	Block the first X Critical Hits each fight.
Outer Shell X	Gain X + 1 Armor against all Damage Types while the shield is equipped.
Reliable X	Half the Damage of X Attacks per Fight.
Tenacious X	Ignore X disarming or disabling Effects against your Shield per Fight.

4.11.7 Magical Items

Item	Effect	Iron Coin Value
Adventure Ball	A Golem Type Creation that can be spoken to and interacted with. Adventure Balls may have an (artificial) personality and be able to cast a few spells, observe, find magical secrets or traces or hold knowledge like languages.	10000+
Magical Keys	Keys that may open (almost) any lock. However if used a d20 must be rolled, the magical keys break on a 20.	4500
Simple magical Krystal	A crystal that can hold a weak enchantment	200-600
Strong magical Krystal	A crystal that can hold a strong enchantment	4000+
Crystal Ball	Enables you to communicate with other Crystal Ball holders over long distances.	4000+

Nightbeetle Silk (1 Metre)	A cloth with magical properties that can hold enchantments.	800
Deep Pockets	Magical money storage that holds an infinite amount of coins.	600
Genius	A magical Flask that can store simple messages or music. Some have limited usages, some last forever, some store a few words, some many songs.	300 - 4000
Spell Card	Magically infused Cards that Cartomancers can use for their magic. Destroyed when used.	25 each
Kartenkloppen Collection Pack	A Card Game commonly played in Midheim. Each country has its own version of cards, typically sold by Tavern and Innkeepers in random Packs.	80 per deck
Crystalline Spell Card	Crystalline Cards for Cartomancers that are not destroyed when used.	200 each
Spellbound Crystal	A magical crystal from which an embedded spell may be cast. Each Cast depletes the Crystal, destroying it upon depletion.	3000 - 6000
Everlight Crystal	A magical crystal from which an embedded spell may be cast, with greater power. Each Cast depletes the Crystal.	8000+ depending on Spell embedded
Eternal Everlight Crystal	A magical crystal from which an embedded spell may be cast - forever and with greater power.	Unknown, as they almost never sold
Staff of Power	Grants +2 Spell Chance	1600
Staff of Acceleration	Accelerate a Spell Cast of your Choice twice per day, once at a time.	1600

Staff of Revelation	Increase your Magic Detection by +5 for 5 minutes by paying 2 EP.	1300
Staff of Light	Create a magic light for 10 Minutes by paying 2 EP.	1200
Ring of Life	Grants +5 HP	800
Amulet of Protection	Grants +1 armour against all damage types	1200
Ring of Enchanted Aura	Grants +1 to Seduction and Persuasion Chances.	800
Amulet of Anti-Magicks	Grants +2 Magic Resistance	1200
Glass of Magic Vision	Usually fit into an unsuspecting monokel or similar device, this enchanted crystal glass aids you with +2 to Magic Detection Chances.	1200
Amulet of Power	Increases Spell Chance by +1.	800
Amulet of fleeting Figure	People will have Trouble recalling what you look like.	1200
Amulet of Night Vision	Gain Night Vision and lower negative modifiers of Twilight and Darkness.	1400
Earworm	Record short conversations or listen to others over long distances.	2000
Amulet of Awareness	Gain +2 passive Perception.	1400
Warstone	When preparing your Weapons with a Dwarven Warstone they will stay extra sharp and deal +2 damage during the next Combat.	800
Whisper Glass	Usually fit into an unsuspecting monokel or similar device, this enchanted crystal glass aids you in lip reading with a Bonus of +6.	1400
Amulet of the Orator	Aids you in transmitting your voice very loudly.	800

Amulet of Tongues	Translates a specific spoken language, allows you to answer in that language.	1000
Deciphering Stone	Aids you in deciphering languages, runes and codes.	1400
Bane Silver Chains	Blessed Silver from Star Ore. Its Anti Magic Properties lower Spell Power of chained individuals by 20.	2500
Ring of Acuity	Increases one Attribute by 1.	1200

4.11.8 Common Goods and Services

Common Good or Service	Common Price
One Apple	1
Loaf of fresh Bread	20
Pint of Beer	5
Warm Meal	10
High Quality Meal	30
Bottle of Good Wine	120
Common Horse	1200
Egg laying Chicken	300
Young Pig	600
Common Cow	1000
Ox	1000
Bull	3000
Warhorse	10000
Night at an Inn - on the hay	20
Night at an Inn - a room	50

Stable for the night	20
Services of a Craftsman - simple task	100
Services of a Craftsman - complex task	500+
Travel via Ferry	10 - 50
A day of hard work	30 - 60
A day of good work	60 - 140
Common Daily Income	30 - 80
Firewood	10
Common Clothing Piece	200
High Quality Clothing Piece	500
Exquisite Clothing Piece	1200
Common Boots	250
High Quality Boots	500
Common Fabric - 1 Metre	70
High Quality Fabric - 1 Metre	200
Exquisite Fabric - 1 Metre	500
Common Iron - 1 Ingot	350
Common Steel - 1 Ingot	700
High Quality Steel - 1 Ingot	1200
Mithril - 1 Ingot	3500
Gold 1 Ingot	3500
Spirited White Steel 1 Ingot	3000
Bane Silver 1 Ingot	4000
Services of a Medical Professional	60
Services of a Magic Healer	160

Common Enchantment	400
Common Instrument	200 - 400
High Quality Instrument	600 - 1000
Masterful Instrument	1500 - 2500

4.11.9 Potions and Alchemy

For Ages the People of Midheim have made use of the Flora and Fauna of the Continent and beyond. The wisest and most skilled among them learned how to extract the effects of certain ingredients into Tinktures, Balms and Potions, some advanced of these Alchemists even understanding how to blend ingredients to create the most powerful concoctions, some of which could make the difference between life and death.

Now many recipes of old are stored in Almanachs or private Recipe Books, sometimes with adaptations, sometimes with substitutions, sometimes entirely changed. A small collection of possible Potions and their ingredients can be found in the Table below.

Potion	Effect	Ingredients	Rarity & Complexity	Price in Iron Coins
Emerald Tinkture	When poured on Injuries: 12 + 3d10 Healing Lowers Pain Thresholds.	Blue Moss, Alchemical Alkohol, Blacksalt	Rare, Adept	200
Sunseed Potion	When Ingested: Lowers Poison Values by 10+3d10 Has a very cleansing effect.	Sunseeds, Fat, Alchemist Water, Starleaf Powder	Common, Basic	100
Emerald Distillate	When Ingested: Ignore up to 5 Critical Effects, Wounds and Magical Effects.	Starleaf Powder, Blue Moss, Witches Hat, Alchemical Water, Alchemical Alkohol	Very Rare, Master	500

Blue Balm	When applied: 7 + 1d10 Healing	Blue Moss, Starleaf Powder, Alchemical Alcohol, Fat	Very Common	60
Ebony Rekindling	When ingested: 5 + 1d12 Exhaustion Points restored Should not be taken more than once a day or it may cause Fever and dehydration.	Blacksalt, Firebush Fruit, Alchemical Alcohol, Powdered Iron	Rare, Adept	250
Brew of Cheated Sleep	When ingested: 8 + 2d12 Exhaustion Points restored	Root of the Sleeping Flower, Nightbloom Fruit, Fat, Alchemical Alcohol, Translucent Liquidator	Rare, Masterful	500
Berserkers Brew	When ingested: Gain +4 Attack Chance for one fight. Always attack the nearest target	Giants Leaf, Alchemical Water, Alchemical Alcohol, Starleaf Powder	Rare, Adept	400
Findels Magnifier	When ingested: Grow by 1 Meter and gain +20 max HP and +2 to all Combat Chances for 6 hours. Gain +4 Spell Power for the duration. You die if you take more than 1 Findels Magnifier or if your roll a 20 on consumption.	Yellow Slug, Alchemical Alcohol, Giants Leaf, Blacksalt	Very Rare, Masterful	700

Peasants Relief	When Applied: Restore 1+1d4 EP, treats small ailments such as rashes and sore joints	Alchemical Alcohol, Doctors Garden, Fat	Very Common, Basic	40
Soldiers Relief	When applied: Close a Wound, prevent Infections	Alchemical Alcohol, Doctors Garden, Fat, Purple Duck Feet	Very Common, Basic	40
White Purge	When ingested: Be purged. Eliminates all Poisons, but the patient is usually unable to do anything for days.	White Stinkmorchel, Alchemical Alcohol, Fat, Translucent Liquidator, Witches Garden, Sugar	Very Rare, Advanced	250
Cats Eyes	When ingested: You can see in the darkness. Gain +4 perception in darkness and twilight for 8 hours.	Nightbloom Fruit, Moon Slug, Silverbark, Translucent Liquidator, Alchemical Water, Starleaf Powder	Rare, Advanced	400
Elixir of Power	When ingested Gain +4 to all Chance Results for 4 hours.	Starleaf Powder, Red Fairy Clover, Alchemical Alcohol, Silverbark, Translucent Liquidator	Exceedingly Rare, Masterful	1000
Doctors Orders	When ingested: Lowers Sickness Values by 6 + 3d6.	Doctors Garden, Starleaf Powder,	Common, Adept	40

	Can be consumed once per day.	Bitterroot, Alchemical Alcohol		
Good Sister	When applied: Lowers Sickness Values by 1+3d4 Can be used twice a day.	Starleaf Powder, Doctors Garden, Fat	Very Common, Basic	20
Darkbane	When applied: Weapons may damage creatures that are only susceptible to magical damage Can usually be applied to a handful of Weapons from one Potion.	Fat, Blacksalt, Red Fairy Clover, Alchemical Water, Translucent Liquidator	Rare, Advanced	250
Goodnight Flask	When ingested: Will put the Ingestor into a peaceful sleep almost immediately. Double dosages lead to purification.	Alchemical Alcohol, Sleeping Flower, Starleaf Powder, Bitterroot, Doctors Garden	Common, Advanced	150
Foreverleep	When ingested: Puts the ingestor to Sleep in a few minutes and kills them after roughly a day. They can not be woken up. Poison Effect only applies at a full dosage, low dosages only put to sleep.	Alchemical Alcohol, Sleeping Flower, Starleaf Powder, Translucent Liquidator	Rare, Advanced	800

	Poison Value: 50 Poison Value: 8			
Fire Powder	Creates different coloured Fires that may always burn even when wet, Perfect for lighting Campfires or similar pyromancy.	Firebush Fruit, Redsalt	Common, Basic	60
Melting Powder	Will create a bright glowing fire that melts stone and metal.	Firebush Fruit, Redsalt and an assortment of rare powdered minerals, prism liquidator	Very Rare, Advanced	800
Mages Friend	When ingested: Increases Spell Power by 3 for 4 hours.	Rainbow Bloom, Alchemical Alcohol, Starleaf Powder	Rare, Adept	500
The Golden Vial	When ingested: Heals all Sicknesses almost instantly. Is said to be capable of Healing Blindness and even regrowing limbs.	Red Fairy Clover, Honey, Translucent Liquidator, Nightbloom Fruit, Doctors Garden, Alchemist Alcohol, Goldslug	Mythical, Masterful	12000
Swamp-Thorn Concoction	When ingested: You may breath underwater for up to 2 hours.	Swamp-Thornmoss, Starleaf Powder, Blacksalt, Frogcap, Alchemical Water, Fat	Very Rare, Advanced	500

Liquid Fire	Liquid fire starts burning when thinly applied to any surface, even on water. Very dangerous to handle. If in contact with person it may set them on fire for 5 times. Liquid Fires are very hard to put out.	Firebush Fruit, Prism Liquidator, Spores of the Abyss Stem, Redsalt	Very Rare, Advanced	1000
Pilfers Wonderful Foam	Pilfer was a famous mage, well known for his fiery experiments. His wonderful potion turns to fire extinguishing foam when in contact with enough heat and is capable of extinguishing small and medium sized fires immediately. The foam tastes great!	Firebush Fruit, Nightbloom Fruit, Translucent Liquidator, Blacksalt	Rare, Advanced	600
Cheat Death	When applied to recently deceased: May revive a dead person, perhaps momentarily if they died wounded, infected or poisoned. The older the Person, the longer they are dead, the harder it will be to cheat death.	Frogcap, Translucent Liquidator, Red Fairy Clover, Spearroot, Alchemical Alcohol, Blacksalt	Mythical, Masterful	15000
Trusted Knight	When ingested: You will take 2 damage less	Spearleaf, Alchemical Alcohol,	Common, Adept	250

	from any active damage source for 2 hours.	Starleaf Powder, Frogcap		
Witches Curse	When ingested: Makes a Person stock raving mad, hallucinating, feverish and also purges the target - but usually does no further harm. Last multiple hours.	Witches Garden, Abyss-Stem, Yellow Slug, Alchemical Alcohol, Fat	Rare, Adept	300
Hunters Veil	When applied: Increases stealth chance by 6, is said to be even more effective when stealthing in the forests.	Witches Garden, Fat, Alchemical Alcohol, Blacksalt, Deerfriend	Common, Basic	150
Hunters Friend	When applied: Creates a strong smell that attracts plant eating animals	Deerfriend, Hunterberry, Starleaf Powder, Witches Garden	Common, Basic	150
Beastmaster	When applied: Animals and Beasts may fear the smell of this Balm. Gain +6 to intimidating animals.	Hunterberry, Wolfs Thorn, Witches Garden, Animal Fat, Blacksalt	Rare, Adept	300
Goldbalm	Very common every-day medicine. When applied: Lowers Sickness or Poison Values by 1+1d4.	Golden Child, Fat, Blacksalt, Doctors Garden	Very Common, Basic	20
Animal Tongue	When ingested: You may roughly understand	Alchemical Alcohol, Deerfriend,	Very Rare, Advanced	400

	animal communication for a couple of hours. Makes somewhat mad.	Abyss-Stem, Treesilk Sapling, Nightbloom Fruit, Blacksalt		
Golden Purge	When ingested: Cleanses Hangover and similar effects.	Blue Moss, Golden Child, Alchemical Water, Bitterroot, Spearleaf	Very Common, Basic	40
Doctors Shield	When applied: You have 5+3d8 resistance when coming in contact with sicknesses for 6 hours.	Doctors Garden, Alchemical Alcohol, Fernshadow-Trumpet, Giants Leaf, Starleaf Powder	Rare, Advanced	300
Purewater	When applied: Can cleanse a large number of wounds with a single Potion and prevent infection of the wounds entirely. Boosts subsequent healing by a 2+2d8.	Doctors Garden, Spearleaf, Alchemical Alcohol, Fernshadow Trumpet	Common, Adept	150
Elixir of Homecoming	When ingested: Close all wounds on the Body. Restore 2+2d6 EP if you rest.	Doctors Garden, Spearleaf, Translucent Liquidator, Witches Hat, Bitterroot	Rare, Advanced	500
Whisper Ear Concoction	When ingested: Boosts Passive Perception by 3 for 3 hours.	Frogcap, Silverbark, Alchemical Water, Starleaf Powder	Common, Adept	300

Widow Poison	When ingested: Deals 3+2d10 damage per turn. Poison Value: 40 Poison Stealth: 12	Widowmaker, Witches Hat, Witches Garden, Alchemical Alcohol, Starleaf Powder	Rare, Basic	500
Gallows Greeting	When ingested: The target is in excruciating Pain for up to 1 hour.	Witches Hat, Yellow Slug, Swamp-Thornmoss, Witches Garden, Translucent Liquidator	Rare, Advanced	800
Mages Wisdom	When ingested: May aid in revealing magical mysteries by +5 for up to 6 hours. Makes somewhat mad, as magic may become visible.	Frogcap, Treesilk Sapling, Nightbloom Fruit, Giants Leaf, Moon Slug, Alchemical Alcohol, Blacksalt	Rare, Adept	500
Foreign Tongues	When ingested: You may understand foreign tongues and perhaps even speak them for up to 6 hours.	Red Fairy Clover, Treesilk Sapling, Moon Slug, Alchemical Alcohol, Starleaf-Powder	Rare, Advanced	600
Alchemists Meal	When ingested: You do not need to eat for up to 36 hours without suffering side effects. May make one a little irritated. Increases positive effects of subsequent	Spearroot, Redsalt, Black Potato, Bitterroot, Silverbark, Alchemical Water, Fat	Rare, Adept	200

	potions by +1, but does not stack.			
Fools Bane	When ingested: The ingestor can not lie unless they succeed a Toughness + Wisdom roll against 14 for each lie for roughly 30 minutes.	Witches Garden, Witches Hat, Treesilk Sapling, Prism Liquidator	Very Rare, Advanced	900
Dead Drain	When ingested: Each day the Ingestor loses 2+1d4 maximum EP in their sleep until the poison wears off. When 0 maximum EP are reached the Ingestor dies. Maximum EP are returned when Poison wears off. Poison Value: 400 Poison Stealth: 20 (reduced each day)	Murderes Garden, Prism Liquidator, Nightbloom Fruit, Blacksalt, Blightflower	Exceedingly Rare, Masterful	4000
Graveblight	When ingested: The Ingestor takes 2d20 HP damage each hour until the poison wears off. Poison Value: 140 Poison Stealth: 0	Murderes Garden, Translucent Liquidator, Goldslug, Blightflower	Exceedingly Rare, Masterful	3000
Witchbane	When ingested: Targets take 3+1d10 damage for two turns.	Witches Garden, Alchemical Alcohol,	Common, Adept	250

	Poison Value: 25 Poison Stealth: 8	Witches Hat, Starleaf Root		
Bandits Friend	When ingested: Targets take 1+1d6 damage for 2 turns. Poison Value: 20 Poison Stealth: 6	Witches Garden, Alchemical Water, Fat, Snake or Frog Poison	Common, Basic	150
Morangi Bane	When Ingested: Targets take 2d8 damage for 3 turns. Poison Value: 40 Poison Stealth: 0	Frog Poison, Frogcap, Swamp-Thornmoss, Alchemical Water, Fat	Rare, Adept	400
Red Drought	When Ingested: Target dehydrates very quickly. Takes 5+2d20 damage per 5 minutes. Poison Value: 50 Poison Stealth: 0	Snake Poison, Alchemical Alcohol, Desert Red-Thorn	Rare, Advanced	800
Snake Oil	When Ingested: The target takes 2+1d8 damage per turn. Poison Value: 50 Poison Stealth: 6	Snake Poison, Alchemical Alcohol, Fat, Starleaf Powder	Common, Adept	150
Mudblood	When Ingested the target loses 2+1d4 EP per turn and dies when the EP reach -6. Poison Value: 40 Poison Stealth 8	Snake Venom, Alchemical Alcohol, Desert Red Thorn, Fat	Rare, Advanced	500

Elixir of Love	When ingested: Fall in love with someone. It is said the Red Clover must be blessed by a fairy.	Red Fairy Clover, Nightbloom Fruit, Witches Hat, Fun Berries, Alchemical Alcohol, Translucent Liquidator	Very Rare, Masterful	6000
Love Potion	When ingested: Makes incredibly horny.	Fun Berries, Giants Leaf, Golden Child, Alchemical Alcohol	Very Common, Adept	250
Desert Blood	When ingested: Lowers Poison Values by 12 + 3d10.	Snake Poison, Blacksalt, Alchemical Alcohol, Blood-Sand Bloom, Prism Liquidator	Rare, Advanced	400
Oasis Bread	When ingested: You have an instinctive knowledge of where to find the next Watersource. Oasis Bread cures dehydration and provides water for half a day, under all Circumstances. Looks, smells and tastes terrible.	Alchemical Water, Blood-Sand Bloom, Black Sponge, Fat	Common, Adept	250
Desert Night	When ingested: Halts all Poison Effects for a few hours. Does not lower the poison value, just delays its effects.	Black Sponge, Alchemical Alcohol, Fat	Common, Adept	250

Lifespore Elixir	When Applied or Ingested: Restore 12 + 2d20 HP	Starleaf, Lifespore, Doctors Leaf, Translucent Liquidator	Rare, Advanced	300
Bloodred Distillate	When Ingested: Restore 10 + 2d10 HP. Half damage from wounds for 5 rounds.	Alcohol, Bloodvein Flower, Blacksalt	Rare, Advanced	400
Second Wind	When Ingested: Restore 2 EP for 3 turns and 2+1d6 EP immediately.	Alcohol, Blue Moss, Translucent Liquidator, Silverbark	Common, Adept	200
Echkorlon Ever-Cinder	Will always light a fire.	Blacksalt, Witches Garden	Common, Adept	40

Potion Modifiers

Each Armour Modifier is worth 80 Iron Coins.

Brewing and distilling Potions and other Concoctions is a complicated and often dangerous process. A lot can go wrong that may affect the end product. But a lot can go right as well. Sometimes you get the timing perfectly, the temperatures just right or your resources are of the highest quality. Sometimes you may want to experiment and create new or revisited recipes. All these Parameters and how well you do on your Chances might influence the outcome, resulting in Potions, Flasks and Vials with unique attributes and effects, some possible ones have been collected here:

Modifier	Effect
Diluted	The Potion purposefully only has a fraction of the supposed effects.
Putrid	The Potion may work, but you will be purged.
Extraordinar	The Potion may have stronger than expected effects.

Well Aged	The Potion is old, but well aged and may only require half the dose for the same effect.
Botched	The Potion may also have some poisonous effect.
Wonderful	The Potion might also have the effect of another potion.
Cheap	Something is missing..
Expensive	Ingredients have been substituted for better ones, improving the desired effect.
Mislabeled	Whats in the flask?!
Badly aged	The Potion has dried up. It needs to be liquidated somehow, perhaps recooked.
Rotten	The Potion will make you sick.
Disgusting	Drinking the Potion requires a Toughness Wisdom Check higher than X.
Badly purified	The Potion might cause X HP damage.

Well Known Ingredients

Name	Effect	Rarity	Iron Coins per Portion
Alchemical Alcohol	Exists in varying Quality, but is often dearly required to the point Alchemy becomes impossible without it.	Common	50
Alchemical Water	Purified Water, often substituted with normal water, is the best and common choice for Alchemists with self respect.	Common	30
Starleaf	A solitary bushy Plant often used by People as a Substitute for Spinach, dried and Powdered the Plant works as a thickening agent that also elevates the effects of other ingredients	Very Common	10
Blue Moss	A relatively rare Moss found in deep forests. Loved by animals and used in Health Potions for its healing capabilities.	Rare	60

Sunseed	Seed of a common Orange Flower. Cleanses the Blood of Toxins and has strong purging capabilities.	Very Common	20
Red Fairy Clover	A rare clover that grows only in deep forests, always in small fairy circles. It may sometimes be hard to harvest, since the name giving fairies can often be both greedy and protective. Powerful Magical Ingredient.	Very Rare	500
Hunterberry	A red, large, fleshy berry commonly used as animal bait or as food.	Common	20
Witches Hat	Both Poisonous and with Medicinal and Health generation abilities, Witches Hat is one of the most misunderstood flowers that can grow up to two Metres in size. Slightly magical.	Rare	80
Spearleaf	A common ingredient from the Speartree used to treat wounds and boost natural defences.	Very Common	30
Spearroot	Exceedingly rare Fruit that is found only underground. It has a very wide variety of applications.	Exceedingly Rare	800
Blacksalt	Binds other Ingredients, useful in creating Balms of any kind or when purifying and balancing potions. Blacksalt is often sourced from Powdered and roasted Bones.	Common	80
Deaths Blood	A Red Fat variety that must be harvested from a living creature. Used in creating magical poisons. Generally harmful.	Exceedingly Rare	2000
Red Salt	Used to create very hot flames for complex alchemical brews and distillations. Only comes from mines.	Rare	140
White Salt	Common Salt, harvested from Salt Water or mines.	Common	20
Translucent Liquidator	Sticky, slightly acidic Liquid that absorbs other ingredients by turning them into liquid when heated. Often used solvent and purifier. Harvested from the Worm Fruit, Liquidators absorb the alchemical qualities of most ingredients they absorb.	Rare	120
Prism Liquidator	Prism Liquidators are a collection of harmful substances. They dissolve most other ingredients but	Very Rare	300

	can also absorb their properties and manipulate their effects if used properly. Dangerous to handle. Known for their often unusual colouring. Prism Liquidator is sourced from strong Acids and Translucent Liquidator.		
Nightbloom Fruit	Nightbloom is a rare fruit tree. Its fruit bodies emit light during darkness, are slightly magical and unfit for general consumption. The Fruit is a powerful ingredient capable of balancing poisonous and beneficial ingredients when prepared right.	Rare	250
Goldslug	The Goldslug emits a radiant yellow light. It is incredibly disgusting with strong purging effects and somewhat toxic when ingested but can be brewed to create Findels Magnifier or other potions with magically altering effects. It increases magical capabilities for some time when used right.	Rare	180
Black Potato	The Black Potato, sometimes called Fake Potato or Peasant Potato, is a very common parasite of Fruit Trees. It attaches to their roots. It is not only a great food but also has some medicinal qualities.	Common	80
Purple Duck Feet	Duck Feet is a common plant found everywhere where Duck and Goose live. It is used in treating wounds, especially strong bleeds.	Very Common	30
Tobacco	A strong relaxant Common in many societies.	Very Common	30
Orange Black Tree Eater	The Orange Black Tree Eater is a poisonous Swamp Plant that infests and destroys trees in very watery environments. "Orange Powder" or "Sunshine" are intoxicants which are derived from this plant. It is forbidden in most Societies and is highly addictive.	Rare	120
Black Thistle	The Black Thistle, or Desert Thistle, is an intoxicant that is often smoked for the purpose of relaxation. Many forms of it exist. It can also be made into an antidote.	Common	50
White Stinkmorchel	With a smell commonly described as "Simply Disgusting", the White Stinkmorchel is a powerful antidote and purge. Known for having no negative	Rare	100

	effects on dwarves, for them it is a common delicacy. Do not use the purple variety under any circumstances.		
Coffee	A variety of Plant that is rare in most places of Midheim as it stems from far down south. It is used as an invigorating brew.	Rare	40
Wolfs Thorn	Common Poison used by many hunters in Traps or on arrow tips. Kills wild animals, relatively unharmed to other people.	Common	30
Firebush Fruit	A relatively Exotic Fruit that grows on Thorny Shrubs known for their Spark-emitting behaviour.	Rare	130
Sleeping Flower	A poisonous Flower that looks like it hangs its head to sleep in the sun is sometimes used to help with sleeping, but can also be brewed into a variety of potions.	Common	70
Giants Leaf	Giants Leaf is a fern said to be strengthening and an aphrodisiac.	Common	150
Moon Slug	A white-black translucent slug that is common within alchemical gardens where it eats rare plants. Its both a blessing and a curse for alchemists who happen to have an infestation.	Rare	260
Silvershine	A rare silver lichen that almost invisibly grows on Silver Oak and Birch barks, with some magical capabilities.	Rare	300
Witches Garden	Refers to a collection of very common plants with weaker miscellaneous effects.	Very Common	30
Doctors Garden	Refers to a collection of very common plants with weaker healing capabilities.	Very Common	20
Murderers Garden	Refers to a collection of common plants with at least some poisonous capabilities.	Common	40
Bitterroot	A common yellow flower with slimy green roots that can help balance out positive effects of other ingredients and is sometimes used as an herb.	Common	50
Rainbow Bloom	A collection of famous flowers originally from the isle of flowers. They are great for colouring fabric	Common	70

	but also possess some magical capabilities.		
Treesilk Sapling	Saplings from the Silkroot Tree from the Isle of Flowers have relatively strong magical capabilities.	Very Rare	800
Swamp-Thornmoss	Thorny moss common in swampy areas has both positive and poisonous capabilities, with the thorns being the dangerous part of this often huge moss that mostly grows below water.	Rare	200
Frogcap	Rare bright green mushroom with some weirder magical capabilities. Has some hallucinogenic capabilities.	Rare	150
Abyss-Stem	Relatively common poisonous mushroom seldomly mistaken for other for its dark black colour and its itchy spores. Makes incredibly mad for a short amount of time.	Rare	160
Deerfriend	Common mushroom that is purging for most people but beloved by deer and other animals.	Very Common	50
Golden Child	Very common Berry, often used to make Sweets for children. Tastes young and old and has some minor healing capabilities.	Very Common.	10
Fernshadow Trumpet	Mushroom growing in the darkest parts of the Forest. Known for its sterilising capabilities.	Rare	200
Blightflower	A rare flower that grows on corpses and decay. Exceedingly poisonous.	Exceedingly Rare	1000
Desert Red-Thorn	A distant cousin of the Slenkt favourite Purple Thorn Fruit Tree, the Desert Red-Thorn is a poisonous Plant often used in conjunction with Snake Poison.	Rare	250
Glitter Berries	As the name suggests these are a relatively common drug from the rare Glitter Tree, loved by animals, birds and commoners. It has its uses in some specialised potions. Purges in higher dosages.	Common	10
Sunlight Dew	A common substitute for Alchemical Water with some slight magical capabilities.	Common	40

Black Sponge	A large Sponge growing on dry Surfaces with great Water retention abilities. Often used as a Purifier with similar Capabilities to Nightbloom fruit and often used in a similar manner where Nightbloom is not available.	Rare	280
Worm Root	A singular root, very long and thin, excreting a very sweet dew loved by Insects but unsuitable for consumption. Can be used to create a Translucent Liquidator.	Common	120
Blood-Sand Bloom	A red Flower that emits a feint red light and only blooms in desert nights for short amounts of time. Has some magical capabilities.	Rare	320
Ectoplasm	Can be prepared to yield or substitute Prism Liquidators, but is hard to work with.	Rare	350
Lifespore	A green-white mold fungus with healing properties.	Rare	200

These Ingredients are usually used in creating Balms with Fats, Tinctures with Alcohol or complex brews and distillations. Some more common Ingredients are used in Food and as Spices as well.

5. Weapons

Choose your Weapons and Manoeuvres wisely!

Hah! Welcome back! I'm sure you already know much more about yourself now! But being talented and strong, or fit and smart will not get you far if some Monster mauls you or a Bandit is after your belongings. You'll need to fight and I always recommend a good, reliable Weapon to fend off foes. If you are of the magic type you've still not come to the wrong place, you guys need some proper self defense too.

If you want to be a Fighter of any kind, you will wield a weapon or utilise your body as such. While all Weapon Types are different, they all have different Attack, Defense and Dodge Chances and cause different types and amounts of Damage. And of course their fighting styles can be vastly different!

It is in those characteristics where every Weapon Type will feel differently, depending on the specific weapon in question and of course how skilled you are and which type of Warrior you want to be,

protective or defensive, flanking or head first, causing wounds, smashing things into pieces or dancing through the midst of battle.

Therefore, when you are a greenhorn, it may be smart to choose one Weapon to focus on, something you want to be really good with. Choose what you like and it will work out of the box against enemies of similar skill. But be aware that stronger Fighters, like me, of course, may make mincemeat out of you rather easily. Once you get more experienced you may learn new Weapon Types, learn how to Fight in Formations or Focus on Abilities with your Shield. There are many Options!

Why am I telling you all this? Heh, if we meet again some day I could be the Bandit demanding your belongings and i want a *good* fight, not some mindless bashing! Good fighters will unleash devastating Combination Attacks, Ripostes and Crowd Control Defences, forcing their Opponents to react or to succumb to overwhelming Power. It can be pretty brutal out there.

But don't worry - yet. I will explain where different Weapon Types excel so you may have an easier time choosing, if you don't already know what fits your character.

When you are more skilled, you will naturally get better with other Weapon Types, use two different ones at the same time or you will even be able to switch your weapons and combat strategies before or during engagements, depending on who you are facing or what your allies need.

5.1 Weapon Types

Different types of weapons must be wielded in a different manner, but they all deal damage if you attack successfully.

There are multiple weapon types available for both ranged and melee combat. Every weapon type has certain characteristics:

Base Damage	The Base Damage is always given by Strength .
Base Dodge Chance	The base Dodge Chance is always given by Mobility .
Base Defence Chance	The base Defence Chance is always given by Toughness .
Base Attack Chance	Varies by Weapon Type.

Damage Type	Every Weapon has one or two possible damage types.

You can gain modifiers for the Base Values through in 2 ways:

Weapon Quality	Every Weapon has a Quality that provides Modifiers to Damage and to the Attack, Defence and Dodge Chances.
Weapon Skill	You gain Weapon Skill through Manoeuvres. Weapon Skill provides Modifiers to Attack, Defence and Dodge Chances and Bonus Damage.

Choose your Weapon Type(s) and familiarise yourself with their base values. Remember that some might cause more damage or greater wounds in single attack, while other may be more versatile, skilful in use or provide a stronger defence or faster attacks. They can all be effective in their own ways.

5.1.1 Hybrid Weapons

There are certain Weapons that may be both one thing and another. Halberds for Example may be wielded as a Great Axe or a Polearm, some Daggers might be used in melee and find usage as a Light Throwing Weapon.

These Hybrid Weapons can be utilised in Manoeuvres, Attacks and Defences of either associated Weapon Type as you wish each time you have the Choice.

However: if you make an Attack with a Dagger that can be used as a One Handed Sword and attack as if it was a Dagger, you must also deal Damage as if it was a Dagger. So if you start an Action with Hybrid Action you must choose a Weapon Type to use it with for the entire Action - but not for the entire round, the next Action you can make the “swap”.

Weapon	Hybrid Types
Bastard Sword	One handed Sword, Greatsword
Rapier	One handed Sword, Fencing Weapon
Knuckledusters	Light Bludgeoning Weapon, Martial Art

Halberds, Glaives, Berdyches	Greataxe, Polearm
Long Chain Weapons	Light Throwing Weapon, Dagger/One handed Axe
Short Chain Weapon	Light Bludgeoning Weapons, Heavy Bludgeoning Weapon

5.1.2 Polearms

Polearms are a stable defensive Weapon for untrained fighters and a Powerful and Versatile Tool for Protectors and Nimble Damage Dealers that can deny enemies a lot of Space.

Polearms are versatile and diverse. Mostly consisting of Spears and Lances, any weapon that could be described as a long range melee thrusting weapon falls into this category, including hybrid weapons such as Halberds and Glaives. Polearms provide a fantastic defence, while still being offensively capable, especially if the user and the specific polearm are specialised for this purpose. Many polearms can also be used with shields, resulting in one of the most powerful defensive combinations available to fighters.

Polearms are also a great choice for those who are not primarily melee fighters due to their strong basic defensive capabilities.

Polearms focus on inhibiting opponents movement and their offence in general. They excel in close range area denial and the protection of allies. Skilled and Specialised Fighters can use them offensively as a Needle Weapon that kills with many Strikes.

Polearm fighters are great at ensuring their own survival and protect others that fight besides them. They perform great in formations and reward both the unskilled and the masterful user.

Damage Type:	Piercing
Base Attack Chance:	Dexterity OR Toughness
	Can be One Handed or Two Handed

Skill	Attack Chance	Defence Chance	Dodge Chance	Variable Damage

Unskilled	8	7	5	2d4
Beginner	12	10	7	2d6
Brawler	14	12	9	2d8
Fighter	18	14	12	3d6
Veteran	23	18	17	3d8
Elite	27	21	20	4d6
Master	32	26	24	5d6

5.1.3 Greatswords

Greatswords describe all Swords and Messers that must be used with Two Hands. Symbolising honour, wisdom and strength they are fantastic duel weapons but are also versatile on battlefields and in skirmishes.

The ability of combining many aggressive and defensive Manoeuvres and their stances make more skilled users of these weapons unpredictable and capable of taking on any foe. Greatswords require dedication and prowess with complex techniques. They lack specialisation and ease of use, so to truly excel with these Weapons the User must truly dedicate their life to the Weapon.

Greatswords reward fighters that plan ahead with great power and prepared Reactions that can Counter any opponent. A Greatsword is the end of any fool that takes it up - or those who stand in its way.

A Greatsword wielder can fill many roles, a fearsome fighter leading his allies into battle, an unyielding defender protecting them or an aggressive blademaster cutting through their foes. Those who master its capabilities will be able to seamlessly switch between such roles mid-battle or even mid-action, crushing any and all opposition.

Damage Type:	Piercing or Slashing
Base Attack Chance:	Strength OR Toughness
	Two Handed

Skill	Attack Chance	Defence Chance	Dodge Chance	Variable Damage
Unskilled	8	5	4	1d6
Beginner	12	10	8	2d6
Brawler	15	13	10	2d8
Fighter	19	15	12	3d8
Veteran	24	19	15	4d8
Elite	28	23	18	4d10
Master	34	28	23	5d10

5.1.4 One Handed Swords

One Handed Swords describe all Swords and Messer that are used with one hand. These are fast, precise and deadly. They can be used with shields or side weapons, making them even more versatile than their “greater” brethren. Strong in formations or on their own, One Handed Swords require less dedication than Greatswords and perhaps lack some of their finesse, as you must get closer to your opponent, but they are also an incredibly skillful weapon with many of the same capabilities.

They especially reward fighting in formations and alongside allies while taking the initiative as a defensive leader with a shield or an offensive attacker. They can be more predictable than Greatswords and not as deadly, but leaving the second hand open for the use of a shield or a side weapon opens up many possibilities and more specialisation. Because of this One Handed Swords require a more focused approach when learning, making the Fighter fit for a specific combat role, but they too can fill any need on the battlefield.

Damage Type:	Piercing or Slashing
Base Attack Chance:	Strength OR Dexterity
	One Handed

Weapon & Rank	Attack Chance	Defence Chance	Dodge Chance	Variable Damage
Unskilled	6	5	6	1d6
Beginner	11	9	9	1d8
Brawler	14	11	11	2d8
Fighter	17	13	12	3d6
Veteran	22	17	16	3d8
Elite	26	20	19	4d8
Master	32	24	24	5d8

5.1.5 Greataxes

Greataxes are all Axes that must be wielded with two hands, but also Hybrid Weapons like Glaives and Halberds. Greataxes are brutal and often do not require as much precision as other staffed Weapons, since they will heavily damage opponents as long as an attack lands. They are a powerful offensive tool and an intimidating weapon. Focusing on inhibiting opponents manoeuvrability and crushing them with powerful follow up attacks, Greataxes benefit strong Fighters, which value their own life, as they have the capabilities to dominate any opponent through offensive force and defensive techniques, the smart combination of which grants them the upper hand.

Axes like these are top heavy, but more nimble and agile as a first glance could tell. Their Blades often provided hooks to inhibit their opponents and they can reach behind shields. Their weight makes them more effective against armour than other Greater Weapons and they cause dangerous wounds and huge damage on contact. They pose a special risk against limbs.

Greataxe wielders can use their reach to control areas and single out a single opponent who they can control and disable with their threatening and deadly attacks and their great utility.

Fighting alongside allies that benefit from their ability to bind and control an opponent or those that can provide additional protection can be hugely beneficial, but Greataxe Fighters are also formidable on their own.

Damage Type:	Slashing
Base Attack Chance:	Strength OR Toughness
	Two Handed

Skill	Attack Chance	Defence Chance	Dodge Chance	Variable Damage
Unskilled	9	6	5	1d8
Beginner	13	10	7	2d8
Brawler	16	12	9	2d10
Fighter	20	15	11	3d8
Veteran	24	18	14	3d10
Elite	29	21	17	4d10
Master	34	26	21	5d10

5.1.6 One Handed Axes

One Handed Axes are a more direct approach to what makes the Greataxes what they are in combat. Usually short ranged they aim to overwhelm the target, focusing on taking down singular enemies specifically, marking, harassing and haunting them. Their use focuses on quickly drawing blood through causing wounds and then relentlessly taking down the target with sheer force and brutality. One Handed Axes are mobile and quick, almost unrivalled in melee deadliness, as they can be combined with side weapons to unleash unending cascades of brutality.

They also support more measured approaches with the use of shields, as their usual defensive capabilities are relatively weak in comparison.

Fighting alongside protective allies or flanking opponents benefits wielders of these weapons hugely, and while they are usually great at hunting down ranged enemies, isolated, badly protected or retreating targets, One Handed Axe fighters should watch out to not be engaged by multiple opponents.

Damage Type:	Slashing or Piercing

Base Attack Chance:	Strength OR Dexterity
	One Handed

Skill	Attack Chance	Defence Chance	Dodge Chance	Variable Damage
Unskilled	8	5	5	1d8
Beginner	12	8	8	2d6
Brawler	15	10	11	2d8
Fighter	19	12	13	3d6
Veteran	23	16	17	4d6
Elite	26	19	20	4d8
Master	33	22	25	5d8

5.1.7 Fencing Weapons

Nimble but fierce, Fencing Weapons are usually Small Blades that aim to pierce opponents with precisely penetrating attacks or wear them down with punishing cuts. They can harass opponents by being one step ahead at all time, punching on every mistake while being untouchable. They profit from mobility and the ability to keep opponents at just the right distance.

While they do not excel at blocking, counter attacks are possible at almost any moment and their range gives them aggressive manoeuvres that can pass through any defence.

Weapons of this type are often comparatively light, giving wielders a greater advantage in longer fights or duels, where they will tire less quickly, while accelerating the downfall of their opponent by inflicting many small wounds.

Moreover Fencers will take great advantage of flanking attacks. However, weapons of greater Strength and especially ranged attackers can pose a serious threat to a Fencer, as while fast and agile, they lack the direct defensive capabilities of other arsenals and become vulnerable once hit.

As their attacks require great precision, so does their defence, one might say.

Damage Type:	Piercing or Slashing
Base Attack Chance:	Strength OR Dexterity
	One Handed

Skill	Attack Chance	Defence Chance	Dodge Chance	Variable Damage
Unskilled	6	6	6	2d4
Beginner	10	8	10	2d6
Brawler	13	11	13	3d4
Fighter	16	13	15	3d6
Veteran	22	16	19	4d6
Elite	26	19	22	6d4
Master	31	22	26	6d6

5.1.8 Heavy Bludgeoning Weapons

“... and as he crushed his last enemy, his black armour now bloodred, not a single word was spoken, not a single sound heard but the toll of the bell as it was calling for the souls of the damned.

It was then when I realised that Death would never wield a Scythe.”

Stanislav Vogelsang, ‘Wielder of the last Bell’

A weapon that stood the test of time, across all people and in much variety. The Club. Made to demolish, to crush and to maim, all Heavy Weapons of its type are defined by their brutal effectiveness. When it comes to one on one killing power, none are superior. Hammers and Clubs cause external and internal damage that has no equals when wielded by someone that has the power to utilise their blunt force. Slower and heavier than all other weapons an attacker must guarantee that their enemy will not be able to survive to the next strike. No compromises are made, any defence must be overcome and every armour must be shattered, so that only devastation remains.

Clad in heavy armour or wielded by insane barbarians only clothed in the blood of their fallen foes, Heavy Bludgeoning Weapons are pure monsters of offensive power, but well placed missiles, crowd control manoeuvres and flanking attacks threaten their relatively weak defences. Unlike other heavy weapons Heavy Bludgeoning Weapons may be better in the second row, as they are not as easily able to withstand strong assaults or ranged attacks.

Damage Type:	Blunt
Base Attack Chance:	Strength OR Toughness
	Two Handed

Skill	Attack Chance	Defence Chance	Dodge Chance	Variable Damage
Unskilled	10	5	5	1d8
Beginner	14	8	7	2d8
Brawler	17	11	9	2d10
Fighter	21	14	11	3d10
Veteran	25	17	13	4d10
Elite	30	20	15	5d10
Master	35	24	18	5d12

5.1.9 Light Bludgeoning Weapons

When Brute Force is required, but protection highly valued, Light Bludgeoning Weapons are a proper solution. These one handed Maces, Hammers and Clubs have the armour penetrating power required when facing highly defended opponents, strong offensive capabilities when used side-by-side with other fighters and offer the ability to equip a shield or a sidearm to maximise either defence or offensive actions.

While not as destructive as their two-handed brethren, these lighter Bludgeoning Weapons are more versatile. Wielders of these tools of destruction will often find themselves in uncompromising frontline

positions, where they taste the tears in their enemies eyes. Able to subdue single targets with an array of incapacitating attacks and the ability to open the flanks of any opponent, they are the ram that opens the gate for the allies that will land the killing blow. Paired with a shield, fighters with these weapons can be very hard to overcome in direct physical combat, paired with a sidearm they open the gates of obliteration of the enemy for themselves.

Damage Type:	Blunt
Base Attribute:	Strength OR Dexterity
	One Handed

Skill	Attack Chance	Defence Chance	Dodge Chance	Variable Damage
Unskilled	9	4	4	1d8
Beginner	13	8	7	2d6
Brawler	16	10	7	2d8
Fighter	18	12	11	3d8
Veteran	21	16	15	4d8
Elite	25	19	18	5d8
Master	31	23	23	5d10

5.1.10 Dagger

Damage Type:	Piercing
Base Attack Chance:	Dexterity OR Strength
	One Handed

Skill	Attack Chance	Defence Chance	Dodge Chance	Variable Damage

Unskilled	5	4	7	1d4
Beginner	10	7	10	2d4
Brawler	13	10	12	2d6
Fighter	16	12	15	3d4
Veteran	21	15	19	4d4
Elite	25	18	22	4d6
Master	30	21	26	5d6

5.1.11 Bows

Damage Type:	Piercing (Projectile)
Base Attack Chance:	Focus OR Strength
	Two Handed

Skill	Attack Chance	Defence Chance	Dodge Chance	Variable Damage
Unskilled	6	3	7	1d6
Beginner	11	6	9	2d6
Brawler	14	8	11	2d8
Fighter	17	10	13	3d6
Veteran	22	14	18	4d6
Elite	27	17	21	4d8
Master	31	20	25	6d6

5.1.12 Crossbows

Crossbows need to be reloaded before you can attack with them. Reloading a crossbow requires a Movement Action.

Damage Type:	Piercing (Projectile)
Base Damage:	Crossbow Base Damage is given by Focus.
Base Attack Chance:	Focus OR Dexterity
	Can be One Handed or Two Handed

Skill	Attack Chance	Defence Chance	Dodge Chance	Variable Damage
Unskilled	8	3	5	1d8
Beginner	13	6	7	2d8
Brawler	16	9	9	2d10
Fighter	19	11	11	3d8
Veteran	23	14	14	3d10
Elite	28	18	18	4d10
Master	33	22	22	5d10

5.1.13 Heavy Throwing Weapons

Damage Type:	Piercing (Projectile)
Base Attack Chance:	Strength
	One Handed

Weapon & Rank	Attack Chance	Defence Chance	Dodge Chance	Variable Damage
Unskilled	7	4	6	1d8
Beginner	12	7	8	2d6

Brawler	15	9	10	2d8
Fighter	19	13	13	3d6
Veteran	24	16	16	4d6
Elite	29	20	20	4d8
Master	34	24	24	5d8

5.1.14 Light Throwing Weapons

Damage Type:	Piercing (Projectile)
Base Attack Chance:	Dexterity
	One Handed

Skill	Attack Chance	Defence Chance	Dodge Chance	Variable Damage
Unskilled	6	3	6	1d4
Beginner	9	5	9	2d4
Brawler	12	8	11	2d6
Fighter	15	11	14	3d4
Veteran	21	10	14	3d6
Elite	25	12	17	4d4
Master	29	21	25	4d6

5.1.15 Martial Arts

Damage Type:	Blunt
Base Attack Chance:	Strength OR Toughness OR Mobility

Skill	Attack Chance	Defence Chance	Dodge Chance	Variable Damage
Unskilled	4	3	7	1d6
Beginner	9	6	10	2d4
Brawler	13	9	12	2d6
Fighter	16	12	14	3d4
Veteran	22	16	18	4d4
Elite	26	20	21	5d4
Master	31	24	25	5d6

5.2 Weapon Quality

When wielding a Weapon you should know the Quality of the Steel, its Balance and Sturdiness, Weight and Sharpness. The higher quality, the more effective it may be. Of course any Weapon might be useless when wielded by someone unfit, but whomever the wielder, a higher quality weapon will always be distinct from its lesser counterparts.

Scrap and Bad Weapons break on a Critical Failure

Weapon Condition	Bonus Attack Chance	Bonus Defence Chance	Bonus Dodge Chance	Bonus Base Damage
Scrap	1	0	0	0
Bad	2	1	0	2
Common	3	2	1	4
Uncommon	4	3	2	6
Rare	5	4	3	8

Epic	7	5	4	11
Legendary	9	7	6	15

5.3 Weapon Skill

You reach a Skill Rank when you learn enough Manoeuvres and buy a Manoeuvre of that rank for the Weapon Type: Your first Manoeuvre of a Rank automatically grants you the Skill Rank if you know enough lower Skill Manoeuvres.

Each weapon type can be used with a skill rank ranging from unskilled to master.

The skill rank a character possesses for a certain type of weapon is determined by the amount of Manoeuvres they have for the Weapon Type. If they know a manoeuvre of a higher rank for a Weapon Type they do not fulfill the Manoeuvre Requirement for they can wield that Weapon Type with one Weapon Skill below the one of the higher Manoeuvre.

Weapon Skill	Description	Required Manoeuvres
Unskilled	The lowest fighters are the Unskilled or Untrained ones. Any better opponent will likely make a meal out of them.	0
Beginner	At the beginning of their training or jumping into the cold water can be rough for beginners, but they may already know a few tricks. You know 2 Manoeuvres for the Weapon Type and have a Beginner Manoeuvre for it.	2
Brawler	Brawlers are average Fighters, some trained, some just gifted in the art of brutality, none of them particularly skilled yet, but already dangerous. You know 4 Manoeuvres for the Weapon Type and have a Brawler Manoeuvre for it.	4
Fighter	You are a trained fighter and have seen your first bloodshed but you lack experience. You know 7 Manoeuvres for the Weapon Type and have a Fighter Manoeuvre for it.	8

Veteran	Veterans have both training as well as experience in combat with the weapon type. You know 12 Manoeuvres for the Weapon Type and have a Veteran Manoeuvre for it.	13
Elite	Combining training, experience, and advanced drills as well as intuition you have become one of the best still to wield this type of weapon. Few will ever get this good. You know 15 Manoeuvres for the Weapon Type and have an Elite Manoeuvre for it.	16
Master	You have attained Mastery over your weapon type. Your admirable efforts not only make you an excellent, resilient, and respectable Combatant but also a very rare individual. You know 18 Manoeuvres for the Weapon Type and have a Master Manoeuvre for it.	19

5.3.1 Secondary Weapons

If you know a manoeuvre for a Weapon Type but do not have enough lower Skill Manoeuvres you can wield the Weapon Type 2 Skill Ranks below your highest Weapon Skill overall.

You can use any melee Weapon with 2 ranks below your highest melee Weapon Type, equally you can use any ranged weapon with 1 ranks below your highest ranged Weapon Skill.

For example: You usually wield a Greatsword and are a Veteran with it, but you were disarmed and must rely on your trusty dagger. You know 4 Manoeuvres that can be used with a Dagger, therefore it is a Secondary Weapon and you can use it with the Skill of a Fighter.

5.4 Manoeuvres

Skills that are used in combat are called Manoeuvres. These skills are often tied to specific weapon types and are only usable if this type of weapon is equipped and the character is skilled enough to use them.

Each manoeuvre costs 1 SP to learn. You can only acquire Manoeuvres if you have the appropriate Skill with one of the Weapons Types the Manoeuvre requires.

To use manoeuvres in a fight you must be able to pay the cost. You can use multiple manoeuvres in one turn and combine them as well.

5.4.1 Unskilled Manoeuvres

The Number to the top left indicates how many Manoeuvres you already need to know from one of the weapon types that the Manoeuvre can be used with.

Remember: All Manoeuvres cost 1 SP.

0 Footwork
Rank: Unskilled
Weapon Type: Martial Arts, Daggers, Fencing Weapons, One handed Swords
Cost: 1 EP
Uses: 2 per round
Description: **Reaction:** After you score a successful defence or attack against a target gain +1 Defence and Dodge Chance against the target for this round.

0 Determination
Rank: Unskilled
Weapon Type: Martial Arts
Cost: -
Uses: 3 per round
Description: **Reaction:** After you deal Damage with a Martial Attack, regain 2 HP.

0 Fast Draw
Rank: Unskilled
Weapon Type: Daggers, One Handed Swords, Greatsword, Fencing Weapons, Light Throwing Weapons, Bows
Cost: 1 EP
Uses: 2 per round, 1 per Weapon

Description: You draw, swap or pick up a weapon without using an action. Your next attack with the drawn weapon scores a **Critical Hit** if it deals damage.

0 Evading Turmoil

Rank: Unskilled

Weapon Type: Daggers, Bows, One Handed Axes, Light Throwing Weapons

Cost: Movement Action, 1 EP, cannot be in melee range of an enemy

Uses: 1 per Round

Description: You can attempt to stealth with a bonus of +4 during Combat using a Movement Action (as long as it is logically possible).

0 Keep it rolling

Rank: Unskilled

Weapon Type: Daggers, Fencing Weapons, One Handed Swords, Martial Arts, Bows, Light throwing Weapons

Cost: 1 EP

Uses: 2 per round

Description: Skipping a Combat Phase grants a Movement Action and +3 additional Initiative.

0 Last Will

Rank: Unskilled

Weapon Type: Greatsword, Greataxes, Heavy Bludgeoning Weapons, Light Bludgeoning Weapons

Cost: 3 EP

Uses: 1 per round

Description: **Reaction:** When your Health Points fall to or under 0 you gain a Bonus Action that you must take immediately.

0 Harvest

Rank: Unskilled

Weapon Type: Daggers, One Handed Axes, Light Bludgeoning Weapons, Bows, Fencing Weapons

Cost: -

Uses: 2 per round

Description: **Reaction:** After you score a **Critical Hit** gain 2 EP.

0 Reckless Strike

Rank: Unskilled

Weapon Type: Greataxes, Heavy Bludgeoning Weapons, Light Bludgeoning Weapons, Heavy Throwing Weapons

Cost: 1 EP
Uses: 2 per round
Description: Your Attack has +3 Attack Chance and deals +5 base damage to them and ignores 1 armour piece. The next attack against you yields a **Critical Hit** if it deals damage.

0 Heartseeker
Rank: Unskilled
Weapon Type: Bows, Light Throwing Weapons, Daggers, One handed Axes
Cost: 1 EP
Uses: 2 per round
Description: Your Attack only deals dice damage, but inflicts 1 additional **Critical Hit**.

0 Stopping Power
Rank: Unskilled
Weapon Type: Heavy Throwing Weapons, Crossbows, Polearms, Fencing Weapons
Cost: 1 EP
Uses: 2 per round
Description: **Reaction:** After you deal damage to a target or block their attack in melee without taking damage, **Ground** them for one round.

0 Momentum Shift
Rank: Unskilled
Weapon Type: Polearms, Bows, One Handed Swords
Cost: 1 EP
Uses: 5 per fight, 1 per round
Description: **Reaction:** After you deal damage to a target with an attack or defend an attack without taking damage the target loses 6 Initiative and you gain 4. Any next attack against the target scores a **Critical Hit**.

0 In the Glare
Rank: Unskilled
Weapon Type: One Handed Swords, Greatsword, Fencing Weapons
Cost: -
Uses: 2 per round
Description: If you fight a target in a duel or a 1 on 1 scenario, your Attack has +1 Attack Chance and +1 Damage against the target.

0 Quickstep
Rank: Unskilled
Weapon Type: Bows, Fencing Weapons, Daggers, Light Throwing Weapons, Martial Arts

Cost: 2 EP
Uses: 2 per round, 1 per Dodge
Description: **Reaction:** After you dodge an attack without taking damage, gain a Bonus Action.

0 Absorb
Rank: Unskilled
Weapon Type: Martial Arts, One handed Swords, Greatswords
Cost: 1 EP
Uses: 2 per round, 1 per Attack
Description: **Reaction:** After you were attacked and took no damage the attacker loses 5 Initiative and 2 EP and you gain 5 Initiative and 2 EP.

0 Hunter
Rank: Unskilled
Weapon Type: Bows, One handed Axes, Heavy Throwing Weapons
Cost: Movement Action
Uses: 1 per round
Description: **Reaction:** After you unveil a **hidden** target with your perception, gain +2 Attack Chance against this target and +3 Initiative until the end of Combat. If revealing the target initiates Combat you can ignore Ambush modifiers or engage as if you have Ambushed the target.

0 Keep Your Head Down
Rank: Unskilled
Weapon Type: Polearms, Greatsword, Greataxes, Heavy Bludgeoning Weapons, Crossbows
Cost: Movement Action, 1 EP
Uses: 1 per round
Description: Get ready for incoming attacks. Gain +2 Defence Chance for one round. You can use your Defence against ranged Attacks while Keep Your Head Down is active.

0 Dive Roll
Rank: Unskilled
Weapon Type: Light Throwing Weapons, Bows, Crossbows, Martial Arts, Daggers
Cost: 2 EP, Must have room
Uses: 3 per round
Description: **Reaction:** When you are attacked and attempt to dodge the attack increase the Distance of your Dodge by up to two Metres. Increase your Dodge Chance by +4.

0 Engage

Rank: Unskilled
 Weapon Type: Crossbows, Heavy Throwing Weapons
 Cost: 1 EP, Movement Action
 Uses: 1 per round
 Description: If you have your weapons drawn, gain +6 Initiative for this round and score a **Critical Hit** with your next attack. You can use Engage ahead of the turn order.

0 Crusher
 Rank: Unskilled
 Weapon Type: Heavy Bludgeoning Weapons, Light Bludgeoning Weapons
 Cost: 2 EP
 Uses: 5 per Fight, 2 per round
 Description: **Reaction:** If your target negates your attack with a shield, deal one damage dice + 1 damage anyways.

0 First Strike
 Rank: Unskilled
 Weapon Type: Crossbows, Heavy Throwing Weapons
 Cost: 1 EP
 Uses: 1 per round
 Description: Gain +3 Attack Chance and +4 Base Damage to your attack if it is the first in the round.

0 On the Watch
 Rank: Unskilled
 Weapon Type: Bows, Polearms
 Cost: Movement Action
 Uses: 1 per round
 Description: Increase all your Combat Chances by +1 for one round.

0 Zuechten
 Rank: Unskilled
 Weapon Type: Greatswords, Fencing Weapons, One handed Swords
 Cost: Movement Action, 1 EP
 Uses: 2 per round
 Description: Gain +3 Initiative. Gain +3 to your next Attack and Defence.

0 Loaded
 Rank: Unskilled
 Weapon Type: Crossbows, Light throwing Weapons

Cost: 2 EP
Uses: 1 per round
Description: **Reaction:** You can draw and load a Weapon without spending an Action during the first round at the beginning of the Initiative Order. Gain +4 Initiative.

0 Cold Shoulder
Rank: Unskilled
Weapon Type: Crossbows, Light throwing Weapons, Heavy Throwing Weapons, Greataxes, One handed Swords
Cost: 1 EP
Uses: 1 per round
Description: **Reaction:** When you take damage, gain your 3 + your Shield Value Armor against all damage types, even if you have not equipped it. You must carry the shield on your body.

0 Skirmisher Sprint
Rank: Unskilled
Weapon Type: Crossbows, Light throwing Weapons, Heavy Throwing Weapons, Bows
Cost: 1 EP
Uses: 2 per round
Description: **Reaction:** When you use a Movement Action to move, increase your Movement Distance by +3.

0 Toughen Up
Rank: Unskilled
Weapon Type: Greataxes, Heavy Bludgeoning Weapons, Polearms, Greatswords, Light Bludgeoning Weapons
Cost: 2 EP
Uses: 2 per round
Description: **Reaction:** After you suffered a **Critical Hit** remove one **daze**, **blind** or **ground** or **prone**.

0 Deep Breaths
Rank: Unskilled
Weapon Type: Greatswords, Heavy Bludgeoning Weapons, Greataxes
Cost: Movement Action
Uses: 1 per round
Description: Regain 2 EP during the Resolution Phase.

0 Head Start
Rank: Unskilled

Weapon Type: Daggers, Bows, Crossbows, Light Throwing Weapons, One handed Axes, Martial Arts
 Cost: 1 EP
 Uses: 1 per round
 Description: Gain a Movement Action you can only use during the Preparation Phase.

5.4.2 Beginner Manoeuvres

1 Offhand
 Rank: Beginner
 Weapon Type: Fencing Weapons, Daggers, One Handed Swords, One Handed Axes, Light Bludgeoning Weapons
 Cost: 1 EP, Bonus Action
 Uses: 2 per Round
 Description: You can equip a second Weapon in your offhand, if it can also be used with this Manoeuvre. You can convert a Bonus Action to a Combat Action for your secondary Weapon by spending 1 EP.
 When defending or dodging you may choose with which weapon you do so.

1 Tower Defence
 Rank: Brawler
 Weapon Type: Light Bludgeoning Weapons, Heavy Bludgeoning Weapons
 Cost: 1 EP
 Uses: 1 per round
 Description: You can use your shield as a Light- or Heavy Bludgeoning Weapon until your next turn.

1 Focus
 Rank: Beginner
 Weapon Type: Martial Arts, Heavy Bludgeoning Weapons
 Cost: 1 EP, Movement Action
 Uses: 2 per round
 Description: **Charge** your attack using a Movement Action, gain +5 Attack Chance. If it deals damage, regain 3 EP.

1 Thorn in your side
 Rank: Beginner
 Weapon Type: Fencing Weapons, Light Bludgeoning Weapons, Daggers
 Cost: 1 EP
 Uses: 2 per round, 1 per attack

Description:	Reaction: When a target you flank is attacked, lower their Defence and Dodge Chance against the Attack by -2. The Attack scores a Critical Hit .
1	Swift Strike
Rank:	Beginner
Weapon Type:	Dagger, One Handed Swords, Polearms, Martial Arts, Light Throwing Weapons
Cost:	2 EP
Uses:	2 per round, 1 per attack
Description:	Your Attack Chance is increased by mobility/2.
1	Detect Weaknesses
Rank:	Beginner
Weapon Type:	Daggers, Fencing Weapons, Bows, Crossbows, Light Bludgeoning Weapons
Cost:	1 EP, Movement Action
Uses:	2 per round, 1 per target
Description:	Penetrate 1 armor piece on a target in melee range with all attacks this round.
1	Lunge
Rank:	Beginner
Weapon Type:	Fencing Weapons
Cost:	2 EP
Uses:	1 per round
Description:	Gain +4 Attack Chance for your attack and cause a Critical Hit . You may also move 2 Meter forward with this attack.
1	Needle
Rank:	Beginner
Weapon Type:	Fencing Weapons, Polearms
Cost:	2 EP, Bonus Action
Uses:	2 per round
Description:	Reaction: After attacking a target or defending a melee Attack without taking damage, attack the target again during a Bonus Action: this attack only deals its Base Damage.
1	The Taste of Blood
Rank:	Beginner
Weapon Type:	Fencing Weapons, Daggers
Cost:	2 EP
Uses:	1 per round
Description:	Reaction: After you score a Critical Hit , score an additional one.

1 Mensur
Rank: Beginner
Weapon Type: Fencing Weapons, Polearms, One handed Swords
Cost: 1 EP
Uses: 1 per Round
Description: Gain +1 to all Combat Chances. The effect ends if you take damage or if you are flanked. Stacks up to 3 times.

1 A Blade in the Darkness
Rank: Beginner
Weapon Type: Daggers
Cost: 1 EP
Uses: 2 per round, 1 per attack
Description: **Reaction:** If a **hidden** attack of yours deals damage, cause 4 bonus damage and inflict one additional **Critical Hit**.

1 Distraction
Rank: Beginner
Weapon Type: Polearms, One Handed Swords, Greatswords, Light Bludgeoning Weapons, Greataxes
Cost: 1 EP, Movement Action
Uses: 1 per round
Description: **Reaction:** After you deal damage or negate the attack of a target in melee range **blind** the target.

1 Exemplum
Rank: Beginner
Weapon Type: Polearms, One Handed Swords, Light Bludgeoning Weapons
Cost: 2 EP
Uses: 1 per round, requires shield
Description: **Reaction:** When an ally next to you takes damage, reduce the damage by 10. You may spend 2 EP more to reduce the damage by 20.
Cover the ally for the remainder of the round.

1 Keep Moving
Rank: Beginner
Weapon Type: Fencing Weapons, Light Throwing Weapons, Bows, Daggers, Martial Arts
Cost: 1 EP
Uses: 2 per round, 1 per attack

Description: **Reaction:** After you deal damage to a target, gain a movement action.

1 Clash

Rank: Beginner

Weapon Type: One Handed Swords, Greatswords, Light Bludgeoning Weapons, Polearms, Heavy Throwing Weapons

Cost: 1 EP, Movement Action

Uses: 1 per round

Description: **Reaction:** When you deal damage or when defend a melee attack without taking damage cause the target to lose 4 EP.

1 Busted

Rank: Beginner

Weapon Type: Fencing Weapons, Greatswords, Light bludgeoning Weapons

Cost: -

Uses: 2 per round, 1 per attack

Description: **Reaction:** If you deal damage with a counter or **opportunity attack** an enemy attack, inflict a **Critical Hit**.

1 Defensive Stance

Rank: Beginner

Weapon Type: Greatswords

Cost: 1 EP, Movement Action

Uses: 2 per round

Description: Take a defensive stance and gain +2 Bonus to your next Defence. Gain a movement Action if you defend from Defensive Stance without taking damage.

1 Balanced Stance

Rank: Beginner

Weapon Type: Greatswords

Cost: 1 EP, Movement Action

Uses: 1 per round

Description: Take a balanced stance, gain +2 Attack Chance and +1 Defence Chance until the end of the round.

1 Offensive Stance

Rank: Beginner

Weapon Type: Greatswords

Cost: 1 EP, Movement Action

Uses: 2 per round

Description: Take an offensive stance and gain +3 Bonus to your next Attack Chance. Gain a movement Action if you deal damage with that attack.

1 Dent

Rank: Beginner

Weapon Type: Light Bludgeoning Weapons, Heavy Bludgeoning Weapons

Cost: 1 EP

Uses: 2 per round, 1 per attack

Description: Your attack will ignore 1 armour piece. If you deal damage, all attacks against the target ignore the same armour piece until the end of the round.

1 Small Opportunist

Rank: Beginner

Weapon Type: Light Bludgeoning Weapons, Fencing Weapons, Daggers

Cost: 1 EP

Uses: 2 per round

Description: You may use manoeuvres during an **opportunity attack**.

1 Butterfly Effect

Rank: Beginner

Weapon Type: Fencing Weapons

Cost: 2 EP

Uses: 2 per round

Description: **Reaction:** Instead of scoring a **Critical Hit**, gain a movement action instead.

1 Without Mercy

Rank: Beginner

Weapon Type: Light Bludgeoning Weapons, Heavy Bludgeoning Weapons, Greataxes

Cost: 1 EP

Uses: 2 per round

Description: Your attack deals +5 base damage against a target with a shield.

1 Uppercut

Rank: Beginner

Weapon Type: One handed Axes, Greataxes

Cost: 2 EP

Uses: 1 per round

Description: Your attack has +3 Attack Chance and **blinds** the target if you deal damage.

1 Taunting Blow
Rank: Beginner
Weapon Type: Polearms, Light Bludgeoning Weapons, Heavy Bludgeoning Weapons, Greataxes
Cost: 2 EP
Uses: 2 per round
Description: If you deal damage, **ground** a target for one turn. They must target you for as long as they are **grounded**.

1 Wild Swing
Rank: Beginner
Weapon Type: Polearms, Greataxes
Cost: 2 EP, Bonus Action
Uses: 5 per fight, 2 per round
Description: Attack a target during your Bonus Action. Only deal your base damage as Impact Damage and score a **Critical Hit**.

1 Brutal Strike
Rank: Beginner
Weapon Type: Light Bludgeoning Weapons, Heavy Bludgeoning Weapons, One Handed Axes, Greataxes, Martial Arts
Cost: 3 EP
Uses: 2 per round, 1 per attack
Description: Gain Strength/2 to your attack chance.

1 Left Hook
Rank: Beginner
Weapon Type: Martial Arts
Cost: 2 EP, Bonus Action
Uses: 2 per round
Description: **Reaction:** After you attack a target you can attack again using a Bonus Action.

1 Rip and Tear
Rank: Beginner
Weapon Type: One Handed Axes
Cost: 2 EP, Bonus Action
Uses: 4 per fight, 2 per round
Description: **Reaction:** After you deal damage to a target you can attack again during a Bonus Action.

1	Exemplary Hit
Rank:	Beginner
Weapon Type:	Greataxes, Greatswords, One Handed Swords
Cost:	2 EP
Uses:	1 per round
Description:	Reaction: After you deal damage to a target all allied attacks against the target this round will cause one Critical Hit .
1	From Cover
Rank:	Beginner
Weapon Type:	Light Bludgeoning Weapons, One Handed Swords, Polearms, One handed Axes
Cost:	1 EP, requires shield
Uses:	2 per round, 1 per defence
Description:	Reaction: After you defend an attack using your shield without taking damage you can grant one ally next to you a Bonus Action. Gain +4 Initiative.
1	Break Balance
Rank:	Beginner
Weapon Type:	Greataxes, Polearms
Cost:	2 EP
Uses:	2 per round, 1 per defence
Description:	Reaction: After you deal damage or defend an attack the target must succeed a Mobility + Toughness check against your Strength + Toughness check or they are knocked prone immediately.
1	Seize
Rank:	Beginner
Weapon Type:	Greataxes, Polearms, One handed Swords, Light Bludgeoning Weapons
Cost:	1 EP
Uses:	1 per round
Description:	Reaction: After you defend an attack without taking damage gain a Movement Action.
1	Self Delivery
Rank:	Beginner
Weapon Type:	Light Throwing Weapons, Heavy Throwing Weapons
Cost:	-
Uses:	1 per round
Description:	You can collect a throwing weapon in range or draw it without spending an action.

1 Silent Shot
Rank: Beginner
Weapon Type: Bows
Cost: 1 EP
Uses: 2 per round, 1 per attack
Description: Your attack is **hidden** if you have not attacked the target before. Resets when you are sneaking or hide without being detected. Enemies gain a negative modifier of -2 to detect the attack.

1 Cheat
Rank: Beginner
Weapon Type: Crossbows, Heavy Throwing Weapons, Bows
Cost: 1 EP, Movement Action
Uses: 1 per round
Description: Gain +4 Initiative and gain a +4 Attack Chance modifier for your next Attack. Your next Action must be a ranged attack. It will score a **Critical Hit**.

1 Shoot the Crowd
Rank: Beginner
Weapon Type: Bows, Crossbows, Heavy Throwing Weapons, Light Throwing Weapons
Cost: -
Uses: 3 per round
Description: Shoot a crowd of people without having a clear target. You cannot miss unless you fail critically. A crowd is more than 4 people in a small area. The target is determined by rolling a dice. The attack is **hidden** unless you hit the target before.

1 Penetrate Armour
Rank: Beginner
Weapon Type: Crossbows
Cost: 1 EP
Uses: 2 per round
Description: Your attack ignores 1 armor piece..

1 Harass
Rank: Beginner
Weapon Type: Light Bludgeoning Weapons, Polearms, One Handed Swords, Heavy Bludgeoning Weapons, Martial Arts
Cost: 1 EP
Uses: 2 per round

Description: **Reaction:** When you attack an enemy, also lower their initiative by 6 and gain 4 Initiative yourself. Their next defence or dodge has -2 Chance.

1 Third Eye
Rank: Beginner
Weapon Type: Polearms, Martial Arts, One Handed Swords, Fencing Weapons, Greatswords, Light Bludgeoning Weapons, Daggers
Cost: Movement Action
Uses: 2 per round
Description: Reveal any **hidden** attack targeted on yourself or an ally.

1 Countersniper
Rank: Beginner
Weapon Type: Bows, Crossbows
Cost: 1 EP
Uses: 1 per round
Description: Reveal a **hidden** attack that is directed at you. Also reveal the attacker if they are hidden.

1 Swift Defence
Rank: Beginner
Weapon Type: Daggers, Polearms, Greatswords, One handed Swords
Cost: 3 EP
Uses: 1 per round
Description: **Reaction:** When using your defence add Mobility/2 to your Defence Chance. You may use it against Ranged Attacks.

1 Fencers Retreat
Rank: Beginner
Weapon Type: Fencing Weapons, Greatswords, One handed Swords
Cost: 1 EP
Uses: 2 per round
Description: **Reaction:** After you deal damage to an enemy immediately **disengage** the target: you can move away from the target without provoking an **opportunity attack**. Gain +1 Dodge Chance for one turn.

1 Bloodhound
Rank: Beginner
Weapon Type: Daggers, One handed Axes, Bows
Cost: 1 EP
Uses: 2 per round

Description: Gain an extra movement Action during your Preparation Phase if you scored a **critical attack** last turn.

1 Executor

Rank: Beginner

Weapon Type: Greataxes, Greatswords, Heavy Bludgeoning Weapons, One handed Axes

Cost: -

Uses: 1 per round

Description: Your attack has +5 Base Damage against a **stunned, dazed, blinded** or **grounded** target, ignores 1 Armour Piece and scores a **Critical Hit**.

1 Brawl

Rank: Beginner

Weapon Type: Polearms, Martial Arts, Heavy Bludgeoning Weapons, Greataxes

Cost: 2 EP, Bonus Action

Uses: 1 per round

Description: Brawl a target in melee range: they lose 5 EP.

1 Oppressive Presence

Rank: Beginner

Weapon Type: Polearms, Greataxes

Cost: -

Uses: 2 per round

Description: **Reaction:** When a target is standing up in your Melee Range they must pay 2 EP and lose 3 Initiative.

1 Guardian

Rank: Beginner

Weapon Type: Bows, Polearms

Cost: 2 EP, Movement Action

Uses: 2 per round

Description: **Reaction:** After you attack an enemy, other allies next to you have +2 Defence and Dodge Chance against the target as long as it is in your melee range, for this round.

1 On the Hunt

Rank: Beginner

Weapon Type: Bows, One handed Axes

Cost: 2 EP

Uses: 1 per round

Description: Gain +2 Movement Range towards and +2 Attack Chance for one round against a target that you or any ally attacked this or last round.

1 Full Cover
Rank: Beginner
Weapon Type: Polearms, Light Bludgeoning Weapons, One handed Swords
Cost: 1 EP, requires shield
Uses: 5 per Fight, 2 per round
Description: **Cover** an ally next to you. All attacks on a target ally are redirected onto you until the end of turn or if you or the ally leave the **Cover**.

1 Shove
Rank: Beginner
Weapon Type: Light Bludgeoning Weapons, Polearms, One handed Swords, One handed Axes
Cost: 2 EP, Movement Action, requires Shield
Uses: 2 per round
Description: **Ground** a target in range with your shield using your movement action.
Reaction: After you defend an attack from a target while they are **grounded**, knock them **prone**.

1 Cleave
Rank: Beginner
Weapon Type: Greatswords, Greataxes, Heavy Bludgeoning Weapons
Cost: 2 EP, Movement Action
Uses: 1 per round
Description: **Charge** an attack using a Movement Action: Attack an additional target adjacent to the first target with the same attack.

1 Feel no Pain
Rank: Fighter
Weapon Type: Greataxes, Greatswords, Heavy Bludgeoning Weapons, One handed Axes
Cost: 4 EP, you must wear no armour
Uses: 1 per round
Description: **Reaction:** When you take damage, ignore half the damage instead and ignore one **Critical Hit**.

1 Stance: Monolith
Rank: Unskilled
Weapon Type: Crossbows, Light throwing Weapons, Heavy Throwing Weapons, Greataxes, Polearms

Cost: 2 EP, requires shield

Uses: 1 per round

Description: You and all allies close to you gain +4 Armour Value against all attacks if you have a shield equipped or on your back.

1 Ace in the Hole

Rank: Brawler

Weapon Type: Light Throwing Weapons, Daggers

Cost: 1 EP, Movement Action

Uses: 2 per round, 1 per attack

Description: Draw or swap a Weapon. Your next attack with it is **hidden**.

1 Strong Handed

Rank: Brawler

Weapon Type: Heavy Bludgeoning Weapons, Greataxes, One handed Axes, Light Bludgeoning Weapons

Cost: 2 EP, Movement Action

Uses: 1 per round

Description: **Reaction:** If a target in melee range uses a shield to defend an attack, negate the use of the shield. If a target in melee range is **covered** you may break the **Cover**, allowing attacks on the previously **covered** target.

1 Ditch

Rank: Brawler

Weapon Type: Light Throwing Weapons, Bows, Daggers

Cost: 1 EP

Uses: 1 per round

Description: Gain a Movement Action you can only use during the Resolution Phase.

1 Stance: Mountain

Rank: Brawler

Weapon Type: Greataxes, Heavy Bludgeoning Weapons

Cost: 1 EP

Uses: 1 per round

Description: **Reaction:** When the Resolution Phase begins and you took no Actions this round gain +2 to all Combat Chances for one round.

1 Tumultuous

Rank: Beginner

Weapon Type: Heavy Bludgeoning Weapons, One handed Axes, Fencing Weapons
 Cost: 1 EP, you must not wear armor
 Uses: 1 per round
 Description: Gain your Combat Action during the Preparation Phase instead; you must use it during the Preparation Phase or forfeit it for the entire round.

1 Stampede
 Rank: Beginner
 Weapon Type: Greataxes, Heavy Bludgeoning Weapons, Greatswords, One handed Axes
 Cost: 1 EP, you must not wear armor
 Uses: 1 per round
 Description: **Reaction:** After you attack during your Preparation Phase gain a Bonus Action.

1 Inspiring Presence
 Rank: Beginner
 Weapon Type: Polearms, Light Bludgeoning Weapons, One Handed Swords
 Cost: 1 EP, requires shield
 Uses: 3 per round, 2 per defence
 Description: **Reaction:** When an ally next to you defends or dodges, increase their Defence or Dodge Result by 2.

5.4.3 Brawler Manoeuvres

Remember: the number on the left side indicates how many Manoeuvres you require to learn your first Manoeuvre of this rank!

3 Bum Rush
 Rank: Brawler
 Weapon Type: Martial Arts, Polearms, Greatswords, Greataxes, Light Bludgeoning Weapons
 Cost: 2 EP, Movement Action
 Uses: 2 per round
 Description: You may move half your Movement Distance before you attack a target without using other manoeuvres. If you would deal damage, deal none but knock the target **prone** instead.

3 Flurry of Blows
 Rank: Brawler
 Weapon Type: Martial Arts
 Cost: 2 EP, Combat Action

Uses: 2 per round
Description: **Reaction:** Gain an **opportunity attack** against a target after you attack it.

3 Blade and Body

Rank: Brawler

Weapon Type: Martial Arts

Cost: 1 EP

Uses: 1 per round

Description: You may use any Weapon this turn as if it was a Martial Arts Weapon.

3 Eye to Eye

Rank: Brawler

Weapon Type: Polearms, Light Bludgeoning Weapons, Greatswords, One Handed Swords

Cost: 2 EP

Uses: 2 per round

Description: **Reaction:** After you are attacked in melee **ground** the attacker.

3 Bloodletting

Rank: Brawler

Weapon Type: Greataxes, One Handed Axes

Cost: 1 EP

Uses: 2 per round, 1 per attack

Description: **Reaction:** When you deal damage to a target, cause an additional **Critical Hit**.

3 Pikeman

Rank: Brawler

Weapon Type: Polearms

Cost: 2 EP

Uses: 2 per round

Description: **Ground** any target in melee range. **Reaction:** If a target in melee range removes a **ground** you can **ground** them again.

3 Retreat

Rank: Brawler

Weapon Type: Light Throwing Weapons, Heavy Throwing Weapons, Bows, Crossbows, Fencing Weapons, Daggers, Martial Arts

Cost: 3 EP

Uses: 2 per round

Description: **Reaction:** When you take damage from an attack lower the damage by the Result of a Dodge Chance.

3 Pommeling

Rank: Brawler

Weapon Type: One Handed Swords, Greatswords

Cost: 2 EP, Bonus Action

Uses: 1 per round

Description: **Reaction:** After defending an attack without taking damage or after dealing damage to an enemy, use your Bonus Action to attack the target's head without a negative modifier using your pommel. Only deal base damage but penetrate 1 armour piece; if you deal damage **daze** the target for 1 round.

3 From Behind

Rank: Brawler

Weapon Type: Daggers, Bows

Cost: 2 EP

Uses: 2 per round, 1 per attack

Description: Your **hidden** attack ignores 1 armour piece if it stays **hidden**. It deals +5 base damage whether it stays **hidden** or not.

3 Criticality

Rank: Brawler

Weapon Type: Daggers

Cost: 2 EP, Bonus Action

Uses: 2 per round

Description: **Reaction:** After you score a **Critical Hit**, you can attack again during your Bonus Action.

3 Dirty Tricks

Rank: Brawler

Weapon Type: Daggers, One Handed Axes, Light Bludgeoning Weapons, Polearms

Cost: 1 EP, Bonus Action

Uses: 1 per round

Description: Use a dirty trick to **blind** your target for one turn.

3 Parry on Pointe

Rank: Brawler

Weapon Type: Fencing Weapons, Greatswords, One handed Swords

Cost:	2 EP
Uses:	2 per round, 1 per defence
Description:	Reaction: When you are attacked in melee defend yourself with your Attack Chance instead.
3	Changing Through
Rank:	Brawler
Weapon Type:	Greatswords
Cost:	2 EP
Uses:	2 per round
Description:	Gain movement Action after you defend or attack successfully.
3	Zornhau
Rank:	Brawler
Weapon Type:	Greatswords, Heavy Bludgeoning Weapons, Greataxes
Cost:	2 EP, Movement Action, Combat Action
Uses:	1 per round
Description:	Charge your attack using one Movement Action. The Attack gains +3 Attack Chance. Lower your targets Dodge Chance by 3 and score a Critical Hit if you deal damage.
3	Prellhau
Rank:	Brawler
Weapon Type:	Greatswords
Cost:	2 EP, Bonus Action
Uses:	1 per round
Description:	During your Bonus Action, attack your targets weapon with -4 Attack Chance. If you would deal damage, disarm them instead.
3	Shield Breaker
Rank:	Brawler
Weapon Type:	Heavy Throwing Weapons, One Handed Axes, Greataxes, Heavy Bludgeoning Weapons
Cost:	3 EP
Uses:	1 per round
Description:	Your attack disables the targets shield or Cover . If their shield is disabled this way they can spend a Bonus Action to reequip it.
3	Stun Man

Rank: Brawler
 Weapon Type: Light Bludgeoning Weapons, Heavy Bludgeoning Weapons
 Cost: 4 EP
 Uses: 1 per round
 Description: Your attack **stuns** the target if it deals damage.

3 Blood Rush
 Rank: Brawler
 Weapon Type: One Handed Axes, Bows, Daggers, Fencing Weapons
 Cost: 2 EP
 Uses: 2 per round
 Description: If you score a **Critical Hit**, gain a bonus action.

3 Break Defence
 Rank: Brawler
 Weapon Type: Heavy Bludgeoning Weapons, Light Bludgeoning Weapons
 Cost: Bonus Action, 2 EP
 Uses: 1 per round
 Description: **Reaction:** If a target in melee blocks an attack **daze** the target using a Bonus Action. The next attack against the target scores **Critical Hit**.

3 Flatten
 Rank: Brawler
 Weapon Type: Heavy Bludgeoning Weapons
 Cost: 2 EP, Movement Action, Combat Action
 Uses: 1 per round
 Description: **Charge** your attack using a Movement Action. Your target must defend the attack twice. If they fail once they take regular damage, if they fail twice armor is ignored. If the target is next to an obstacle or person also **prone** the target if they fail both defences.

3 Safe Distance
 Rank: Brawler
 Weapon Type: Polearms, Greatswords
 Cost: 1 EP, Movement Action
 Uses: 2 per round
 Description: **Reaction:** After you deal damage to a target gain +3 defence and dodge against them for one defence.

3 Unstoppable Rage

Rank: Brawler

Weapon Type: Light Bludgeoning Weapons, One Handed Axes, Greatswords, Greataxes, Heavy Bludgeoning Weapons

Cost: 2 EP, Bonus Action

Uses: 2 per round

Description: **Reaction:** After an attack you can attack again during your Bonus Action ignoring one armour piece.
If you do this, you cannot defend or dodge the next attack against you. The negative effect stacks.

3 Furious Charge

Rank: Brawler

Weapon Type: Light Bludgeoning Weapons, One Handed Axes

Cost: 2 EP, Movement Action

Uses: 1 per round

Description: Charge towards a target without triggering **opportunity attacks** and ignoring **grounds**. Your next attack against that target has a bonus of +3 to your attack chance and ignores 1 armour piece.

3 High kick

Rank: Brawler

Weapon Type: Martial Arts

Cost: 3 EP, Movement Action, Combat Action

Uses: 2 per round

Description: **Charge** your attack using a movement Action. Perform a kick against the target head with no negative modifiers. If you deal damage, **stun** the target and ignore 1 armour piece.

3 Shoulder Throw

Rank: Brawler

Weapon Type: Martial Arts

Cost: 2 EP, Bonus Action

Uses: 2 per round

Description: Attack a target using a Bonus Action. Deal no damage. If successful, **daze** them and knock them **prone**.
Reaction: After you were attacked in melee without taking damage you may immediately use Shoulder Throw using a Movement Action instead.

3	Hounding
Rank:	Brawler
Weapon Type:	Bows, One Handed Axes
Cost:	-
Uses:	3 per round
Description:	Each consecutive attack against the same target during the same round gains +1 Attack Chance and +2 Base Damage. This Effect increases with each attack.
3	Bodyguard
Rank:	Brawler
Weapon Type:	Greataxes, Polearms, Greatswords, One Handed Swords, Light Bludgeoning Weapons, One Handed Axes, Martial
Cost:	2 EP
Uses:	3 per round
Description:	Reaction: When an ally next to you is attacked you may Cover them. This also allows you to switch Positions with them at the same time.
3	Reaping the weak
Rank:	Brawler
Weapon Type:	One Handed Axes, Daggers
Cost:	1 EP
Uses:	1 per round
Description:	Reaction: When you wound a target it takes +1 damage from all sources for one round.
3	Role Model
Rank:	Brawler
Weapon Type:	Light Bludgeoning Weapons, Greataxes, Polearms, One Handed Swords, Greatswords
Cost:	2 EP
Uses:	2 per round
Description:	Reaction: After you defend an attack without taking damage, grant an ally beside you and yourself +1 Defence Chance for one round and a Movement Action.
3	Full Offence
Rank:	Brawler
Weapon Type:	Greataxes, One Handed Axes, Greatswords, Heavy Bludgeoning Weapons
Cost:	2 EP, you must not wear armor
Uses:	1 per round

Description: **Reaction:** When the Offensive Phase begins, gain a Bonus Action you must use during the same Phase.

3 Attraction

Rank: Brawler

Weapon Type: Greataxes

Cost: 1 EP, Bonus Action

Uses: 2 per round

Description: Attack without using other Manoeuvres During a Bonus Action. If you would deal damage instead gain +5 to your next attack chance against this target and move them closer to you. **Ground** the target and negate **Cover**, Stances and Formations.

3 Undress

Rank: Brawler

Weapon Type: Greataxes

Cost: 2 EP, Movement Action

Uses: 1 per round

Description: Attack during a Movement Action. If you would deal damage, disable the targets shield for one round instead.

3 Vengeful

Rank: Brawler

Weapon Type: Greataxes, Heavy Bludgeoning Weapons, Greatswords, Martial Arts

Cost: 1 EP

Uses: 2 per round, 1 per attack

Description: Take a -5 negative Modifier to your next defence. Your attack against a target that has damaged you has a Bonus of +5 to the attack chance and causes a **Critical Hit**.

3 Execution

Rank: Brawler

Weapon Type: Greataxes

Cost: 4 EP

Uses: 1 per round

Description: Your targeted attack against a targets limbs will sever the limb if it deals at least 60% of their current HPs.

3 Quicksteel

Rank: Brawler

Weapon Type: One Handed Swords

Cost: 2 EP

Uses:	2 per round
Description:	Reaction: When you are attacked, first gain +3 Initiative and then +3 Defence Chance against the attack, if the target now has less Initiative than you.
3	Overpower
Rank:	Brawler
Weapon Type:	Light Bludgeoning Weapons, Heavy Bludgeoning Weapons, Martial Arts
Cost:	1 EP
Uses:	1 per round
Description:	Reaction: If your attack deals damage to the target, the next attack against the target will yield an additional Critical Hit that knocks the target prone .
3	As if nothing happened
Rank:	Brawler
Weapon Type:	Martial Arts, Greatswords, Greataxes, Heavy Bludgeoning Weapons
Cost:	3 EP, Movement Action
Uses:	2 per round, 1 per defence
Description:	If you take damage, only take the base damage.
3	Shrug Off
Rank:	Brawler
Weapon Type:	Light Bludgeoning Weapons, Polearms, One handed Swords
Cost:	3 EP, Movement Action, requires shield
Uses:	1 per round
Description:	Reaction: When you take damage, ignore all Critical Hits .
3	Stance: The Watcher
Rank:	Brawler
Weapon Type:	Crossbows
Cost:	1 EP, Movement Action
Uses:	2 per round
Description:	You cannot move this round: gain +2 to all Attack Chances and +4 Base Damage to all attacks this round.
3	Wrath
Rank:	Brawler
Weapon Type:	One Handed Axes, Greataxes, Heavy Bludgeoning Weapons, Greatswords
Cost:	1 EP
Uses:	4 per round

Description: Gain +2 Attack Chance, -2 Defence and Dodge Chance and +2 Base Damage for one round. The effect stacks.

3 Shield Bash

Rank: Brawler

Weapon Type: Daggers, One Handed Swords, One Handed Axes, Light Bludgeoning Weapons, Polearms, Fencing Weapons, Martial Arts

Cost: 2 EP, Movement Action, requires shield

Uses: 2 per round

Description: Attack a target without using other manoeuvres during your Movement Action. Deal no damage but **stuns** the target instead.

3 Precision Punch

Rank: Brawler

Weapon Type: Martial Arts

Cost: 1 EP, Movement Action

Uses: 2 per round

Description: **Charge** your attack during one Movement Action. Add Dexterity/2 to the Attack Chance. Cause a **Critical Hit**.

3 Knockout Combo

Rank: Brawler

Weapon Type: Martial Arts

Cost: 3 EP

Uses: 2 per round, 1 per attack

Description: **Reaction:** After you deal damage with an attack gain a Bonus Action.

3 Blockade

Rank: Brawler

Weapon Type: Polearms

Cost: 2 EP

Uses: 3 per round

Description: **Reaction:** If a target in melee range moves you can **ground** the target, unless they **disengaged**.

3 Stance: Gatekeeper

Rank: Brawler

Weapon Type: Greataxes, Polearms

Cost: 1 EP per round, Movement Action to activate

Uses: 1 per round

Description: Gain +2 Defence Chance and ignore one **Critical Hit** during this round.

3 Powerful Throw

Rank: Brawler

Weapon Type: Heavy Throwing Weapons

Cost: 2 EP, Movement Action

Uses: 2 per round

Description: **Charge** your Attack using a Movement Action. It gains Strength/2 Base Damage and +3 Attack Chance.

3 Sniper

Rank: Brawler

Weapon Type: Crossbows, Bows

Cost: 1 EP

Uses: 1 per round

Description: Gain an additional Bonus of +2 to your Attack Chance for every time you aimed at the target.

3 Escape

Rank: Brawler

Weapon Type: Bows, Crossbows, Light Throwing Weapons, Daggers

Cost: 3 EP, Movement Action

Uses: 1 per round

Description: You can **disengage** from up to 4 targets that attack you in melee using your Movement Action. Gain +3 Movement Range for all other Movement Actions this round.

3 Eye of the Hunter

Rank: Brawler

Weapon Type: Bows

Cost: 2 EP, Movement Action

Uses: 1 per round

Description: **Charge** your attack during your Movement Action. Add strength/2 + 1 to your Attack Chance.

3 Fast Shot

Rank: Brawler

Weapon Type: Bows

Cost: 1 EP, Bonus Action

Uses: 2 per round

Description: Use an **opportunity attack** in a Bonus Action.

3 Rapid Reloading

Rank: Brawler

Weapon Type: Crossbows

Cost: 2 EP

Uses: 1 per round

Description: You can reload your crossbow without spending a movement action.

3 Clubbing

Rank: Brawler

Weapon Type: Crossbows

Cost: Movement Action

Uses: 1 per round

Description: You can use your Crossbow in Melee range as if it was a Light Bludgeoning Weapon.

3 Darksteel

Rank: Brawler

Weapon Type: One Handed Swords

Cost: 2 EP

Uses: 2 per round

Description: **Reaction:** When you are attacked gain +3 Initiative and your next Attack against the Attacker has +3 Attack Chance and will cause a **Critical Hit**.

3 Moonsteel

Rank: Brawler

Weapon Type: One Handed Swords

Cost: 2 EP, 3 Initiative, Bonus Action

Uses: 2 per round

Description: If you have more Initiative than your target you can attack it using a Bonus Action.

3 Stance: Tidesplitter

Rank: Brawler

Weapon Type: Polearms, Greataxes

Cost: 1 EP per round, Movement Action to Activate

Uses: 1 per round

Description: Gain +2 Defence Chance. You can not be **knocked prone** or moved by an enemy.

3	Moonsteel Flow
Rank:	Brawler
Weapon Type:	One handed Swords
Cost:	2 EP
Uses:	1 per round
Description:	Reaction: After you gain Initiative this turn you also gain a Bonus Action.
3	Destructor
Rank:	Brawler
Weapon Type:	Heavy Bludgeoning Weapons
Cost:	3 EP, Bonus Action
Uses:	1 per round
Description:	Charge your attack during a Bonus Action. Gain +6 Attack Chance and an additional damage dice. Ignore 1 armor piece.
3	Undeniable
Rank:	Brawler
Weapon Type:	Heavy Bludgeoning Weapons
Cost:	1 EP
Uses:	1 per round
Description:	Reaction: After a target blocks your attack, gain +4 attack chance and +6 bonus damage against the same target until you deal damage to them.
3	Pavese
Rank:	Brawler
Weapon Type:	Crossbows, Light Throwing Weapons, Heavy Throwing Weapons
Cost:	1 EP
Uses:	94 per turn
Description:	Use a shield to defend ranged attacks even if it is on your back.
3	Spacetaking
Rank:	Brawler
Weapon Type:	Light Bludgeoning Weapons
Cost:	2 EP
Uses:	2 per round, 1 per target
Description:	If you are flanking a target you can deny the target a Movement Action this round.
3	Overrun

Rank: Brawler
 Weapon Type: Light Bludgeoning Weapons, Heavy Bludgeoning Weapons, Polearms, Martial Arts
 Cost: 2 EP
 Uses: 1 per round
 Description: If you knock a target **prone**, **blind**, **stun** or **daze** them you automatically score another **Critical Hit** of your choosing the next time you deal damage to the same target.

3 Always the Hunter, Never the Prey
 Rank: Brawler
 Weapon Type: Bows, One Handed Axes
 Cost: 2 EP, Movement Action
 Uses: 1 per round
 Description: Gain +2 Dodge Value and +3 Movement Range away from a target that you have dealt damage to this fight for one round.

3 Incision
 Rank: Brawler
 Weapon Type: Crossbows, Heavy Throwing Weapons
 Cost: 1 EP
 Uses: 1 per round
 Description: Gain +2 attack value till the end of the fight against a target you have dealt damage to before they could damage you. Does not stack.

3 Handful
 Rank: Brawler
 Weapon Type: Light Throwing Weapons
 Cost: 2 EP
 Uses: 1 per round
 Description: You can attack twice in the same Combat Action.

3 Righteous
 Rank: Brawler
 Weapon Type: One Handed Swords, Greatswords
 Cost: 2 EP, Movement Action
 Uses: 2 per round
 Description: **Reaction:** After a target attacks you, no matter if they deal damage, immediately attack them back without using any manoeuvres during a Movement Action.

3	Inevitability
Rank:	Brawler
Weapon Type:	Heavy Throwing Weapons
Cost:	2 EP, Movement Action
Uses:	1 per round
Description:	Charge your attack during a Movement Action. Deal base damage even if the target defends the attack completely. If they do not defend, deal damage as usual, ignore one armor piece and cause a Critical Hit .
3	Shell
Rank:	Brawler
Weapon Type:	Polearms, One Handed Swords, Greatswords, Light Bludgeoning Weapons
Cost:	2 EP
Uses:	2 per round
Description:	Reaction: When a target attacks you they must roll Attack Chance twice and use the lower result. Regain 2 EP if they deal no damage with the Attack.
3	Wakeup Call
Rank:	Brawler
Weapon Type:	Polearms, Greatswords, One Handed Swords, Light Bludgeoning Weapons
Cost:	1 EP, Movement Action
Uses:	1 per round
Description:	Remove a stun , ground or a blind on any Ally, but not on yourself.
3	Nutcracker
Rank:	Brawler
Weapon Type:	Crossbows, Light Bludgeoning Weapons, Heavy Bludgeoning Weapons, Heavy Throwing Weapons
Cost:	1 EP
Uses:	1 per round
Description:	Your attack penetrates one armour piece and causes a Critical Hit .
3	Controlled Panic
Rank:	Brawler
Weapon Type:	Crossbows, Light Throwing Weapons, Heavy Throwing Weapons, Bows, Fencing Weapons, Daggers
Cost:	2 EP
Uses:	1 per round
Description:	Reaction: after you take damage from a melee attack, gain a Movement Action and disengage all nearby enemies and gain a Movement Action.

3	Greased Up
Rank:	Brawler
Weapon Type:	Martial Arts
Cost:	2 EP
Uses:	1 per round
Description:	Escape any Grapple or remove a stun or daze from yourself. Gain +5 Initiative.
3	Simple Brutality
Rank:	Brawler
Weapon Type:	Heavy Bludgeoning Weapons
Cost:	1 EP, Movement Action
Uses:	2 per round
Description:	Charge your Attack during one Movement Action: Gain one damage Dice and +4 Attack Chance.
3	Steeled Body
Rank:	Brawler
Weapon Type:	Martial Arts
Cost:	2 EP, Movement Action
Uses:	1 per round
Description:	Ignore one incoming Critical Hit and reduce the damage by Strength + 1.
3	Iron Wall
Rank:	Brawler
Weapon Type:	Polearms, Greataxes, Greatswords
Cost:	1 EP per round, Movement Action to activate
Uses:	1 per round
Description:	Gain +1 Defence Chance while Wall of Iron is active. All Attacks against targets that have attacked you while you were in Iron Wall yield Critical Hits .
3	Blinding Throw
Rank:	Brawler
Weapon Type:	Light Throwing Weapons
Cost:	1 EP, Movement Action
Uses:	2 per round
Description:	Attack during a Movement Action. Only deal base damage and blind the target.
3	Stance: Boar
Rank:	Brawler
Weapon Type:	One Handed Swords, One Handed Axes, Light Bludgeoning Weapons, Polearms
Cost:	1 EP per round, Combat Action, requires Shield

Uses: 1 per round
Description: Forfeit your Combat Action. Uncover all **hidden** attacks directed at you. Gain +4 Defence Chance and take 4 damage less from all attacks.

3 Scorpion

Rank: Brawler

Weapon Type: One handed Swords, Daggers, One handed Axes

Cost: -

Uses: -

Description: You can equip a one handed Polearm as an offhand weapon.

3 Into the Fray

Rank: Brawler

Weapon Type: Greataxes, Greatswords, Heavy Bludgeoning Weapons, One handed Axes

Cost: 1 EP per round, you must wear no armour

Uses: 1 per round

Description: Gain +1 Attack Chance, deal +2 base damage and take -1 damage from all attacks for every target in melee range.

3 Ferocity

Rank: Brawler

Weapon Type: Greataxes, Greatswords, Heavy Bludgeoning Weapons, One handed Axes

Cost: 2 EP, Movement Action, you must wear no armour

Uses: 2 per round

Description: Gain +3 Attack Chance and +2 Defence Chance for one round.

3 Formation: Forest of Spears

Rank: Brawler

Weapon Type: Polearms

Cost: 1 EP per round, Movement Action to activate

Uses: 1 per round

Description: Fighters with this manoeuvre can enter a Formation. **Ground** any target that attacks a member of the formation without dealing damage. Gain +2 Defence Chance.
 You need at least one ally with this Manoeuvre. You must stand directly beside or behind each other.
 They cannot dodge.

3 Formation: Circle Formation
 Rank: Brawler
 Weapon Type: Polearms, One Handed Axes, Light Bludgeoning Weapons, One Handed Swords, Fencing Weapons, Heavy Bludgeoning Weapons, Greatswords, Greataxes, Martial
 Cost: 1 EP per round, Movement Action to activate
 Uses: 1 per round.
 Description: In this formation all fighters are automatically flanked two times less and gain +1 Defence Chance. Characters inside of the circle gain +3 Defence Chance.
 You need at least 3 Members to form this Formation.
 They cannot dodge.

3 Formation: Shieldwall
 Rank: Brawler
 Weapon Type: Polearms, One Handed Axes, Light Bludgeoning Weapons, One Handed Swords
 Cost: 1 EP to activate, Movement Action to activate, Requires Shield
 Uses: 1 per round
 Description: All combatants in the Shieldwall gain +2 Defence Chance and gain +2 Bonus Initiative every round.
 You need at least one Ally to form this Formation.
 They cannot dodge.

3 Formation: Over the Shoulder
 Rank: Brawler
 Weapon Type: Bows, Crossbows, Light Throwing Weapons, Heavy Throwing Weapons
 Cost: 1 EP per round
 Uses: 1 per round
 Description: You can ignore two allies as an obstacle and shoot over their shoulder, making friendly fire to those Allies impossible.
 If you stand behind or inside a Formation gain +1 to all Combat Chances and +4 Initiative.

3 Highground

Rank: Brawler
 Weapon Type: Greataxes, One Handed Axes, Polearms
 Cost: 1 EP
 Uses: 3 per round
 Description: Gain +2 Attack Chance on your attack against a **grounded** target and score a **Critical Hit**.

3 Counter Offensive

Rank: Brawler
 Weapon Type: One Handed Swords, Light Bludgeoning Weapons, Heavy Bludgeoning Weapons, Polearms
 Cost: 1 EP
 Uses: 1 per round
 Description: Gain a Bonus Action if you skipped the Offensive Phase.

3 On the Run

Rank: Brawler
 Weapon Type: Light Throwing Weapons
 Cost: 2 EP
 Uses: 2 per round, 1 per Movement Action
 Description: You can use an **opportunity attack** during a Movement Action you use to move.

3 Single Target

Rank: Brawler
 Weapon Type: Bows, Light Throwing Weapons, Daggers
 Cost: 1 EP
 Uses: 1 per round
 Description: A **hidden** attack of yours can only be revealed by the target.

3 No Escape

Rank: Brawler
 Weapon Type: Greataxes, One handed Axes
 Cost: 2 EP
 Uses: 1 per round

Description: Reaction: When a target dodges an attack of yours lower their dodge chance by -4 and cause an additional **Critical Hit**.

3 Last Laugh

Rank: Brawler

Weapon Type: Fencing Weapons

Cost: 2 EP

Uses: 1 per round

Description: **Reaction:** At the end of the Resolution Phase gain an **opportunity Attack** against a target you have attacked during this round.

3 Razor

Rank: Brawler

Weapon Type: Fencing Weapons, One handed Swords

Cost: 1 EP, Movement Action

Uses: 2 per round, 1 per target

Description: **Reaction:** After you attack a target, cause a **Critical Hit**.

3 Whiplash

Rank: Brawler

Weapon Type: Fencing Weapons

Cost: 1 EP, Movement Action

Uses: 2 per round

Description: **Reaction:** After any successful Combat Action against a target in melee range use a Movement Action to **daze** the target.

3 Noone gets left behind

Rank: Brawler

Weapon Type: Greataxes, Greatswords, One Handed Swords, Light Bludgeoning Weapons, Polearms

Cost: 1 EP, Movement Action

Uses: 1 per round

Description: **Reaction:** If an ally next to you is **knocked prone**, or takes damage, help them up and **Cover** them.

3 Iron Soul

Rank: Brawler

Weapon Type: Greataxes, Heavy Bludgeoning Weapons, Greatswords

Cost: 2 EP, you must not wear armor

Uses: 2 per round

Description: **Reaction:** If you take damage, lower it by Toughness.

3 Stance: Ox

Rank: Brawler

Weapon Type: Greatswords, Greataxes, Heavy Bludgeoning Weapons, Light Bludgeoning Weapons

Cost: 1 EP, Movement Action

Uses: 1 per round

Description: Gain +2 Defence Chance for this round. Allies also have +2 Defence Chance against targets you attack this turn.

3 Stance: Bear

Rank: Brawler

Weapon Type: Greatswords, Greataxes, Heavy Bludgeoning Weapons

Cost: 1 EP, Movement Action

Uses: 1 per round

Description: Gain +2 Attack Chance this turn. Allies have +2 Attack Chance against targets you attack this turn.

3 Spider

Rank: Brawler

Weapon Type: Bows, Daggers, Light Throwing Weapons

Cost: Movement Action

Uses: 1 per round

Description: Your first attack this round is **hidden**.

3 Hare

Rank: Brawler

Weapon Type: Daggers, Bows, Fencing Weapons, Light throwing Weapons

Cost: 3 EP

Uses:	3 per round, 1 per dodge
Description:	Reaction: When dodging add Focus to your Dodge Chance.
3	Mouse Trap
Rank:	Brawler
Weapon Type:	Polearms, One Handed Swords, Light Bludgeoning Weapons, One Handed Axes
Cost:	2 EP, requires Shield
Uses:	2 per round, 1 per defence
Description:	Reaction: After you defend yourself in melee without taking damage, lower the targets defence and dodge chance by -4 for the next attack and deal 5 unblockable damage to the target.
3	Layered Defence
Rank:	Brawler
Weapon Type:	Greataxes, Greatswords, Heavy Bludgeoning Weapons, Polearms, One handed Swords, Light Bludgeoning Weapons, One handed Axes
Cost:	1 EP
Uses:	2 per round, 1 per defence
Description:	Reaction: When taking damage add another Armor Piece that does not already protect from this attack to your total armor value.
3	Insurance
Rank:	Brawler
Weapon Type:	Greataxes, Greatswords, Heavy Bludgeoning Weapons, Polearms, One handed Swords, Light Bludgeoning Weapons, One handed Axes
Cost:	1 EP
Uses:	2 per round, 1 per defence
Description:	Reaction: When taking damage that is reduced by armor ignore one Critical Hit .

5.4.4 Fighter Manoeuvres

Remember: the number on the left side indicates how many Manoeuvres you require to learn your first Manoeuvre of this rank!

7	The Tank
Rank:	Fighter
Weapon Type:	Polearms, One Handed Swords, Light Bludgeoning Weapons

Cost:	2 EP, requires a Shield; Movement Action
Uses:	1 per round
Description:	Reaction: After you take damage from an attack stun the attacker using a Movement Action.
7	Equality
Rank:	Fighter
Weapon Type:	Martial Arts
Cost:	3 EP, Bonus Action
Uses:	1 per round
Description:	Gain an opportunity attack against a target in melee range during a Bonus Action. If you would deal damage, disarm them instead.
7	Sweeper
Rank:	Fighter
Weapon Type:	Martial Arts
Cost:	2 EP, Movement Action
Uses:	2 per round
Description:	Gain an opportunity attack against a target in melee range during a Movement Action. If you would deal damage, knock the target prone instead.
7	Back to the Wall
Rank:	Fighter
Weapon Type:	Greataxes, Greatswords, Light Bludgeoning Weapons
Cost:	3 EP, Movement Action
Uses:	1 per round
Description:	Attack a target using a Movement Action with +4 Attack Chance. If you would deal damage push or drag the target up to 3 Metres in any logical direction instead. If you push them into another target or obstacle, daze both. Break Formations, Stances and Cover .
7	Push Down
Rank:	Fighter
Weapon Type:	Greataxes, Polearms
Cost:	2 EP, Bonus Action
Uses:	2 per round
Description:	Reaction: When a target in your melee range stands up after being prone you can attack them using a Bonus Action. They are not prone during their defence.
7	Tackle

Rank: Fighter
 Weapon Type: Greataxes, Light Bludgeoning Weapons, Heavy Bludgeoning Weapon, Martial Arts
 Cost: 3 EP, Movement Action
 Uses: 2 per round
 Description: **Reaction:** When you defend an enemy attack without taking damage, knock them prone using a Movement Action.

7 Stance: Monk
 Rank: Fighter
 Weapon Type: Martial Arts
 Cost: 2 EP, Movement Action
 Uses: 1 per round
 Description: Your Attacks this round have +2 damage dice.

7 Give to the Poor
 Rank: Fighter
 Weapon Type: Bows, Daggers, Crossbows, Light Throwing Weapons
 Cost: Movement Action
 Uses: 1 per round
 Description: Choose one target: You will find all available and **hidden** loot on the target. Regain 1 EP every time you deal damage to them. You can only have 2 targets at a time.

7 Zorro
 Rank: Fighter
 Weapon Type: Fencing Weapons
 Cost: 2 EP
 Uses: 2 per round
 Description: If you score a **Critical Hit** your next attack against the target will also yield a **Critical Hit**.

7 Moral Superiority
 Rank: Fighter
 Weapon Type: Greataxes, Polearms, Greatswords, One Handed Swords
 Cost: 2 EP, Movement Action
 Uses: 1 per round
 Description: **Reaction:** After you or any ally defeats an enemy all allies including yourself gain 1 damage dice for their next attack.

7 Gain Momentum
Rank: Fighter
Weapon Type: Polearms, Greatswords, One Handed Swords, Light Bludgeoning Weapons
Cost: 2 EP
Uses: 1 per round
Description: **Reaction:** After you defend an attack without taking damage, gain a Bonus Action.

7 Adrenaline Rush
Rank: Fighter
Weapon Type: Greatswords, Greataxes, One Handed Axes, Heavy Bludgeoning Weapons, Martial Arts
Cost: 2 EP
Uses: 2 per round
Description: **Reaction:** After you take damage, gain a Bonus Action.

7 Coup de D  c  
Rank: Fighter
Weapon Type: Light Throwing Weapons, Daggers, Fencing Weapons, Bows, One Handed Axes, One Handed Swords
Cost: 3 EP
Uses: 1 per round
Description: Upgrade one Bonus Actions to one Combat Action.

7 Borderless
Rank: Fighter
Weapon Type: Light Throwing Weapons, Daggers, One Handed Swords, Fencing Weapons, Martial Arts
Cost: 1 EP
Uses: 1 per round
Description: Gain a Bonus Action. Gain one Movement Action less at the beginning of the next Preparation Phase.

7 Tunnel Vision
Rank: Fighter
Weapon Type: One Handed Axes, Bows, Heavy Throwing Weapons
Cost: 1 EP
Uses: 1 per round
Description: Choose one target.
Tunnel Vision grants a Bonus of +2 Attack chance and 1 Bonus damage against the target for every round you have attacked only this target, up to 3 times.

7	Saviour
Rank:	Fighter
Weapon Type:	Greataxes, Polearms, Greatswords, One Handed Swords, Light Bludgeoning Weapons
Cost:	3 EP, Movement Action
Uses:	1 per round
Description:	Reaction: When an ally in movement range + 2 gets attacked, sprint to their position without provoking opportunity attacks and defend the attack for that ally or become the sole target of the attack. You are knocked prone . Reveals a hidden attack.
7	Triggerhappy
Rank:	Fighter
Weapon Type:	Crossbows
Cost:	2 EP, Bonus Action
Uses:	1 per round
Description:	You gain an opportunity attack while moving for Movement Range during your Bonus Action.
7	Correction
Rank:	Fighter
Weapon Type:	Crossbows
Cost:	1 EP
Uses:	1 per round
Description:	Reaction: If your last attack against a target dealt less than 10 damage, this attack against the target will ignore 1 additional armor piece and shields.
7	Turning Point
Rank:	Fighter
Weapon Type:	Daggers
Cost:	1 EP, Movement Action
Uses:	1 per round
Description:	Reaction: When you deal damage, deal only base damage instead and inflict a Critical Hit . Add a damage dice to your next attack against the target. It will also cause a Critical Hit .
7	Defenceless
Rank:	Fighter

Weapon Type: Daggers
Cost: 1 EP
Uses: 2 per round, 1 per attack
Description: Your targeted attack against any region not protected by armour has +4 attack chance and an additional damage dice.

7 Sternum
Rank: Fighter
Weapon Type: One Handed Axes, Greataxes
Cost: 3 EP
Uses: 1 per round
Description: Your targeted attack has the negative modifier reduced by 5 and the **Critical Hit** scores a **stun** instead.

7 Pursuer
Rank: Fighter
Weapon Type: Fencing Weapons
Cost: 2 EP, Movement Action
Uses: 2 per round
Description: **Reaction:** After your last attack yielded no damage, attack again during your Movement Action.

7 Coupé
Rank: Fighter
Weapon Type: Fencing Weapons
Cost: 2 EP, Movement Action
Uses: 2 per round
Description: **Reaction:** When you are attacked in melee defend yourself with an attack instead of a regular melee defence, using a movement action. If your attack result is higher, take no damage and instead deal the difference as damage to the opponent.

7 Blade Dance
Rank: Fighter
Weapon Type: Fencing Weapons, One Handed Swords, Greatswords, Martial Arts
Cost: 3 EP
Uses: 2 per round
Description: **Reaction:** When attacked add Mobility/2 + 1 to your defence: you may use the defence against a ranged attack.

7 Death Toll

Rank: Fighter
 Weapon Type: Fencing Weapons, Daggers, Two Handed Swords, Greataxes
 Cost: 2 EP, Movement Action
 Uses: 2 per round, 1 per defence
 Description: **Reaction:** After you defend yourself in melee without taking damage, spend your Movement Action to inflict a **Critical Hit** and 5 Damage on the attacker. Gain a damage dice to your next attack against that target.

7 Full Control

Rank: Fighter
 Weapon Type: Fencing Weapons, Polearms
 Cost: 2 EP, Bonus Action
 Uses: 2 per round, 1 per defence
 Description: **Reaction:** After you defend yourself without taking damage, gain two **opportunity attacks** against the target during your Bonus Action.

7 Heavy Impact

Rank: Fighter
 Weapon Type: Light Bludgeoning Weapons, Heavy Bludgeoning Weapons, Heavy Throwing Weapons, Crossbows, Martial Arts
 Cost: 1 EP
 Uses: 2 per round
 Description: Your attack will **daze** the target, even if it deals no damage.

7 Stance: Half Sword

Rank: Fighter
 Weapon Type: Greatswords
 Cost: 2 EP
 Uses: 2 per round, 1 per attack
 Description: Your attack ignores 1 armor piece.

7 Krumphau

Rank: Fighter
 Weapon Type: Greatswords
 Cost: 2 EP, Movement Action
 Uses: 2 per round, 1 per defence
 Description: **Reaction:** When attacked, use an attack instead of a defence chance to defend yourself. If you defend yourself without taking damage gain an opportunity attack against the target using a Movement Action.

7	Fearless
Rank:	Fighter
Weapon Type:	Greatswords, Greataxes, One Handed Axes, Heavy Bludgeoning Weapons
Cost:	2 EP, Bonus Action
Uses:	2 per round
Description:	If you did not defend yourself last round, attack during a Bonus Action.
7	Resonance
Rank:	Fighter
Weapon Type:	Heavy Bludgeoning Weapons, Light Bludgeoning Weapons
Cost:	2 EP
Uses:	1 per round
Description:	Reaction: After you stun a target the target will also be dazed for a one round after the stun ends.
7	Vengeance
Rank:	Fighter
Weapon Type:	Heavy Bludgeoning Weapons, Light Bludgeoning Weapons
Cost:	2 EP, Bonus Action
Uses:	2 per round
Description:	Reaction: After you take damage from an attack you can attack any target in melee range using a bonus action.
7	Giantslayer
Rank:	Fighter
Weapon Type:	Heavy Bludgeoning Weapons
Cost:	5 EP, Movement Action, Bonus Action, Combat Action
Uses:	1 per round
Description:	Charge your Attack during using one Movement and one Bonus Action. Gain two opportunity attacks against a target in melee range, only deal base damage with each attack. If you deal damage with any of the two attacks, you may attack the target again regularly: the third Attack ignores 1 armor piece armour and knocks the target prone .
7	Bypass
Rank:	Fighter
Weapon Type:	One Handed Axes, Light Bludgeoning Weapons, Daggers
Cost:	2 EP, Movement Action
Uses:	3 per round

Description: Use your Movement Action to Feint the opponent. Your next attack is hidden and has a -2 modifier on being detected.
If that attack is revealed or you deal damage with it, regain a movement action.

7 Pressurize

Rank: Fighter

Weapon Type: Light Bludgeoning Weapons

Cost: 1 EP, you cannot be flanked

Uses: 2 per round

Description: Your attack against a flanked target has +4 Attack Chance and an additional damage dice.

7 Nightmare

Rank: Fighter

Weapon Type: Light Bludgeoning Weapons

Cost: 2 EP

Uses: 1 per round

Description: Your attack against a **stunned** target does not lift the **stun**.

7 Rough Handling

Rank: Fighter

Weapon Type: Greataxes, Heavy Bludgeoning Weapons

Cost: 1 EP, Movement Action

Uses: 2 per round

Description: **Reaction:** After an attack you can attack the enemy again using a Movement Action. If you would deal damage, knock the target **prone** instead.

7 Deconstruction

Rank: Fighter

Weapon Type: Light Bludgeoning Weapons, Heavy Bludgeoning Weapons

Cost: 2 EP

Uses: 2 per round

Description: Attack an enemy with a +3 Attack Chance modifier. Ignore 1 armor piece. Breaks the targets Formations, **Cover** and Stances.

7 Out for Blood

Rank: Fighter

Weapon Type: One Handed Axes

Cost: 2 EP, Movement Action, Bonus Action, You cannot be flanked

Uses: 1 per round

Description: **Charge** a wounded target with an additional +4 movement range during your Movement Action.
 Attack the target using a Bonus Action as soon as you reach them.
 Remove **grounded** and avoid **opportunity attacks**.

7 Escalation

Rank: Fighter

Weapon Type: One Handed Axes, Bows, Daggers

Cost: 3 EP

Uses: 2 per round

Description: **Reaction:** After you wounded a target, attack them again using a movement action.

7 Red Rivers

Rank: Fighter

Weapon Type: One Handed Axes, Greataxes

Cost: 2 EP, Combat Action

Uses: 2 per round

Description: **Reaction:** When attacked in melee defend yourself with +3 Defence Chance. Attack the target immediately using a Combat Action with +5 Attack Chance. Cause a **Critical Hit** if you deal damage. Gain a Bonus Action.

7 Staggering

Rank: Fighter

Weapon Type: Greataxes

Cost: 3 EP, Bonus Action

Uses: 1 per round

Description: Attack the legs of your opponent without negative modifier during your Bonus Action. If you deal damage, only deal base damage instead and knock the target **prone**.

7 Hail of Missiles

Rank: Fighter

Weapon Type: Bows, Crossbows, Light Throwing Weapons, Heavy Throwing Weapons

Cost: -

Uses: 3 per round, 1 per attack

Description: Your attack against a target that has already been range attacked this round gains +3 Attack Chance and + 3 Base Damage.

7 Cascade

Rank: Fighter

Weapon Type: One Handed Axes, Daggers, Light Throwing Weapons, Fencing Weapons
 Cost: 1 EP
 Uses: 2 per round, 1 per attack
 Description: **Reaction:** Your Attack gains +3 Attack Chance and scores a **Critical Hit** when your last attack caused a **Critical Hit**.

7 Concentrated Fire
 Rank: Fighter
 Weapon Type: Bows, Crossbows, Light Throwing Weapons, Heavy Throwing Weapons
 Cost: Movement Action
 Uses: 1 per round
 Description: **Reaction:** After you attack a target all allies attacking that target gain +3 Attack Chance for their next attack against the target.

7 Lighthearted
 Rank: Fighter
 Weapon Type: Greatswords, Greataxes, One Handed Axes, Heavy Bludgeoning Weapons
 Cost: 4 EP, you must not wear armor
 Uses: 1 per round
 Description: You gain +3 Attack Chance and 1 Bonus damage dice to every attack this round..

7 Snapping Turtle
 Rank: Fighter
 Weapon Type: Polearms, One Handed Swords, Light Bludgeoning Weapons
 Cost: 2 EP, requires Shield, Bonus Action
 Uses: 2 per round, 1 per defence
 Description: **Reaction:** After you defend yourself using your shield without taking damage, attack the target during your Bonus Action.

7 Thicker than Water
 Rank: Fighter
 Weapon Type: Greataxes, Greatswords, Polearms, Light Bludgeoning Weapons, Heavy Bludgeoning Weapons, One handed Axes
 Cost: 2 EP
 Uses: 1 per round
 Description: Half all damage from critical effects and other burn effects for this round.

7 Deadly Isolation
 Rank: Fighter
 Weapon Type: One Handed Axes, Bows, Crossbows

Cost: 2 EP, Bonus Action
Uses: 1 per round
Description: **Reaction:** If your target has no allies next to them attack it using a Bonus Action.

7 Weasel
Rank: Fighter
Weapon Type: Bows, Light Throwing Weapons, Heavy Throwing Weapons, Daggers, One Handed Swords, One Handed Axes, Fencing Weapons
Cost: 3 EP, Movement Action, Can not be used when surrounded
Uses: 2 per round
Description: **Reaction:** When you take damage lower the damage by Mobility + 3. **Disengage** from up to two enemies without provoking **opportunity attacks**.

7 Bullseye
Rank: Fighter
Weapon Type: Light Throwing Weapons
Cost: 2 EP
Uses: 2 per round
Description: Your targeted attack has no negative modifier. Add a damage dice if you deal damage.

7 Eagle Eyed
Rank: Fighter
Weapon Type: Bows, Crossbows, Heavy Throwing Weapons
Cost: 1 EP
Uses: 2 per round, 1 per Attack
Description: Attack as if you aimed for 1 additional Action and cause an additional **Critical Hit**.

7 Salve
Rank: Fighter
Weapon Type: Bows
Cost: 2 EP, Bonus Action
Uses: 2 per round
Description: **Reaction:** After you attack you can attack again using a Bonus Action.

7 Instinctive Attack
Rank: Fighter
Weapon Type: Bows, Crossbows, Heavy Throwing Weapons
Cost: 2 EP, Bonus Action
Uses: 1 per round

Description: **Reaction:** When a target takes an action and you aimed during your last action you may attack the target using a Bonus Action as if you aimed at that target.

7 Panic Shot

Rank: Fighter

Weapon Type: Crossbows

Cost: 2 EP, Movement Action

Uses: 1 per round

Description: **Reaction:** When a target attacks you in melee range that has not attacked you before, gain an opportunity attack against the target using one Movement Action before they get their attack chance.

Your Crossbow must be loaded. **Disengage** the target if you deal damage.

7 Superior Strike

Rank: Fighter

Weapon Type: One handed Swords

Cost: 2 EP

Uses: 2 per round, 1 per attack

Description: If you have more Initiative than your target your Attack has +4 Attack Chance and will cause an additional **Critical Hit**.

7 Stance: Bulwark

Rank: Fighter

Weapon Type: Polearms, Greataxes, Heavy Bludgeoning Weapons

Cost: 1 EP, Movement Action

Uses: 1 per round

Description: Spent a Movement Action and **ground** yourself: Gain +4 Defence Chance for one round.

7 Just a Flesh Wound

Rank: Fighter

Weapon Type: Greataxes, Greatswords, One Handed Swords, Light Bludgeoning Weapons, Heavy Bludgeoning Weapons, Polearms

Cost: Bonus Action

Uses: 1 per round

Description: Use your Bonus Action to heal 10 HP.

7 Noone gets left behind

Rank: Fighter

Weapon Type: Greataxes, Greatswords, One Handed Swords, Light Bludgeoning Weapons, Polearms
 Cost: 1 EP, Movement Action
 Uses: 1 per round
 Description: **Reaction:** If an ally next to you is knocked **prone**, help them up and **Cover** them.

7 Withstand
 Rank: Fighter
 Weapon Type: Polearms, Greataxes, Greatswords, Heavy Bludgeoning Weapons
 Cost: 2 EP
 Uses: 2 per round
 Description: **Reaction:** When an effect would move you or an ally next to you, ignore it. Gain a Movement Action or grant one to an ally next to you.

7 Jumpy
 Rank: Fighter
 Weapon Type: Fencing Weapons, Bows, Daggers, One Handed Axes, Light Throwing Weapons, Martial Arts
 Cost: 2 EP
 Uses: 2 per round, 1 per dodge
 Description: **Reaction:** When attacked, gain +5 Dodge Value.

7 Sunstrike
 Rank: Fighter
 Weapon Type: Fencing Weapons, One Handed Swords, Greatswords
 Cost: 3 EP
 Uses: 1 per round
 Description: **Reaction:** When you draw a Weapon you can attack with it at the same time.

7 Flash
 Rank: Fighter
 Weapon Type: One Handed Swords
 Cost: 1 EP
 Uses: 2 per round, 1 per attack
 Description: Your Attack gains one damage Dice if you attack your target before it attacks you this round.

7 Judgement
 Rank: Fighter
 Weapon Type: Greataxes

Cost: 3 EP
Uses: 2 per round
Description: Gain another damage Dice and +2 Attack Chance if your target is currently **prone**, in the process of standing up, **stunned**, **dazed**, **grounded** or **disarmed**.

7 Bloodhunter
Rank: Fighter
Weapon Type: One Handed Axes, Daggers
Cost: 1 EP
Uses: 2 per round, 1 per attack
Description: Your attack gains +5 Bonus Damage if your target is wounded.

7 Wardrum
Rank: Fighter
Weapon Type: Light Bludgeoning Weapons, Heavy Bludgeoning Weapons
Cost: 2 EP
Uses: 6 per Fight, 2 per round
Description: Your Attack gains a damage Dice and +2 Attack Chance if your target is armoured. It ignores 1 armor piece.

7 Relentless
Rank: Fighter
Weapon Type: Daggers, Fencing Weapons
Cost: 1 EP
Uses: 3 per round, 1 per attack
Description: Your Attack gains a damage Dice and +2 Attack Chance if you have already attacked the target this round.

7 Target Practice
Rank: Fighter
Weapon Type: Bows, Light Throwing Weapons
Cost: 1 EP
Uses: 1 per round
Description: Your attack gains a damage Dice and +4 Attack Chance if it is **hidden**. The effects are not removed if it is revealed

7 Sharpshooter
Rank: Fighter
Weapon Type: Crossbows
Cost: 2 EP

Uses: 2 per round, 1 per attack
Description: Gain a damage Dice and +2 Attack Chance if your attack is targeted. It ignores one armor piece.

7 Burden
Rank: Fighter
Weapon Type: Heavy Throwing Weapons
Cost: 2 EP
Uses: 2 per round
Description: **Reaction:** If an attack against a target would score a critical hit, gain +1 damage dice against the target until the end of combat instead.

7 Quantity
Rank: Fighter
Weapon Type: Light Throwing Weapons
Cost: 1 EP
Uses: 2 per round
Description: Your Attack has +X Attack Chance and deals +X damage, where X is the amount of Attacks you performed this round.

7 Adaptation
Rank: Fighter
Weapon Type: Martial Arts
Cost: 1 EP
Uses: 1 per round
Description: Gain a damage Dice and +1 to all Combat Chances against a target if you have been attacking them for longer than one round.

7 Shadowstalker
Rank: Fighter
Weapon Type: Bows, Light Throwing Weapons
Cost: 1 EP, Movement Action
Uses: 2 per round
Description: You can stay **hidden** after you attack from stealth with stealth chance during your Movement Action. You can reposition for movement range whether you succeeded or not.

7 In no hurry
Rank: Fighter
Weapon Type: Bows, Crossbows, Heavy Throwing Weapons

Cost: 1 EP
Uses: 1 per round
Description: **Reaction:** After you skip the Preparation Phase gain a Bonus Action.

7 Schielhau
Rank: Fighter
Weapon Type: Greatswords
Cost: 2 EP, Bonus Action
Uses: 2 per round
Description: **Reaction:** After you defend an attack in melee, attack the target with a **hidden opportunity attack**.

7 Riposte
Rank: Fighter
Weapon Type: Fencing Weapons
Cost: 2 EP, Movement Action
Uses: 2 per round, 1 per defence
Description: **Reaction:** After you defend a melee attack and take no damage, attack the target using a Movement Action.

7 Indestructible
Rank: Fighter
Weapon Type: Polearms, Greatswords, Greataxes, Light Bludgeoning Weapons, Heavy Bludgeoning Weapons
Cost: -
Uses: 3 per round, 1 per defence
Description: **Reaction:** When attacked, regain 3 EP. Do not defend yourself against the attack. Double the total armour protection for that attack.

7 Second Chance
Rank: Fighter
Weapon Type: Polearms, One Handed Swords, Light Bludgeoning Weapons, Greatswords
Cost: 2 EP
Uses: 2 per round, 1 per defence
Description: **Reaction:** After defending use your Defence Chance again. Use the higher value and increase it by 2.

7 Two Directions
Rank: Fighter

Weapon Type: Daggers, Bows, Fencing Weapons, Light Throwing Weapons, Crossbows, Martial Arts

Cost: 2 EP

Uses: 2 per round, 1 per dodge

Description: **Reaction:** After dodging use your Dodge Chance again. Use the higher result and increase it by 2.

7 Clinch

Rank: Fighter

Weapon Type: Greataxes, Polearms, One Handed Swords, Light Bludgeoning Weapons, Greatswords, Heavy Bludgeoning Weapons

Cost: X EP

Uses: 1 per round

Description: **Reaction:** When you take damage, spend X EP. Lower the damage taken by $X * 4$ and ignore X Critical Effects.

7 Blinding Shot

Rank: Fighter

Weapon Type: Crossbows, Heavy Throwing Weapons

Cost: 1 EP

Uses: 1 per round

Description: Your attack **blinds** the target even if it deals no damage.

7 Heavenly Blade

Rank: Fighter

Weapon Type: One Handed Swords

Cost: 3 EP

Uses: 1 per round

Description: Your attack gains Initiative/4 Attack Chance. Add 1 Damage Dice.

7 Heavy Weight

Rank: Fighter

Weapon Type: Light Bludgeoning Weapons, Heavy Bludgeoning Weapons

Cost: 2 EP

Uses: 2 per round, 1 per attack

Description: **Reaction:** After you attack, the target loses X EP where X is the maximum EP cost for wearing their heaviest armor piece.

7 Guided by the Stars

Rank: Fighter

Weapon Type: One Handed Swords

Cost: 2 EP, X Initiative
Uses: 2 per round, 1 per Defence
Description: When attacked, gain X Bonus Defence Value.

7 Anti-Tank
Rank: Fighter
Weapon Type: Heavy Bludgeoning Weapons, Light Bludgeoning Weapons
Cost: 2 EP
Uses: 1 per round
Description: Your attack will allow all allies to ignore one armor piece for one round when attacking the same target.

7 Dilemma
Rank: Fighter
Weapon Type: Dagger
Cost: 2 EP
Uses: 1 per round
Description: **Reaction:** After you cause a **Critical Hit** leave the Dagger and cause a projectile wound instead.
All attacks against the target yield one additional **Critical Hit** until the Dagger is removed.

7 Soul Charge
Rank: Fighter
Weapon Type: Martial Arts
Cost: 2 EP, Movement Action
Uses: 1 per round
Description: **Charge** your attack in your Movement Action. Only deal base Damage but heal your HP for the same amount.

7 Cobra
Rank: Fighter
Weapon Type: Polearms
Cost: 2 EP, must not use a shield
Uses: 2 per round, 1 per attack
Description: **Reaction:** After you use a Movement Action your attack gains dexterity/2 Attack Chance.

7 Viper
Rank: Fighter
Weapon Type: Polearms

Cost: 1 EP
Uses: 2 per round
Description: **Reaction:** After you dodge an attack gain a Movement Action.

7 Raven
Rank: Fighter
Weapon Type: One Handed Axes, Light Bludgeoning Weapons, One Handed Swords, Daggers
Cost: 3 EP, Movement Action
Uses: 2 per round, 1 per Defence
Description: **Reaction:** When you are attacked, spend one movement action. Add your Mobility to that Defence Chance. Gain a Movement Action if you do not take any damage.

7 Vital Defence
Rank: Fighter
Weapon Type: One Handed Axes, Light Bludgeoning Weapons, One Handed Swords, Polearms
Cost: 2 EP, requires Shield
Uses: 2 per round, 1 per attack
Description: **Reaction:** When you take damage, take 8 damage less and ignore up to 3 **Critical Hits**.

7 Blendhau
Rank: Fighter
Weapon Type: Greatswords
Cost: 2 EP
Uses: 1 per round
Description: Your attack will **blind** the target, whether it deals damage or not. Gain one damage dice for your next attack against the target.

7 Numbing Strike
Rank: Fighter
Weapon Type: Greatswords, Greataxes
Cost: 2 EP
Uses: 1 per round
Description: Your attack will deal half damage. The target loses 4 EP even if you deal no damage.

7 Prowler
Rank: Fighter
Weapon Type: Daggers, Fencing Weapons
Cost: 1 EP per round, requires Shield
Uses: 1 per round

Description: Take part in any Formation that does not require a single specific Weapon type.

7 Stance: Owl

Rank: Fighter

Weapon Type: Bows, Crossbows, Daggers, One handed Swords, One handed Axes, Polearms

Cost: 1 EP, Movement Action

Uses: 1 per round

Description: Reveal the first **hidden** attack this round. Your first Combat Action gains Focus Bonus Chance.

7 Skirmisher

Rank: Fighter

Weapon Type: Light throwing Weapons, Heavy Throwing Weapons

Cost: 2 EP

Uses: 7 per Fight, 2 per round

Description: **Reaction:** After you attack you may move in the same Action in which you attacked.

7 Tower

Rank: Fighter

Weapon Type: Bows, Crossbows, Polearms

Cost: -

Uses: 2 per round, 1 per unveiled target

Description: **Reaction:** After you uncover a **hidden** attack or enemy, gain a Bonus Action.

7 Battlelust

Rank: Fighter

Weapon Type: Greataxes, Greatswords, Heavy Bludgeoning Weapons, One handed Axes

Cost: 1 EP, you must wear no armour

Uses: 2 per round

Description: **Reaction:** After you attack a target you have not yet attacked this Fight you gain a Bonus Action.

7 Fire with Fire

Rank: Fighter

Weapon Type: Greataxes, Greatswords, Heavy Bludgeoning Weapons, One handed Axes

Cost: 1 EP, you must wear no armour

Uses: 1 per round

Description: Gain X+4 Attack Chance and X+1 Bonus Damage to your attack where X is the amount of Wounds you suffer from. The attack yields a **Critical Hit**.

7 Noone can hear you Scream
Rank: Fighter
Weapon Type: Daggers, Bows
Cost: 1 EP
Uses: 1 per round
Description: Gain +5 Bonus Damage on your **hidden** Attack. It is -2 harder to detect. When a target dies from the Attack or the Attack is not revealed the target is unable to alarm anyone who is not directly aware of the attack for a few moments.

7 At Attention
Rank: Fighter
Weapon Type: Greatswords, Polearms, One handed Swords
Cost: 2 EP, Movement Action
Uses: 1 per round
Description: Heighten the Initiative of all allies by 5. Gain 8 Initiative yourself.

7 Tactical Retreat
Rank: Fighter
Weapon Type: Bows, Crossbows, Heavy Bludgeoning Weapons, Light Bludgeoning Weapons
Cost: 2 EP, Bonus Action
Uses: 1 per round
Description: **Reaction:** When attacked, spend a Bonus Action. Gain +6 Defence and Dodge Chance for this turn. **Disengage** all nearby enemies.

7 Dire Means
Rank: Fighter
Weapon Type: Greataxes, Greatswords, Heavy Bludgeoning Weapons, Polearms, Martial Arts
Cost: 4 EP
Uses: 1 per round
Description: **Reaction:** When attacked gain +8 Defence or Dodge against an attack.

7 Overcut
Rank: Fighter
Weapon Type: Greataxes, One handed Axes, Light Bludgeoning Weapons
Cost: 1 EP, Movement Action
Uses: 2 per round, 1 per attack
Description: **Reaction:** When a target in melee range is attacked by an ally, lower their defence and dodge chance by -5.

7 Wolfpack
Rank: Fighter

Weapon Type: Light Bludgeoning Weapons, One Handed Swords, Greataxes, Polearms
Cost: 2 EP
Uses: 2 per round, 1 per critical effect
Description: **Reaction:** After you or an ally beside you score a **Critical Hit** grant yourself and any ally next to yourself a Bonus Action.

7 Opening
Rank: Fighter
Weapon Type: Daggers, Fencing Weapons, One Handed Axes, Light Bludgeoning Weapons
Cost: 2 EP
Uses: 2 per round, 1 per defence
Description: **Reaction:** After a target in Range defends or dodges an attack, gain an **opportunity attack** against the target.

7 Watchdog
Rank: Fighter
Weapon Type: Polearms, Light Bludgeoning Weapons, Greataxes
Cost: 2 EP
Uses: 2 per round, 1 per **reaction**
Description: **Reaction:** When a target in melee range uses a **Reaction**, deny it.

7 Take Control
Rank: Fighter
Weapon Type: Light Bludgeoning Weapons
Cost: 1 EP, Movement Action
Uses: 1 per round
Description: During the Preparation Phase gain the same Initiative + 1 as a target in melee range. You must attack them with your next attack: it will have +6 Attack Chance and cause a **Critical Hit**.

7 Collector
Rank: Fighter
Weapon Type: Light Throwing Weapons, One handed Swords
Cost: 2 EP
Uses: 2 per round, 1 per **reaction**
Description: **Reaction:** After you draw a Weapon it will deal +4 Base Damage this round.

5.4.5 Veteran Manoeuvres

*Remember: the number on the left side indicates how many
Manoeuvres you require to learn your first Manoeuvre of this rank!*

12 Iron Will
Rank: Veteran
Weapon Type: Polearms, Greatswords, Greataxes, Heavy Bludgeoning Weapons, Light Bludgeoning Weapons
Cost: Movement Action
Uses: 2 per round
Description: Regain 2 EP.

12 Bloodfall
Rank: Veteran
Weapon Type: Daggers
Cost: 2 EP
Uses: 1 per round
Description: **Reaction:** After you deal damage to a wounded target, inflict a **Critical Hit** and gain a Movement Action.

12 Targeted Lunge
Rank: Veteran
Weapon Type: Fencing Weapons
Cost: 2 EP
Uses: 1 per round
Description: Your targeted attack has no negative modifier, increased range and the target's defence and dodge chance is lowered by 5. Score a **Critical Hit**.

12 Bingo
Rank: Veteran
Weapon Type: Fencing Weapons
Cost: 2 EP, Bonus Action
Uses: 2 per round
Description: **Reaction:** After you attacked or defended an attack in melee, use your Bonus Action to perform a **hidden** attack against the target.

12 Superior Movement

Rank: Veteran
 Weapon Type: One handed Axes, Fencing Weapons, Daggers
 Cost: 2 EP
 Uses: 1 per round
 Description: Ignore negative modifiers from being flanked if you have room to manoeuvre and gain +3 Dodge Chance this round.

12 Iron Gate
 Rank: Veteran
 Weapon Type: Greatswords, Polearms, Greataxes, Heavy Bludgeoning Weapons
 Cost: 2 EP
 Uses: 1 per round
 Description: Gain +4 Defence and -4 Attack Chance for 1 round. You can defend ranged attacks in the Iron Gate. Every Combat Action from the Iron Gate costs 1 additional EP. You can leave the Iron Gate at any time.

12 Transmutation
 Rank: Veteran
 Weapon Type: Greatswords
 Cost: 3 EP, Movement Action
 Uses: 2 per round
 Description: **Reaction:** After you attack or defence transform a Movement Action into one Combat Action: you must use a Greatsword Manoeuvre during it immediately.

12 True Ire
 Rank: Veteran
 Weapon Type: Greatswords, Greataxes, Heavy Bludgeoning Weapons, One Handed Axes
 Cost: 2 EP
 Uses: 1 per round
 Description: **Reaction:** After you are attacked, gain an Attack Chance modifier of +4 and 1 damage dice on every consecutive attack after the activation of true ire.

12 Smite the Anguished
 Rank: Veteran
 Weapon Type: Greataxes, Heavy Bludgeoning Weapons, One Handed Axes, Light Bludgeoning Weapons
 Cost: 2 EP
 Uses: 2 per round
 Description: Your Attack will deal 8 Bonus Damage if you attack a **grounded**, **dazed**, **stunned**, **prone** or **blinded** target and ignore 1 armor piece.

12	Wavebreaker
Rank:	Veteran
Weapon Type:	Martial Arts
Cost:	3 EP
Uses:	2 per round
Description:	Reaction: After you defend or dodge a melee attack without taking damage, redirect the attack you defend yourself against towards another target in melee range. The new target must defend themselves as if they were the original target. The redirected attack enables your reactions and reactions towards you.
12	Furious Slam
Rank:	Veteran
Weapon Type:	Heavy Bludgeoning Weapons
Cost:	3 EP, Combat Action
Uses:	1 per round
Description:	Charge your Attack using one extra Combat Action. Double your Attack Chance. Double the amount of damage dice. Deal +10 Bonus Damage. If you defend yourself while charging the attack it is cancelled.
12	Battering Ram
Rank:	Veteran
Weapon Type:	Heavy Bludgeoning Weapons, Light Bludgeoning Weapons, Greataxes
Cost:	3 EP, Bonus Action
Uses:	1 per round
Description:	Charge in any straight direction. Roll an attack with a negative Attack Chance modifier of -3 for every target in the Path. Every target in the path must defend themselves against this attack. If they would take damage, knock them prone and daze them instead. Can hit a maximum of 4 enemies. Stop at the first target that is not knocked prone. Ignore grounded and opportunity attacks .
12	Mild Annoyance
Rank:	Veteran
Weapon Type:	Light Bludgeoning Weapons, Fencing Weapons
Cost:	2 EP
Uses:	1 per round
Description:	Reaction: After you melee attack a target that you flank, give all allies +4 Attack Chance against the target for one round or until the target is no longer flanked.
12	Attention Grabber

Rank: Veteran
 Weapon Type: Light Bludgeoning Weapons
 Cost: 1 EP
 Uses: 2 per round
 Description: Your attack against a flanked target will **daze** them for one round even if it deals no damage.

12 Force is the Answer
 Rank: Veteran
 Weapon Type: Light Bludgeoning Weapons, Heavy Bludgeoning Weapons, Greataxes
 Cost: 2 EP, Bonus Action
 Uses: 2 per round, 1 per attack
 Description: **Reaction:** After you attack without dealing damage, attack again during your Bonus Action and ignore 1 Armor Piece. Add a damage Dice. The attack gains +4 Attack Chance.

12 Unfair Trade
 Rank: Veteran
 Weapon Type: Daggers, Fencing Weapons, Light Throwing Weapons, Heavy Throwing Weapons, Bows, Crossbows
 Cost: 2 EP
 Uses: 1 per round
 Description: **Reaction:** Gain an extra Bonus Action during the Preparation Phase if a target took damage from a wound you caused.

12 Furious Push
 Rank: Veteran
 Weapon Type: Greataxes, Heavy Bludgeoning Weapons, Polearms
 Cost: 2 EP, Movement Action
 Uses: 2 per round, 1 per target
 Description: **Reaction:** After you deal damage with an attack you can knock the target **prone** using a Movement Action.

12 Lion
 Rank: Veteran
 Weapon Type: Polearms, Greataxes, Greatswords, Light Bludgeoning Weapons, One Handed Swords
 Cost: 3 EP
 Uses: 1 per round

Description: You and all allies right beside you can ignore all modifiers from being flanked for one round even if you are surrounded. You also ignore **prone** effects.

12 Talon Strike

Rank: Veteran

Weapon Type: Polearms, One Handed Axes

Cost: 3 EP, Bonus Action

Uses: 2 per round

Description: Attack a target in your Bonus Action. Gain Mobility/2 to your Attack Chance. Add a damage Dice and score a **Critical Hit**.

Reaction: Use Talon Strike immediately after a target in melee range is **knocked prone, dazed, blinded, grounded** or **stunned** by someone else than you.

12 Rise Against

Rank: Veteran

Weapon Type: Light Bludgeoning Weapons, One Handed Swords, Greataxes, Heavy Bludgeoning Weapons, Polearms, Greatswords

Cost: 1 EP, Movement Action

Uses: 1 per round

Description: **Reaction:** After you defend yourself without taking damage, move any target in melee range up to 3 metres, **ground** and **daze** them once for one round. If you score a critical success in your defence also knock them **prone**. Break Formations, **Cover** and Stances.

12 Sledgehammer

Rank: Veteran

Weapon Type: Light Bludgeoning Weapons, One Handed Axes, One Handed Swords, Polearms, Heavy Bludgeoning Weapons

Cost: 3 EP, Combat Action, Movement Action, requires Shield

Uses: 1 per round

Description: Ram a target in charge distance using an Attack and a Movement Action. Add Toughness your Attack Chance and if you would deal damage deal no damage and instead **stun** the target and knock them **prone**. Does not require a shield for Heavy Bludgeoning Weapons.

12 Complete Denial

Rank: Veteran

Weapon Type: Polearms, One Handed Swords, Light Bludgeoning Weapons, One Handed Axes

Cost: 2 EP, requires Shield

Uses: 2 per round, 1 per defence

Description: **Reaction:** When defending, score a critical success.

12	Double Throw
Rank:	Veteran
Weapon Type:	Light Throwing Weapons
Cost:	3 EP, Combat Action
Uses:	1 per round
Description:	Attack a target twice with the same Attack Result and the same Manoeuvres, using a Combat Action. You only have to pay for the Manoeuvres once.
12	Collider
Rank:	Veteran
Weapon Type:	Light Throwing Weapons
Cost:	2 EP, Bonus Action
Uses:	1 per round
Description:	Throw an attack during your Bonus Action. If you would deal damage, only deal base damage but also blind and daze the target.
12	All Hands Full
Rank:	Veteran
Weapon Type:	Light Throwing Weapons
Cost:	3 EP, Movement Action
Uses:	1 per round
Description:	Spent a Movement Action: you may use all your other Light Throwing Weapon Manoeuvres 1 extra time this round. You will not have to spend actions on drawing weapons this round.
12	Skirmisher
Rank:	Veteran
Weapon Type:	Light Throwing Weapons, Heavy Throwing Weapons, Bow
Cost:	2 EP
Uses:	1 per round
Description:	Reaction: Gain a Bonus Action after spending a Movement Action to move.
12	Cripple
Rank:	Veteran
Weapon Type:	Crossbows, Heavy Throwing Weapons
Cost:	3 EP
Uses:	1 per round
Description:	A targeted attack on the limbs of the target causes a projectile wound that grounds the target until the projectile is removed.

12 Locked and Loaded
Rank: Veteran
Weapon Type: Crossbows
Cost: 2 EP, Combat Action, use at the start of the turn
Uses: 1 per round
Description: **Reaction:** If you do not have your Crossbow equipped at the beginning of the Preparation Phase, draw it and immediately gain +6 Initiative. It will be loaded.

12 Eagle
Rank: Veteran
Weapon Type: Bows, Crossbows
Cost: 1 EP, Movement Action
Uses: 1 per round
Description: Gain a Bonus of +3 to your Attack Chance and +3 to your Base Damage. The effect ends when you move. You may reveal one **hidden** attack while Hawk is active.

12 Scout
Rank: Veteran
Weapon Type: Bows, Crossbows
Cost: 1 EP.
Uses: 1 per round
Description: Increase your Passive And Active Perception by 3 for this round. Your passive Perception can reveal **hidden** attacks that target other allies.
Reaction: After revealing a **hidden** attack or enemy you may attack them using a Bonus Action.

12 Running and Reloading
Rank: Veteran
Weapon Type: Crossbows
Cost: 1 EP
Uses: 1 per round
Description: **Reaction:** When spending a Movement Action to move you may reload during it as well.

12 Tantalize
Rank: Veteran
Weapon Type: One Handed Swords
Cost: 2 EP

Uses: 2 per round, 1 per attack

Description: Your targeted Attack against a target with lower Initiative has no negative modifiers. Each **Critical Hit** it causes will deal 6 Bonus Damage instead.

12 Hunt the Hunters

Rank: Veteran

Weapon Type: Bows, One Handed Axes

Cost: 2 EP

Uses: 5 per Fight, 1 per Round

Description: Your Attack gains +4 Attack Chance and a damage dice against a target that is using a ranged weapon or magic. Add a damage dice.

12 Tortoise

Rank: Veteran

Weapon Type: Light Bludgeoning Weapons, One Handed Axes, One Handed Swords, Polearms

Cost: 1 Movement Action to assemble, 1 EP per round, requires a Shield

Uses: 1 per round

Description: You can enter a Tortoise Formation that grants +2 Defence Chance to anyone that is part of it. If at least 4 People are part of the Formation the Bonus is doubled.

When you are in tortoise formation you can **opportunity attack** after you block an attack from a target without taking damage.

12 The Dominoes fall

Rank: Veteran

Weapon Type: Heavy Bludgeoning Weapons, Greataxes, Greatswords

Cost: 3 EP

Uses: 1 per round

Description: Your attack will hit two targets that stand beside each other. Only one of them may defend the attack for both of them, you choose which one.

If you deal damage, fully damage the defender, the other one only takes the base damage but is knocked **prone**.

12 Fast Feet Revenge

Rank: Veteran

Weapon Type: Daggers, Light Throwing Weapons

Cost: 2 EP, Movement Action

Uses: 1 per round

Description: **Reaction:** After you dodge an attack and take no damage, immediately attack the target using your Movement Action.

12	Power Move
Rank:	Veteran
Weapon Type:	Greatswords, One Handed Swords, Martial Arts, Bows, Daggers, Light Throwing Weapons, One Handed Axes
Cost:	1 EP
Uses:	1 per round
Description:	Reaction: After you spent more than 4 EP – not counting Power Move - during a round, gain a Bonus Action.
12	Untouchable
Rank:	Veteran
Weapon Type:	Martial Arts, Fencing Weapons, Daggers
Cost:	4 EP
Uses:	1 per round
Description:	Reaction: After you use Dodge without taking damage, gain a Combat Action.
12	From Triumph to Victory
Rank:	Veteran
Weapon Type:	Light Bludgeoning Weapons, Greataxes, Greatswords, One Handed Swords, Polearms
Cost:	1 EP, Movement Action
Uses:	1 per round
Description:	Reaction: After you defeat a target you and up to 5 of your allies gain +1 Defence Chance and +2 Attack Chance for one round and an additional Movement Action. The effect is repeated automatically every time another enemy is defeated.
12	Death Tax
Rank:	Veteran
Weapon Type:	One Handed Axes, Greataxes
Cost:	4 EP
Uses:	2 per Fight, 1 per round
Description:	Reaction: Gain a Combat Action after you score a Critical Hit .
12	Blood Trade
Rank:	Veteran
Weapon Type:	Greatswords, Greataxes, Heavy Bludgeoning Weapons, One Handed Axes
Cost:	1 EP, cannot be used in armour
Uses:	2 per round
Description:	Your Attack gains +2 Attack Chance and +2 Base Damage for each of your active Wounds.

Reaction: Blood Trade has no cost after you take damage from an attack and its effects are increased by +1.

12 Second Wind
Rank: Veteran
Weapon Type: Polearms, Greatswords, Greataxes, One Handed Swords, Light Bludgeoning Weapons, Martial Arts
Cost: Bonus Action
Uses: 1 per round
Description: Heal 8 HP and all your allies heal 5 HP OR restore 5 EP and all allies restore 2 EP.

12 One Step Behind You
Rank: Veteran
Weapon Type: Daggers, Light Bludgeoning Weapons
Cost: 2 EP
Uses: 2 per round, 1 per attack
Description: **Reaction:** After a target in melee range attacks any ally without dealing damage, you gain an **opportunity attack** against the target.

12 Superior Dodge
Rank: Veteran
Weapon Type: Daggers, Light Throwing Weapons, Bows, Fencing Weapons, Martial Arts
Cost: 5 EP
Uses: 1 per round
Description: Ignore one attack as if you dodged it.

12 Bulldozer
Rank: Veteran
Weapon Type: Light Bludgeoning Weapons
Cost: 2 EP
Uses: 2 per round, 1 per attack
Description: **Reaction:** After you deal damage with an attack to a target an ally of your choice in range of the same target gains an **opportunity attack** against the target.

12 Bloodbath
Rank: Veteran
Weapon Type: Daggers, One Handed Axes, Bows, Fencing Weapons
Cost: 2 EP
Uses: 2 per round, 1 per attack

Description: Your Attack will cause the target to immediately take damage from all its wounds as well.

12 Disarmament

Rank: Veteran

Weapon Type: Greatswords, One Handed Swords, Polearms, Fencing Weapons

Cost: 3 EP, Movement Action

Uses: 1 per round

Description: **Reaction:** After you defend yourself without taking damage, **disarm** the attacker using a Movement Action.

12 Grand Opportunist

Rank: Veteran

Weapon Type: Daggers, Fencing Weapons, One Handed Axes, Light Bludgeoning Weapons

Cost: 2 EP

Uses: 1 per round

Description: **Reaction:** After you gain an **opportunity attack**, **gain** an additional one.

12 Avenger

Rank: Veteran

Weapon Type: Light Bludgeoning Weapons, Heavy Bludgeoning Weapons, Greataxes

Cost: 2 EP, Bonus Action

Uses: 1 per round

Description: **Reaction:** After any ally takes damage from a target in your melee range, attack that target using a Bonus Action. The target must attack you with its next attack.

12 Binding

Rank: Veteran

Weapon Type: Greatswords, Polearms, One Handed Swords, Fencing Weapons, Light Bludgeoning Weapons, Greataxes

Cost: 2 EP, Movement Action

Uses: 1 per round

Description: **Ground** a target in Melee Range using a Movement Action. They cannot remove the **ground** until they deal damage to you. You may only have Binding active on one target at a time.

12 On Target

Rank: Veteran

Weapon Type: Bows, Crossbows

Cost: 1 EP

Uses: 2 per round, 1 per Action spend aiming

Description:	If you aim at a target, gain a movement action.
12	Stance: Lone Wolf
Rank:	Veteran
Weapon Type:	One Handed Axes, Bows
Cost:	1 EP, Movement Action
Uses:	1 per round
Description:	If there is no ally next to you gain +3 Attack Chance, +3 Base Damage and +1 Defence and Dodge Chance for one round.
12	Noble
Rank:	Veteran
Weapon Type:	One Handed Swords, Greatswords
Cost:	1 EP
Uses:	1 per round
Description:	Your Attack gain +4 Attack Chance and a damage dice if the target does not fight with a sword. Gain a Movement Action if you deal Damage.
12	Maul
Rank:	Veteran
Weapon Type:	One Handed Axes, Greataxes, Light Bludgeoning Weapons
Cost:	1 EP
Uses:	2 per Round, 1 per attack
Description:	Reaction: If you deal damage to a target without armour or if you completely ignore the armor of a target deal 8 Bonus Damage.
12	Hedgehog
Rank:	Veteran
Weapon Type:	Polearms
Cost:	1 EP
Uses:	2 per Round
Description:	Reaction: Deal 5 unblockable Damage to the attacker if you block an attack in melee without taking damage.
12	Slice and Dice
Rank:	Veteran
Weapon Type:	One Handed Swords, Greatswords
Cost:	1 EP
Uses:	2 per Round, 1 per attack

Description: **Reaction:** After you breach a targets defence deal 7 Bonus Damage against them.

12 Repentance

Rank: Veteran

Weapon Type: Fencing Weapons, Daggers

Cost: 2 EP

Uses: 3 per Round, 1 per wound on the target

Description: **Reaction:** After dodging an Attack without taking damage deal 5 unblockable Damage to the target and cause a **Critical Hit**.

12 Overload

Rank: Veteran

Weapon Type: Heavy Throwing Weapons, Light Throwing Weapons

Cost: 1 EP

Uses: 2 per Round, 1 per attack

Description: Your attack will deal 6 Bonus Damage against a target if they were already attacked them this round.

12 Deadly Precision

Rank: Veteran

Weapon Type: Bows, Crossbows

Cost: 1 EP

Uses: 2 per Round

Description: Spending an Action to aim also increases the base damage of the aimed attack by 4.

12 Finisher

Rank: Veteran

Weapon Type: Martial Arts

Cost: 1 EP

Uses: 2 per Round, 1 per attack

Description: **Reaction:** After damaging a target with a melee attack deal 3 Bonus Damage for every time you attacked the target this round.

12 Superior Defence

Rank: Veteran

Weapon Type: Greatswords, Greataxes, One Handed Swords, Polearms

Cost: 4 EP

Uses: 1 per round

Description: Block any attack completely.

12 Tempo Change

Rank: Veteran

Weapon Type: Fencing Weapons

Cost: 2 EP

Uses: 1 per round

Description: Convert your Combat Action into two Bonus Actions.

12 Deadly Gamble

Rank: Veteran

Weapon Type: Fencing Weapons, Daggers

Cost: 1 EP

Uses: 1 per round

Description: **Reaction:** When you are attacked instead of defending or dodging, throw a coin instead. If you lose, you will get hit. If you win, take no damage and counter.

12 Robber

Rank: Veteran

Weapon Type: Bows, Daggers, Light Bludgeoning Weapons

Cost: 2 EP

Uses: 1 per round

Description: If your Attack deals damage you will gain the next Movement Action the target would gain.

12 Gargoyle

Rank: Veteran

Weapon Type: Polearms, Light Bludgeoning Weapons, Greataxes, Heavy Bludgeoning Weapons

Cost: 2 EP

Uses: 2 per round

Description: Deny a target in melee range one Bonus Action this round.

12 Perpetual Destruction

Rank: Veteran

Weapon Type: Heavy Bludgeoning Weapons

Cost: 2 EP

Uses: 1 per round

Description: Remove the **Charge** requirement on your attack.

12	Return to Sender
Rank:	Veteran
Weapon Type:	Heavy Throwing Weapons, Light Throwing Weapons
Cost:	2 EP
Uses:	1 per round
Description:	If you defend a ranged attack without taking damage, catch the projectile. Gain a Bonus Action.
12	Shadow Throw
Rank:	Veteran
Weapon Type:	Light Throwing Weapons
Cost:	1 EP
Uses:	3 per round
Description:	Your attack is hidden , if it is not your first one this round. Each subsequent hidden attack is -1 harder to detect.
12	Drunken Master
Rank:	Veteran
Weapon Type:	Martial Arts
Cost:	1 EP per Round
Uses:	1 per round
Description:	If you are drunken during a fight gain +2 Attack and Dodge Chance.
12	Prowess
Rank:	Veteran
Weapon Type:	Martial Arts
Cost:	3 EP, Movement Action
Uses:	1 per round
Description:	Attack during your Movement Action.
12	Huntress Moon
Rank:	Veteran
Weapon Type:	Bows, One Handed Axes
Cost:	2 EP
Uses:	1 per round
Description:	Ignore negative modifiers caused by darkness. Remove one blind , prone , daze or stun from yourself. Your next attack is hidden .
12	Negate Weakness
Rank:	Veteran

Weapon Type:	Greataxes, Polearms, Greatswords, One Handed Swords, Light Bludgeoning Weapons, Heavy Bludgeoning Weapons
Cost:	2 EP
Uses:	2 per round, 1 per attack
Description:	Reaction: When attacked, turn one armour pierce towards the attack and double its value. It cannot be ignored.
12	Combo Breaker
Rank:	Veteran
Weapon Type:	Polearms, Greataxes, One Handed Swords, Light Bludgeoning Weapons
Cost:	2 EP, Movement Action
Uses:	2 per round
Description:	Reaction: When a target in melee range begins a consecutive attack, stun them before they can use the attack.
12	Ruthless
Rank:	Veteran
Weapon Type:	Daggers, Bows
Cost:	2 EP
Uses:	1 per round
Description:	Your attack on a flanked target is hidden and scores a Critical Hit .
12	Suppressing Fire
Rank:	Elite
Weapon Type:	Light Throwing Weapons, Bows, Crossbows
Cost:	3 EP, Bonus Action
Uses:	1 per round
Description:	Reaction: After any target in range has defended or attacked you can attack them immediately using a Bonus Action.
12	Realignment
Rank:	Veteran
Weapon Type:	Martial Arts
Cost:	2 EP
Uses:	1 per round
Description:	Use any other Manoeuvre again, even if you would exceed Use Limitations this round.
12	Light Weight
Rank:	Veteran

Weapon Type:	Martial Arts, Daggers
Cost:	2 EP
Uses:	1 per round
Description:	Your targeted attack ignores 1 armor piece.
12	Firmament
Rank:	Veteran
Weapon Type:	One Handed Swords
Cost:	2 EP
Uses:	1 per round
Description:	Reaction: If your attack deals damage only deal base damage instead. Gain 9 Bonus Initiative and cause gain a Bonus Action.
12	All In
Rank:	Veteran
Weapon Type:	Fencing Weapons
Cost:	3 EP
Uses:	1 per round
Description:	After All in you can not use any other Manoeuvres or Dodges this round. Your attack will ignore the targets defence. Cause a Critical Hit and add 2 damage dice. Ignore 1 armor piece.
12	Bellringer
Rank:	Veteran
Weapon Type:	Heavy Bludgeoning Weapons
Cost:	2 EP, Movement Action
Uses:	1 per round
Description:	Charge your Attack during your Movement Action. Stun the target even if you deal no damage.
12	Inner Gate
Rank:	Veteran
Weapon Type:	Martial Arts
Cost:	2 EP
Uses:	2 per round
Description:	Reaction: After gaining HP also gain a Bonus Action.
12	Complex Brutality
Rank:	Veteran
Weapon Type:	Heavy Bludgeoning Weapons
Cost:	2 EP

Uses:	1 per round
Description:	Reaction: After you Charge an attack gain a Bonus Action.
12	Cheat Death
Rank:	Veteran
Weapon Type:	Greataxes, Greatswords, Heavy Bludgeoning Weapons, One handed Axes
Cost:	6 EP, you must wear no armour
Uses:	1 per round
Description:	If you hit 0 Health Points instantly heal for 15.
12	Teardown
Rank:	Veteran
Weapon Type:	Greataxes
Cost:	2 EP, Movement Action
Uses:	2 per round
Description:	Attack a target during your Movement Action if it would deal damage, break Formation, Cover and Stances instead and ground and daze the target. The target may not assume any Formation, Cover or Stance for 1 round.
12	Henchman
Rank:	Veteran
Weapon Type:	Light Bludgeoning Weapons, Daggers, One handed Axes
Cost:	2 EP
Uses:	2 per round, 1 per attack
Description:	Reaction: When an ally deals damage to a target you attacked this round they also cause a Critical Effect.
12	Mission Critical
Rank:	Veteran
Weapon Type:	Light Throwing Weapons, Bows
Cost:	2 EP
Uses:	1 per round
Description:	Your hidden attack can not be revealed.
12	Quick and Dirty
Rank:	Veteran
Weapon Type:	Daggers
Cost:	2 EP, Movement Action
Uses:	1 per round
Description:	You can attack a target during your movement action if you attacked them before.
12	Bait

Rank: Veteran
 Weapon Type: Fencing Weapons
 Cost: 2 EP, Movement Action
 Uses: 1 per round
 Description: Prepare Bait in your Movement Action: gain an **opportunity attack** against the next attack melee that targets you. If you deal damage with the **opportunity attack** gain +5 Dodge Chance against the Attack.

12
 Rank: Veteran
 Weapon Type: Greatswords
 Cost: 1 EP per extra strike
 Uses: 1 per round
 Description: **Reaction:** after you attack a target and deal damage, you can pay 1 EP to attack again with -5 Attack Chance. Repeat this until you deal no damage or choose to stop.

12
 Rank: Veteran
 Weapon Type: Greataxes, One Handed Axes, Greatswords, Heavy Bludgeoning Weapons
 Cost: 4 EP, you must wear no armour
 Uses: 1 per Round
 Description: **Reaction:** After you deal damage, gain another Combat Action.

12
 Rank: Veteran
 Weapon Type: Greatswords, Greataxes, Light Bludgeoning Weapons, One handed Swords
 Cost: 4 EP
 Uses: 1 per round
 Description: **Reaction:** If you took damage this round, gain a Combat Action during the Resolution Phase.

12
 Rank: Veteran
 Weapon Type: Greataxes, One Handed Axes, Heavy Bludgeoning Weapons, Light Bludgeoning Weapons
 Cost: 2 EP
 Uses: 1 per Round
 Description: Every Wound on you increases your Attack Chance by +1 and base damage by +2 this round.

5.4.6 Elite Manoeuvres

Remember: the number on the left side indicates how many Manoeuvres you require to learn your first Manoeuvre of this rank!

15 Steel in the Wound
Rank: Elite
Weapon Type: Daggers, Bows
Cost: 3 EP
Uses: 1 per round
Description: Your targeted attack gains 2 additional damage dice and 7 base damage if the target is already wounded.

15 Lucky Strike
Rank: Elite
Weapon Type: Fencing Weapons
Cost: 1 EP
Uses: 3 per round, 2 per Attack
Description: **Reaction:** when dealing damage and one of your damage dice shows a 1 or 2 make it the highest result instead and throw an additional one.

15 Unicorn
Rank: Elite
Weapon Type: Greatswords
Cost: 2 EP, Movement Action
Uses: 1 per round
Description: Attack during your Movement Action but instead of dealing damage add the damage to your next Attack.

15 Swan
Rank: Elite
Weapon Type: Greatswords, One Handed Swords
Cost: 3 EP
Uses: 2 per round, 1 per defence
Description: **Reaction:** When attacked in melee, gain an **opportunity attack** against the target. If you would deal damage, knock them **prone**, **daze** and **disarm** them and ignore the attack. If the **opportunity attack** fails your defence has failed as well.

15	Annihilator
Rank:	Elite
Weapon Type:	Heavy Bludgeoning Weapons
Cost:	1 EP
Uses:	3 per round, 2 per Attack
Description:	Instead of scoring one critical effect add 1 damage dice.
15	Heartpiercer Gamble
Rank:	Elite
Weapon Type:	Fencing Weapons
Cost:	4 EP
Uses:	1 per round
Description:	Reaction: After you attack and would deal damage, throw a Coin. If you lost the coin toss, only deal base damage, if you won it, increase the damage done by 50% and cause a Critical Hit .
15	Vicious Foray
Rank:	Elite
Weapon Type:	Heavy Bludgeoning Weapons
Cost:	3 EP, Bonus Action
Uses:	1 per round
Description:	Attack during a Bonus Action: it will only deal base damage but knock the enemy prone and stun then for one round.
15	Overkill
Rank:	Elite
Weapon Type:	Heavy Bludgeoning Weapons
Cost:	2 EP
Uses:	2 per Round, 1 per Attack
Description:	Your targeted or Charged attack causes an additional Critical Hit and gains another damage dice.
15	Phalanx
Rank:	Elite
Weapon Type:	Polearms
Cost:	2 EP, Movement Action
Uses:	1 per round

Description: You cannot be knocked **prone** this round, but also cannot dodge this round. Gain +4 Defence Chance. Allies next to you have +1 Defence Chance. If you defend yourself against a Melee Attack without taking damage deal 5 unblockable damage to the target.

15 Penetrate

Rank: Elite

Weapon Type: Polearms

Cost: 2 EP, Movement Action

Uses: 1 per round

Description: Take a Movement Action to **Charge** your attack. Attack with a bonus of +4 to your Attack Chance. If you deal damage, knock the enemy **prone** and ignore 1 armor piece.

15 Frenzy

Rank: Elite

Weapon Type: One Handed Axes

Cost: 3 EP, Combat Action

Uses: 3 per Fight, 1 per round

Description: Gain X consecutive Attacks with the same Attack Chance on a target where X is the amount of wounds you have caused on the target, for a maximum of 3.

15 Silent Kill

Rank: Elite

Weapon Type: One Handed Axes, Bows, Dagger

Cost: 2 EP

Uses: 1 per round

Description: **Charge** your next attack using a movement action. It is **hidden**, is -4 harder to detect and has a Bonus to Attack Chance of +6. You can exchange Damage Dice for additional **Critical Hits** instead.

15 Falcons Flight

Rank: Elite

Weapon Type: Bows, One Handed Axes

Cost: 3 EP

Uses: 1 per round

Description: Your target has a -4 to their Defence Chance and they can not dodge it.

15 Body as a Weapon

Rank: Elite

Weapon Type: Martial Arts, Light Bludgeoning Weapons

Cost: 2 EP, Movement Action
 Uses: 2 per round, 1 per attack
 Description: **Charge** the Attack during your Movement Action. Gain +8 Attack Chance. Add 2 damage Dice if you deal damage. You and the target are knocked **prone**.

15 Life Essence
 Rank: Elite
 Weapon Type: One Handed Axes, Daggers, Fencing Weapons
 Cost: -
 Uses: 1 per round
 Description: **Reaction:** After you defeat an enemy, regain 1 + as many EP as you inflicted **Critical Hits** on the target.

15 Spin
 Rank: Elite
 Weapon Type: Heavy Bludgeoning Weapons, Greataxes, Greatswords
 Cost: 1 EP per target, can not be a targeted attack
 Uses: 1 per round
 Description: Throw an attack that hits up to 5 targets in melee range. Only deals base damage to each target it hits. Each target must defend the attack individually. Ignore **Cover**.

15 Fan
 Rank: Elite
 Weapon Type: Light Throwing Weapons
 Cost: 4 EP
 Uses: 1 per round
 Description: Throw up to three **opportunity attacks** during a Combat Action. Throw them as separate attacks. They must hit different targets.

15 Piercing Throw
 Rank: Elite
 Weapon Type: Heavy Throwing Weapons
 Cost: 2 EP
 Uses: 1 per round
 Description: Throw a targeted attack towards the targets chest without a negative modifier. If you deal damage also knock the target **prone**, ignore 1 armor piece and inflict an additional **Critical Hit**.

15 Athletic Shooter
 Rank: Elite

Weapon Type:	Light Throwing Weapons, Crossbows, Bows
Cost:	2 EP
Uses:	1 per round
Description:	You suffer no negative modifiers to your Combat Actions this round while climbing, being prone or hanging somewhere.
15	Certainty
Rank:	Elite
Weapon Type:	Crossbows
Cost:	2 EP
Uses:	3 per Fight, 1 per round
Description:	If you aim at a target your next targeted attack against the target has no negative modifiers. If you deal damage, deal 8 additional base damage and score a Critical Strike.
15	Ballista
Rank:	Elite
Weapon Type:	Crossbows
Cost:	3 EP, Bonus Action
Uses:	1 per round
Description:	If you did not move last round, transform a Bonus Action into a Combat Action
15	Nailing
Rank:	Elite
Weapon Type:	Crossbows, Heavy Throwing Weapons
Cost:	2 EP
Uses:	1 per round
Description:	Reaction: After you cause a projectile wound, ground the target for as long as they dont remove the projectile.
15	Shockwave
Rank:	Elite
Weapon Type:	Heavy Bludgeoning Weapons
Cost:	4 EP, Bonus Action
Uses:	1 per round
Description:	Charge an Attack in your Bonus Action: Attack a target and a second and third target right next to each other with the same attack. If you deal damage to the first target, the attack becomes hidden for the second and third one.
15	Double

Rank: Elite
 Weapon Type: One handed Swords, Fencing Weapons, Polearms, Daggers
 Cost: 3 EP
 Uses: 2 per round, 1 per **Reaction**
 Description: **Reaction:** After an enemy in range takes damage, gain an **opportunity attack** against the target.

15 Headshot
 Rank: Elite
 Weapon Type: Bows, Crossbows
 Cost: 1 EP
 Uses: 2 per round, 1 per attack
 Description: Your targeted attack against a targets head gains 2 damage dice and every **Critical Hit** it causes is converted to +8 base damage.

15 Sun Piercer
 Rank: Elite
 Weapon Type: One Handed Swords
 Cost: 3 EP, X Initiative
 Uses: 1 per round
 Description: Spent X Initiative. Your attack will deal X amount of additional Base Damage. X must be below 16.

15 Unstoppable
 Rank: Elite
 Weapon Type: Light Bludgeoning Weapons, One handed Axes
 Cost: 4 EP, Bonus Action
 Uses: 1 per round
 Description: **Reaction:** after you deal damage attack using a Bonus Action.

15 Battle Hardened
 Rank: Elite
 Weapon Type: Greataxes, Heavy Bludgeoning Weapons
 Cost: 1 EP
 Uses: 1 per round
 Description: You have 5 natural armor against all damage types.

15 Battle Hardened
 Rank: Elite
 Weapon Type: Greataxes, Heavy Bludgeoning Weapons

Cost: 1 EP
 Uses: 1 per round
 Description: You have 5 natural armor against all damage types.

15 Filter
 Rank: Elite
 Weapon Type: Polearms, Light Bludgeoning Weapons, Greataxes
 Cost: 3 EP
 Uses: 2 per round
 Description: **Reaction:** When a target in melee range uses a **Reaction**, **stun** the target before they can use their **reaction**.

5.4.7 Master Manoeuvres

Remember: the number on the left side indicates how many Manoeuvres you require to learn your first Manoeuvre of this rank!

18 I have become Death, the Destroyer of Worlds
 Rank: Master
 Weapon Type: Heavy Bludgeoning Weapons
 Cost: 4 EP
 Uses: 1 per round
 Description: If you used a **Charged** attack this fight, use that **Charged** attack again without needing to **Charge** it.

18 Fair Game
 Rank: Master
 Weapon Type: Bows, One Handed Axes
 Cost: 2 EP
 Uses: 1 per round
 Description: You gain +4 Movement Distance towards a target you dealt damage to and your attack against the target has + 6 Attack Chance this round and two extra damage dice. You may have up to 3 Fair Game targets. The Effect remains even if Combat ends.

18 Doombringer
 Rank: Master
 Weapon Type: Daggers, Light Bludgeoning Weapons, Fencing Weapons
 Cost: 2 EP, Bonus Action

Uses: 1 per round
Description: You can attack any target you are flanking during your Bonus Action. Cause a **Critical Hit** if you deal damage.

18 Masterful Lunge
Rank: Master
Weapon Type: Fencing Weapons
Cost: 3 EP
Uses: 1 per round
Description: This attack is always targeted with no negative modifier.
Your Attack Chance is modified by +8.
Grants a Bonus Action and an additional damage dice if it deals damage.

18 Masterful Stance
Rank: Master
Weapon Type: Greatswords, One Handed Swords
Cost: 3 EP
Uses: 1 per round
Description: Take on a masterful stance.
Gain +3 Attack Chance and +2 Defence Chance.
You can use any Sword manoeuvre, be it Greatsword or One Handed, and your attacks gain 1 Damage Dice this round.

18 Sliding Strike
Rank: Master
Weapon Type: Greatswords, One Handed Swords
Cost: 3 EP
Uses: 1 per round
Description: **Reaction:** When you defend yourself without taking damage transmutate your defence into any offensive Manoeuvre without paying its cost.

18 Shallow Grave
Rank: Master
Weapon Type: Heavy Throwing Weapons
Cost: 4 EP
Uses: 1 per round
Description: Your attack will **stun**, **disarm** and knock the **target prone**.

18 Brutalize
Rank: Master
Weapon Type: Light Bludgeoning Weapons

Cost: 3 EP
Uses: 1 per round
Description: **Reaction:** When you attack a target, attack it twice instead.

18 Eradication
Rank: Master
Weapon Type: One Handed Axes
Cost: 4 EP
Uses: 1 per round
Description: Your attack against a wounded target has +6 Attack Chance and gains 1 extra damage dice for every wound on the target.

18 Headmaster
Rank: Master
Weapon Type: Greataxes
Cost: 3 EP
Uses: 2 per round
Description: If a target in melee range is knocked **prone**, gain an **opportunity attack** against it.

18 Gatekeeper
Rank: Master
Weapon Type: Polearms
Cost: 3 EP
Uses: 1 per round
Description: **Reaction:** After you defend yourself without taking damage all allies in melee range gain an **opportunity attack** against the target.

18 Loophole
Rank: Master
Weapon Type: Light Throwing Weapons
Cost: 3 EP
Uses: 2 per round
Description: Your attack ignores 1 armour Piece, scores a **Critical Hit**, and the enemies Defence Chance is lowered by -10. Gain a Bonus Action if you deal damage.

18 Lightning strikes Twice
Rank: Master
Weapon Type: Bows, Crossbows
Cost: 2 EP

Uses: 2 per round
Description: **Reaction:** After you deal damage with a targeted attack, the next targeted attack against the same target has no negative modifier and deals + 10 base damage if you deal damage.

18 Undying
Rank: Master
Weapon Type: Greatswords, Heavy Bludgeoning Weapons, Greataxes
Cost: 15 EP at the end of the round
Uses: 1 per round
Description: If you fall below 0 HP you can keep fighting and do not lose any further HP - unless you get dismembered. The effect lasts for one round after you fall to 0 HP. Heal for 1 HP when the effect ends.

18 Three Aces
Rank: Master
Weapon Type: Daggers
Cost: 2 EP
Uses: 3 per Round
Description: **Reaction:** After you deal damage to a target with a **hidden** attack gain an **opportunity attack** against the target.

18 Chain Reaction
Rank: Master
Weapon Type: Martial Arts
Cost: 2 EP, Movement Action
Uses: 3 per round
Description: **Reaction:** After you cause a critical effect you may attack another target using a Movement Action. It will also cause a critical effect.

6. Combat

Bloody Business.

Ok recruit, lets start with the Basics! The Armoury is the Place to go to if you are willing to learn how to fight! First we will talk about the Basics. The second step is to pick the Weapon you want to use. Then we'll do some Training, and once we have determined how good you are we will get to know some of the intricacies of fighting!

6.1 Initiative and Combat Order

Combat order is being determined by Initiative. **At the beginning of a combat scenario every combatant has 0 Initiative. Initiative can not fall below 0.** Every combatant gains the result of a Mobility + Focus Chance to their Initiative at the beginning of a new Combat Scenario. The result of this Initiative Chance is added to the base Initiative of the fighter. More Base Initiative can be gained by the following Scenarios:

Scenario	Initiative modifier
Ambushing the Enemy	+ 8
Initiating the Fight	+ 6
Being aware that a Fight is about to begin	+ 4
Having your Weapon(s) drawn	+ 4
Surprised or incapacitated	No Initiative Chance Modifier

The highest Initiative goes first, equal values are resolved with tiebreaks.

If a combat scenario is started by someone making the first attack it is ruled as if that person had the highest initiative for the first round – they do not get to attack twice, instead their Combat Phase is resolved before any other Phase. They do not gain a second Combat Phase.

If multiple Combat Actions happen at the exact same time they are resolved as if they would happen simultaneously. They do not nullify each other.

6.2 Attack and Defence

When in Combat, every Attack against an opponent provokes a defence unless the target is not able to act or chooses not defend themselves. The attack consists of the Attack Chance with the Attackers Weapon, Manoeuvre or Spell. Several Bonuses may come into play, like the Attackers Weapon Skill and the Weapon Quality, see later chapters.

The Attack Chance is resolved first and goes up against the defender's Defence Chance. If the attack result is higher than the defence result the attack will deal damage. The caused damage can be reduced by armour.

Be aware! Fortuna is with the defendant, so if you score equal Chances the attack will be blocked!

The defence also consists of the defence check and the bonus defence given by the weapon skill with the specific weapon type and the weapon quality.

6.2.1 Dodge

When you are being attacked you may choose to dodge instead of going for a Melee Defence. Dodging moves you a short distance (roughly 1 Meter), so you must have room to dodge into any direction. Dodging also costs 1 EP.

6.2.2 Ranged Defence

If you do not have a shield the only way to defend against a ranged attack is to dodge it. If you do have a shield equipped you can use your regular defence.

6.2.3 Reactions

Reactions can be used whenever a certain condition is met. Any Character has unlimited Reactions.

6.2.4 Opportunity Attacks

When you leave the melee range of an opponent they will get an attack of opportunity as a **reaction**: they can attack you without the use of manoeuvres, without spending an action as a reaction the moment you run away. You can dodge opportunity attacks, but not defend against them.

If you must flee from an opponent in melee range, you may want to **disengage** first.

6.3 Movement

All types of movement require a movement action. You can move a distance (-> movement distance) equally to Mobility + 2 per movement action, but never less than 5 Metres unless incapacitated and not below 1 unless you are unconscious, rooted or stunned. The Movement Distance can not be higher than 15 through standard physical means.

Multiple different Movement Modifiers can apply:

Movement Modifier	Movement Result Modifier
Difficult Terrain	-3 Movement Distance
Very Difficult Terrain	All movement halved
Favourable Terrain	+3 Movement Distance
Extremely Favourable Terrain	Cannot be knocked prone
Flanked	-2 Movement Distance per Opponent that is flanking you
Wounded	-2
Leg Wound	-4
Prone	Movement Distance halved
Grounded	Movement Distance reduced to 1
Charge	Movement Distance +3, 1 EP Cost
Disengage	Movement Distance reduced to 3, You can leave Melee range without provoking Opportunity Attacks

6.4 Actions

There Three different Types of Actions a Character can take.

Movement Action	Every type of greater Movement falls into this category. This includes running, walking, drawing a weapon or accessing items that are easily accessible.
Bonus Action	Combined Actions such as drawing a Potion and drinking it, drawing an Item and using it, tending to someone or interacting with objects like levers or doors. Any Bonus Action can be converted into a Movement Action.
Combat Action	Your offensive opportunity. All regular Attacks happen during your Combat Action. You can convert any Combat Action into one Bonus or Movement Action.

There are 3 Types of Actions – They become available in certain Combat Phases and can be generated by Spells and Manoeuvres.

6.5 Combat Phases

Combat is divided into Combat Phases. Each Combat Phase follows the Initiative Order and grants certain Actions. Combat always begins with a Preparation Phase. A round is always measured from Phase to Phase: If a round effect begins in the Offensive Phase it will end when the next Offensive Phase begins. Untaken Actions are automatically transferred between Phases, however you can only transfer 1 Action to the next Preparation Phase.

Preparation Phase	Each Character gains one Movement Action and one Bonus Action.
Offensive Phase	Each Character gains one Combat Action.
Resolution Phase	Characters can resolve remaining Actions if they have any left.
Burn Phase	All Over Time effects are resolved. No Actions can be taken. Go to a new Preparation Phase.

Some special Actions are allowed in regards to the Combat Phases.

Wait Out	You can skip a Phase, taking no Actions and gaining +2 Initiative. You cannot skip phases if you have no Actions left.
Transfer Action	You can transfer 1 Action to the next Preparation Phase, but unlimited Actions between other rounds.

6.6 Critical Hits and Combat Effects

Attacks can score Critical Hits: if you attack a target and use a Manoeuvre that yields a Critical Hit or/and if you roll a Critical Success on your Attack Chance, you will yield a Critical Hit for each of them, meaning you can score multiple Critical Hits with one attack.

If you score a Critical Hit you will cause a Critical Effect as listed below. The type of Critical Hit you cause is based on the Damage Type of your Weapon. If your Weapon has multiple Damage Type, you can choose which Damage Type applies for the whole attack.

Blunt	Piercing	Slashing	Magic
4 unblockable damage.	Causes a Piercing (melee) or Projectile (ranged) Wound.	Causes a Slashing Wound.	Causes a magic wound.

Daze	Dazed targets have a -5 modifier on all Combat Chances for 1 round. Additional Dazes increase the duration of the effect. Targets can remove one Daze for 2 EP each.
Knocked Prone	Whenever a target is knocked prone they have a -6 modifier on all Chances and their Movement Range is reduced by 6, but never lower than 1. Standing up from being knocked prone requires a Movement Action or 2 EP.
Disarmed	A disarmed character must draw a new Weapon or spent a Bonus Action to pick the Weapon back up, if possible.
Stunned	A stunned target misses their next Attack, Bonus and Movement Action. Stuns are removed when the target takes direct damage.
Grounded	Grounded targets movement Range is reduced to 1. They can spend a Movement Action to remove the Ground.
Blinded	All attacks against Blinded targets are hidden and the target has a -2 modifier on all Chances. Blinds end after one round and can not be extended.
Cover	If a character covers a target all attacks onto the target are redirected onto the character.
Burn	All Damage over Time effects are Burn Damage.
Hidden	Hidden Attacks can not be defended unless they are revealed, at which point they are treated like any other attack. The target of a hidden attack can reveal the attack with a successful Passive Perception Chance.
Unblockable	Unblockable Damage ignores Armor and Defences.
Burning	Fire deals 1+1d6 damage per turn. You can be on fire multiple times.

6.7 Ranged Combat

There are some special rules than can be applicable for Ranged Combat

Weapon Type	Bonus from Aiming	Can Aim for
Bows	+2 Attack Chance	2 Actions
Crossbows	+3 Attack Chance	3 Actions
Light Throwing Weapons	+2 Attack Chance	3 Actions

Heavy Throwing Weapons	+2 Attack Chance	2 Actions

Range Modifier	-1 Attack Chance per 10 Metres after the first 10 metres
Obstacle Modifier	-1 Attack Chance per Obstacle
Vision Modifier	-2 Attack Chance if Vision of the target is obstructed, -4 if it is badly obstructed.
Melee Modifier	Reloadable Weapons cannot be reloaded when you are attacked in melee.
Crossbow Reload	Reloading a Crossbow costs one Movement Action

6.8 Targeted Attacks

Non targeted Attacks hit the Torso.

Depending on your Skill you can target different Areas of an enemy target as listed below. If you deal damage with a targeted attack you will score an additional Critical Hit Effect.

Target Area	Modifier to Attack Chance	Required Skill	Additional Effect
Torso	-4	Beginner	Critical Hit
Arms, Legs	-6	Brawler	Critical Hit
Head	-10	Fighter	Critical Hit , 1 additional Damage Dice
Eyes, Throat	-16	Veteran	Critical Hit , 2 additional Damage Dice

6.9 Ambush

An Ambush occurs when hidden characters open a fight on targets that are unaware of the hidden characters.

The first round of an Ambush differs in ruling from the normal Fight rules: the ambushed party loses their first preparation Phase and their first Attack automatically yields a **Critical Hit**.

6.10 Flanked and surrounded

A Person is flanked every time they are attacked by more than one opponent during the same round. Being flanked causes a negative modifier. When the character is attacked by more than 5 opponents, they are surrounded yielding another negative modifier.

Attacked Melee by	Negative Modifier
1 Enemy	None
2 Enemies	-2 Defence Chance -1 Attack Chance
3 Enemies	-3 Defence Chance -3 Attack Chance
4 Enemies	-6 Defence Chance -5 Attack Chance grounded
5+ Enemies	-10 Defence Chance -7 Attack Chance grounded, cannot disengage

6.11 Grappling & Chaining

You can simply resolve Grappling using Martial Chances!

All close Combat Chances can be determined with Martial Checks or whenever those are not applicable with Strength + Strength, Strength + Dexterity, Strength + Mobility or Strength + Toughness Checks, or, if you want to Grapple with a Weapon equipped, the corresponding Attack Chance. Strength is the defining attribute here, and depending on the engagement a secondary attribute is added.

Usually Martial or regular Attack Checks should suffice. Martial Checks will yield more consistent results and reward a trained Combattant who knows that skill will beat raw strength in most cases.

In combat, grappling someone is a regular attack that does not deal damage. Out of Combat the rules remain the same, however you may find yourself in Situation where you want to achieve some effect with the grapple, e.g. make it silent or deadly. For grapples like that to succeed you can simply apply Modifiers from the List below:

Grappling Action	Modifier	Effect
Contesting a grapple	Martial Check	You must contest all grapples individually if you are grappled by multiple combatants.
Contesting a grapple with a Weapon	Regular Attack Check, -5	Both combatants must choose if they want to use their defence melee or attack melee checks to contest the grapple
Assisting in breaking a grapple	-4 for the grappler	The grappler must beat all breaking attempts individually or the grapple is broken. If the grappler takes damage the grapple is broken as well.
Assisting in grappling	+2 per grappler	The grappled must beat all grapple attempts individually or is grappled
Silent Grapple	-5	The Grapple will not result in any sound being made when successful. Maybe hidden.
Deadly Grapple	-12	The target is defenceless while grappled and will receive double damage until the effect is over.
Attacking and defending while grappling	-8	You cannot dodge during a grapple
Being grappled	-10 on all actions, -4 on	

	contesting the grapple	
Attacking a grappled target or the grappler	-2	When the target defends the attack critically or you score a critical failure you will hit the other target instead.
Chaining or tying a grappled Target	Strength + Dexterity against a Strength + Toughness check	The grappler cannot attempt to chain or tie up the grappled unless they succeeded 2 grapples in a row on the target.

Being chained, cuffed or otherwise incapacitated however is a simple matter of Threshold checks. The Knot you have been tied with, the Chain or the general technique of your enchainment is defined by a “Chain Value” and a check that is required to overcome the Chain Value.

Unchain yourself with Threshold Chances!

If you are for example tied by a rope and you want to break the rope with your Strength, the rope might have a Chain Value of 15, so if your Strength + Strength Check succeeds 15 you break the rope and are free. If you want to untie the Knot or wiggle out, the Rope might be tied particularly well and you will need to score at atleast 20 on your Dexterity + Focus or your Dexterity + Mobility check.

As you can see, you can rule this a bit “looser” than a Combat scenario such as grappling.

7. Magic

Magic is a power present everywhere in the world to a larger or lesser extent. There are multiple varieties of magic, each reflecting phenomenons of the natural world: life and light; darkness and death; The elements and the chain of being; chance and interconnections. The types of magic reflecting these spectrums of the real are Light-, Darkness-, Elemental- and Arcanemagic. At some point all non godly beings learned to use some form of magic by forming it to their will or wish. Each magic type differs in many ways, which are explained below:

- **Arcane Magic** is the magic of the flow of magic and the everchanging nature of its being. Its unstable nature is dictated by the chaos and order of the other magic types. You could say it is the magic of magic, magic of undefined types, or meta magic as some scholars coin it, there is much debate on this topic. Arcane Magic includes the Arts of Enchantment (including through Music), Magic Contracts and the Storage of Magical Power, the Art of Imitation (imitating the “true” powers of other Magic Types) and the Bending of the Worlds Rules.
Other casters might look down on the Arcane Arts, as they are often seen as cheap, manipulative, “dirty” and unclean.
- **Elemental Magic** types mirror their natural counterparts. They strive on unchanged nature and the balance of chaos and order, or the lack thereof. Elemental Magic often makes use of Spirits, accumulations of magic, some of which may be fleeting, some permanent yet mortal, most mindless and temporary, and few with distinct character and “alive”, spirits, elementals of land, water, air and so on. For example, almost all forests have some kind of forest spirit(s), such as fairies or similar, that dwell within them and live like the forest may.
Elemental Magicians are able to create bonds with such spirits and harness their power in exchange for gifts or help, summon their own spirits and even create completely new ones, perhaps becoming a spirit themselves, in life or in death.
- **Light** is the magic of hope, redemption, and future. It has a strong life component and strives on positive feelings, the birth of life and calmness. While this magic type has a great image among commoners, scholars often remind that every light may cast a shadow, blind or burn. In the end, one’s hope might be the other’s fear, one’s redemption the other’s downfall and one’s future the other’s death. Yet, be it light or shadow, we are connected by dreams and hopes, mercy and forgiveness. It is said that the true strength of the magic of light is to overcome any rift and heal any scar, no matter how deep it may be.
- **Darkness** is the magic of death and decay, but also rebirth, revenge and the fulfilment of forlorn dreams. It is birthed in the eternal circle of death and life, feelings of revenge, hate and other dark thoughts as well as unfulfilled dreams and goals. Some reject it as evil, but most of its users are of a kind spirit and merely serve as those who deal with the sometimes inevitable “dark sides” of life and its end. Yet, of course, it has a strong capability of abuse by those who seek to cause damage or further their own goals through the despair, dread and desires of others. But do not forget that this can be true for any magic out there..

Darkness is neither despair nor decay, but the absence of light..

7.1 Spell Casts

Every conjuring of magic is to be performed as a specific type of casting. These types of castings are defined below:

Movement Cast	Magic is performed as a cantrip, a quick whisper or with the blink of an eye, consuming a Movement Action and acting immediately.
Reflex Movement Cast	Reflex Movements can be used outside of the Initiative Order, anytime in Combat, usually (but not always) tied to a Reaction.
Bonus Cast	Magic is conjured through a small casting, either by a few moves, words or similar, consuming a Bonus Action.
Normal Cast	Magic is conjured through the forming of sentences, symbols or intermediate symbolic gestures, consuming a Combat Action.
Long Cast	Magic conjured through long castings and including smaller rites like drawing a smaller circle on the ground. Consumes one Movement (speaking the words), one Bonus (drawing the symbols or the circle) and one Combat Action (unleashing the spell). You can begin the long cast during any phase, the cast is completed once you have paid all the required actions.
Ritual Cast	Ritual Casts take a long time and are usually not available in combat. If you take external damage, you will not be able to finish the Ritual. Ritual lengths are dependent on the Ritual, they can last anywhere from minutes to days. Every day rituals usually take a handful of minutes.

7.1.1 Spell Level

Every Spell has a certain level. This figure indicates how many spells of the same type of magic you already need to know to learn them or double the amount of spells from other types. This Spell Level, defining how difficult a spell is to learn, is given by the number on the left of the Spell Name. So if a Spell has a Spell Level of 5 you will need to have 5 Spells of its magic type in your repertoire to be able to learn the Spell. From which Spell Books these other Spells are does not matter. Lore wise this determines the previous knowledge a mage needs to have to be able to understand and cast a new spell. As all Magic of equal Types is similar, you can combine different schools and books of magic to create your own castings and combinations.

Every spell, no matter the Spell Level, costs 1 SP to acquire it.

7.1.2 Spell Chance

Spell Chance is the Magical Potential of a Spell. It is resolved when the Spell finishes its cast.

Spell Chance is the Chance of the Spell being cast successfully. Spell Chance is handled like any other Chance. It resembles the Magic Potential a Caster has with a certain Spell.

Spell Chance will yield the actual Spell Result once the dice are thrown. It may be that a Caster is without the strength to conjure the Power of a certain Spell, giving the possibility for failure. In such cases it is ruled that the Spell was misscast and all Costs must be paid, but the magic was impotent and resulted in nothing but a warm wind or an incoherent whisper.

Because Spell Chance represents the Magical Potential of the Spell it must be resolved when it is cast. There are Spells without a Chance or with fixed Spell Chance values- these Spells can not fail, they are merely an Exchange of Magical Endurance or another Cost for a desired, often fixed, effect.

7.1.3 Spell Result

The Spell Result is the Strength of a Spellcast. It represents the Power of an active Spell until that Spell ends.

The Result of the Spell determines its actual Strength, the way it was shaped by the Caster and how much Might has been summoned.

- E.g.: You Had 21 Spell Chance scored a 5 as your Dice Result, so your combined Spell Result is $5 + 1 = 6$. You successfully form Magic into the desired Spell, however the Spell might not be of the desired Strength.
- E.g.: You Had 34 Spell Chance scored a 17 as your Dice Result, so your combined Spell Result is $17 + 14 = 31$. You conjure a formidable amount of Magic into a mighty Spellcast.

Of course, should you fail to meet the Spell Chance requirements, there is no Spell Result but the inevitable acceptance of your magical ineptitude...

- E.g.: You Had 12 Spell Effect, rolled a 17, so your Spell Result is not sufficient, the magic does not obey your commands or your powers are simply inefficient to conjure anything at all.

7.1.4 Spell Costs, Cooldown and Range

These Factors determine how many resources you must spend when casting, preparing or extending the duration of the Spell, how long you must wait before you can reuse it and how far the Spell can reach at most.

7.1.5 Paying Spells with max EP

Some Spells may be paid for with maximum EP or even maximum HP. You will regain the costs of the Spell when the effects of the Spell have ended, for example when you end it. However some Spells are permanent or something might go horribly wrong, in which case you may not receive the costs back.

7.1.6 Combat Spells

When attacking with a ranged or melee Spell the target(s) may defend themselves as if the Spell Result was a ranged or melee attack.

There are a few things to keep in mind for Magic that is used in Combat, both defensively or offensively:

1. When a stalemate is the result of a Combat Spell, the Spell will always succeed.

2. When a damaging Spell yields a critical Result, unless stated otherwise, it will cause a magical wound.

7.1.7 Magic Armor

Magic Armor protects from damage from any Damage Type, even Natural Damage Sources like falling, but not from Wounds, Poison or other internal damage sources. When ignored, Magic Armor will still reduce the damage by half its value.

7.2 Spell Lists

The Number in front of a certain Spell indicates how many Spells of the same Magic Type you must know to learn it.

Below you find Spell lists organised in Spell Books (for example: “Cartomancy” is one arcane Spell book, “Songs of the Bard” another). Spell Books of the same Magic Type (e.g. Arcane) can be combined (“The Spells you know of the “Cartomancy” Book will directly influence your progress in the “Songs of the Bard” or any other arcane Spell Book).

Magic is organised into Spell Books to display different Schools of the same Magic type. In the Game World you might need to find a Spell Book or a Teacher of a certain school of thought to extend your knowledge of a certain magic type.

The 4 different Magic Types differ wildly from one another and they must be learned separately. Arcane Magic.

You may combine Spells of different Schools of the same Magic Type as you see fit!

7.3 Arcane

7.3.1 The Arcane Compendium

Symbol: An Open Eye held by two Hands

0 - Fireworks

Create a firework to your liking. It lasts Spell Result Duration in seconds. It can not directly interact with its surroundings.

Upgrade (Ritual): The Fireworks may assume intricate Forms and Figures.

Upgrade (2 EP): Increase the Range and Size of the Fireworks by $\text{Focus} * 2 + 20$ Metres.

Upgrade (1 EP): You may send messages with your fireworks.

Spell Chance: Intelligence + Focus + 6

Cast Type: Long

Range: Focus + 20 Metres

Costs: 2 EP

Cooldown: 2 hours

0 - Manipulate Light

Dim or increase the brightness of a nearby Lightsource, giving it up Spell Result/2 more or less illumination range. You may not completely extinguish the light.

Upgrade (2 EP): Create a dimmable Light Source with up to Spell Result/2 illumination Range and Spell Result Minutes duration instead.

Upgrade (1 EP): Change the colouration of the light.

Upgrade (1 EP): If the lightsource is of your own magic you may make it invisible.

Upgrade (1 EP): Increase the Spell Chance by 8.

Upgrade (X EP): Target X light sources in Range.

Spell Chance: Intelligence + Focus + 6

Cast Type: Movement

Range: Focus + 20 Metres

Costs: 1 EP

Cooldown: -

0 - Magic Trick

Move or manipulate a small Object or a small number of Objects by slightly moving or obscuring them.

Upgrade (1 EP): You may change the Appearance of the Object to something of roughly equal Size.

Upgrade (Ritual): The Manipulation of the Object is hidden with Spell Result and permanent until it is broken or revealed.

Upgrade (1 EP): Hide your next Cast by Spell Result.

Upgrade (1 EP): Cast in the same Action in which you cast another Spell.

Spell Chance: Intelligence + Focus + 5

Cast Type: Movement

Range: Focus + 20 Metres

Costs: 1 EP

Cooldown: -

1 - Small Illusion

Create a small Illusion: you may portray something outlandish or obviously magical or try to emulate reality by masking the illusion so Spell Result must be beaten by Investigation or Perception to reveal that it's only an Illusion. Illusions are destroyed when subjected to force or physical investigation. The Illusion stays for Spell Result Minutes. The Illusion may take up 3 Cubic Metres.

Upgrade (1 EP): The destruction of your Illusion creates a second Illusion portraying its destruction with the same Spell Result.

Upgrade (Ritual): The Illusion will stay for Spell Result hours.

Upgrade (1 EP): Your Illusion may have some simplistic sounds.

Upgrade (1 EP): The Illusion will reform when destroyed until its duration runs out.

Upgrade (1 EP): Increase the Spell Chance by 7.

Spell Chance: Intelligence + Focus + 5

Cast Type: Normal

Range: Focus + 15 Metres

Costs: 2 EP

Cooldown: 1 minute

2 - Change Voice

Change your voice or give it a specific effect for up to Spell Result minutes.

Upgrade (1 EP): You may perfectly imitate the voice of someone else.

Upgrade (Ritual): The Effect will persist for up to Spell Result hours.

Upgrade (1 EP): Depending on what you use the voice for associated Social Checks gain a Bonus of +3.

Upgrade (X EP): Change the voice of a X willing targets.

Cast Type: Normal

Range: Touch

Costs: 2 EP

Cooldown: 2 hours

2 - Magic Note

Create an arcane note. You may put information onto it and store it for later in the fabrics of your magic.

Upgrade (1 EP): The note is automatically encrypted by Spell Result.

Upgrade (Ritual): Automatically have a magic feather write down information for you, if on the magic note or on real paper or parchment.

Upgrade (1 EP): Send the Magic note to any Person you know (if possible). It will travel 100km in 1 hour through the fabric of magic through any magic barrier lower than Spell Result.

Spell Chance: Intelligence + Focus + 5

Cast Type: Normal

Range: Touch

Costs: 1 EP

Cooldown: -

3 - Ritual of Arcane Strength

Cast any one arcane Spell as part of this Ritual. Increase its Spell Chance by Spell Result/2.

Upgrade (1 EP): Gain one Upgrade of the chosen Spell for free.

Upgrade (3 EP): Cast the chosen Spell twice.

Upgrade (1 EP): Increase the chosen Spells Spell Chance by an additional 8.

Upgrade (1 EP): Double the Range of the chosen Spell.

Spell Chance: Intelligence + Focus + 8

Cast Type: Ritual

Range: Self

Costs: 2 EP

Cooldown: 6 hours

3 - Quickspell

Repeat the previous Spell again during this one, ignoring Cooldown. Cannot be Quickspell.

Upgrade (1 EP): Choose any Spell cast during the last hour.

Upgrade (1 EP): Increase the chosen Spells Spell Chance by Spell Result/2.

Upgrade (1 EP): Apply the same Upgrades as before.

Upgrade (1 EP): Choose new Upgrades for the chosen Spell.

Spell Chance: Intelligence + Focus + 4

Cast Type: Normal

Range: Self

Costs: 2 EP

Cooldown: 3 rounds

4 - Masquerade

Magically change your entire appearance for Spell Result duration. The new appearance must be of similar size (+- 1.2 Metres). The Masquerade falls when you take damage.

Upgrade (1 EP): Accurately mimic someone else's appearance.

Upgrade (Ritual, X EP): Change X willing targets appearance.

Upgrade (1 EP): Hide the magical appearance change by Spell Result.

Upgrade (2 EP): Change the duration to Spell Result/2 hours.

Upgrade (1 EP): If you were to take damage you may cast the Spell again immediately to keep up the masquerade.

Spell Chance: Intelligence + Focus + 4

Cast Type: Bonus

Range: Self

Costs: 2 EP

Cooldown: 6 hours

4 - Fatherfall

Lower the height a Person or Object is free falling by Spell Result Metres. They gently float this distance. The target should not weigh more than Intelligence * 20 KG.

Upgrade (1 EP): Increase weight Limit by Focus * 10.

Upgrade (X EP): Target X additional people or objects.

Upgrade (3 EP): Cast as Movement Reflex.

Upgrade (1 EP): Increase the Spell Chance by 10.

Spell Chance: Intelligence + Focus + 10

Cast Type: Long

Range: Focus + 20 Metres

Costs: 3 EP

Cooldown: 2 rounds

6 - Magic Mirror

Create a magic mirror. It lasts for Spell Result minutes.

Upgrade (X EP): Create X mirrors.

Upgrade (Ritual): The Mirror may stay for Spell Result/2 hours.

Upgrade (1 EP): The mirror may distort the reflection in a way you see fit.

Upgrade (2 EP, 2 EP per minute): You may connect your mirror to an active mirror with the same upgrade of another mage. You may communicate through the mirrors. You must both know that the other mirror is active.

Spell Chance: Intelligence + Focus + 4

Cast Type: Normal

Range: Focus + 5 Metres

Costs: 1 EP

Cooldown: -

6 - Arcane Charge

Regain Focus EP.

Upgrade (Long): Increase the regained EP by Intelligence/2.

Upgrade (Ritual): Increase your maximum EP by Focus/2 + 1 for the day once instead.

Cast Type: Normal

Range: Self

Costs: -

Cooldown: 1 day

8 - Find Danger

Detect potential danger in Range with Spell Result. You are instinctively alerted of its location.

Upgrade (1 EP): Increase the Range by Spell Result.

Upgrade (1 EP): The Effect lasts around you for Spell Result minutes.

Upgrade (2 EP): Ignore the Cooldown.

Upgrade (2 EP): Increase the Spell Chance by 8. Gain insight what the dangers in range might be.

Spell Chance: Intelligence + Focus + 4

Cast Type: Normal

Range: Focus + 25 Metres

Costs: 2 EP

Cooldown: 6 hours

8 - Lift Mystery

If you find a magical mystery, an unidentifiable magical Artefact or similar magical conundrum you may try to gain insight into its fabric with Spell Result.

Upgrade (Ritual): Gain vivid visions of the insight you gain, increase Spell Chance by 7.

Upgrade (1 EP): If the conundrum is a problematic one gain an insight on how to solve it.

Upgrade (1 EP): Gain insight who has cast or forged this mystery.

Spell Chance: Intelligence + Focus + 4

Cast Type: Long

Range: Focus +5 Metres

Costs: 3 EP

Cooldown: 6 hours

8 - Translate Language

Translate a text of a language you do not or barely understand with Spell Result.

Upgrade (Ritual): Gain 1 rank in the translated language. You may only acquire 1 rank of 1 language this way.

Upgrade (1 EP): Increase the Spell Chance by 7.

Upgrade (1 EP): Gain insight who might have written the text.

Spell Chance: Intelligence + Focus + 4

Cast Type: Long

Range: Focus +5 Metres

Costs: 3 EP

Cooldown: 6 hours

11 - Arcane Incarnate

Increase the Spell Chance of the next Spell by Spell Chance/3.

Upgrade (X*2 EP): The Effect lasts X rounds instead.

Upgrade (2 EP): Increase the potential damage of the next Spell by 4+2d8.

Upgrade (Pay 2 EP total): Instead of the usual Spell Effect only choose one of the Upgrades as the effect.

Spell Chance: Intelligence + Focus + 6

Cast Type: Normal

Range: Self

Costs: 2 EP

Cooldown: 5 rounds

11 - Saferoom

Enchant a Saferoom from which no sound can escape with Spell Result strength and duration in

minutes.

Upgrade (Ritual): You may create a domed safespace outside. The dome will last up to Spell Result/2 hours instead.

Upgrade (1 EP): You have +4 Spell Chance inside the Saferoom.

Spell Chance: Intelligence + Focus + 11

Cast Type: Long

Range: Max. Focus + 5 Metres Radius

Costs: 3 EP

Cooldown: 2 rounds

11 - Large Illusion

Create a large Illusion: you may portray something outlandish or obviously magical or try to emulate reality by masking the illusion so Spell Result must be beaten by Investigation or Perception to reveal that it's only an Illusion. Illusions are destroyed when subjected to force or physical investigation. The Illusion stays for Spell Result Minutes and may take up to Range Cubic Metres.

Upgrade (1 EP): The destruction of your Illusion creates a second Illusion portraying its destruction with the same Spell Result.

Upgrade (Ritual): The Illusion will stay for Spell Result hours.

Upgrade (1 EP): Your Illusion may have some complex sounds.

Upgrade (1 EP): The Illusion will reform when destroyed until its duration runs out.

Upgrade (1 EP): Increase the Spell Chance by 7.

Spell Chance: Intelligence + Focus + 7

Cast Type: Normal

Range: Focus + 15 Metres

Costs: 6 EP

Cooldown: 12 hours

14 - Copy Spell

Copy a Spell another mage has used. Begin casting it during the Action where you cast Copy Spell.

Copy the Costs, Cast Duration and Upgrades that were put on the Spell, apply your own Spell Chance and Range Modifiers. Cooldowns do not apply to you.

Upgrade (Long): Choose the Upgrades as you wish.

Upgrade (2 EP): You may store one copied Spell for later. Ignore the cooldown of Copy Spell.

Upgrade (1 EP): If you cast the copied Spell immediately reduce its Costs by 1+1d4.

Upgrade (1 EP): Instead of casting the copied spell consume the Arcane Knowledge you gained and regain Spell Chance/2 EP.

Spell Chance: Intelligence + Focus + 6

Cast Type: Normal

Range: Focus + 25 Metre

Costs: 3 EP

Cooldown: 6 hours

14 - Mage Step

Teleport for Spell Result Metres.

Upgrade (Ritual): Teleport Spell Result Kilometres.

Upgrade (X*2): Teleport X additional targets you can touch.

Upgrade (1 EP): Increase the Spell Chance by 10.

Upgrade (3 EP): Use as Movement Reflex.

Spell Chance: Intelligence + Focus + 6

Cast Type: Bonus

Range: Self

Costs: 3 EP

Cooldown: -

16 - Forget

Have a target forget a certain memory. They may only ever remember it if they succeed a Wisdom + Toughness check.

Upgrade (1 maximum EP for the target): Target yourself or a willing ally. You may completely forget something has ever happened. You will not be able to lie about it, as all memories of it have been

wiped out from your mind.

Upgrade (X*2): Target X additional targets during the Ritual.

Spell Chance: Intelligence + Focus + 6

Cast Type: Ritual

Range: Touch

Costs: 6 EP

Cooldown: 1 day

18 - Weightlessness

You may hover up to a few Metres above the ground for Spell Result Minutes.

Upgrade (1 EP per round): Increase your movement range by Focus. You may turn this Upgrade on or off.

Upgrade (1 EP): Gain +4 Spell Chance while hovering.

Upgrade (1 EP per round): Fly for one round instead. You may turn this Upgrade on or off.

Upgrade (Ritual): The Effect lasts Spell Result/2 hours instead.

Spell Chance: Intelligence + Focus + 6

Cast Type: Normal

Range: Self

Costs: 4 EP

Cooldown: 1 day

7.3.2 The Arcane Weaponry

1 - Arcane Disc

Hurl an arcane Disc at a target as a ranged attack with Spell Result attack chance. Deal 4+4d4 damage if you hit them.

Upgrade (1 EP): The Disc has +4 Spell Chance

Upgrade (2 EP): The Discs explodes on Impact, attacking anyone in Focus Diameter for the same Spell Result

Spell Chance: Intelligence + Focus + 7

Cast Type: Bonus

Range: Focus + 20 Metres

Costs: 1 EP

Cooldown: -

5 - Arcane Spear

Attack a target with a ranged arcane bolt for Spell Result. Deal 6+2d8 damage if you hit the target..

Upgrade (1 EP): Accelerate this Spell

Upgrade (2 EP): Deal an additional 2+2d8 damage.

Upgrade (1 EP): Increase the chosen Spells Spell Chance by 8.

Upgrade (1 EP): Double the Range of the chosen Spell.

Spell Chance: Intelligence + Focus + 8

Cast Type: Normal

Range: Focus + 20 Metres

Costs: 1 EP

Cooldown: -

5 - Arcane Armour

Gain Spell Result/2 magical Armour for one turn.

Upgrade (1 EP): Cast as Movement Reflex if you already had an Arcane Armour the round prior.

Upgrade (2 EP): Last one additional turn.

Upgrade (1 EP): Instead Increase your Defence Chance for the same duration by the potential Armour Value.

Upgrade (1 EP): Increase the Armour Value by 4.

Spell Chance: Intelligence + Focus + 5

Cast Type: Bonus

Range: Self

Costs: 2 EP

Cooldown: -

8 - Arcane Lance

Attack all targets in range in a straight line with 1 Metre Width with an arcane lance for Spell Result. If they would be pierced they take $8+4d8$ damage, if they would be grazed they take $4+2d8$ damage.

Upgrade (Long): Increase the Spell Chance by 8, the damage by $2+1d8$ and the Width by 1 Metre.

Upgrade (2 EP): Ignore any armour and all damage resistances.

Upgrade (1 EP): Ignore allies within the area.

Spell Chance: Intelligence + Focus + 11

Cast Type: Normal

Range: Focus + 20 Metres

Costs: 4 EP

Cooldown: 2 rounds

12 - Magic Arsenal

Generate 1 Arcane Disc each round. You may unleash any single one without spending an action during your turn.

Upgrade (Long): Start the Spell with 2 additional Discs.

Upgrade (1 EP): You have +4 Spell Chance while Magic Arsenal is active.

Upgrade (1 EP per round): Generate 2 Discs instead.

Upgrade (1 EP): You may Upgrade all Discs generated by Magic Arsenal. Pay the Upgrade Costs for each Disc separately from this Upgrade.

Cast Type: Normal

Range: Focus + 20 Metres

Costs: 4 EP, 1 EP per round

Cooldown: 2 rounds

12 - Counterspell

Lower the Spell Result of a target Spell by Counterspells Spell Result. The Spell is annihilated if Counterspells Spell Result is higher. If the Spell does not have a Spell Result halve its effects.

Upgrade (1 EP): Regain $1+1d4$ EP if the Spell is destroyed.

Upgrade (1 EP): Increase the Spell Result by 6

Upgrade (2 EP): Ignore Counterspells Cooldown.

Upgrade (9 EP): Annihilate the Spell in any case. This can be the only upgrade.

Spell Chance: Intelligence + Focus + 8

Cast Type: Movement Reflex

Range: Focus + 20 Metres

Costs: 3 EP

Cooldown: 2 rounds

14 - Distortion Field

Create an Arcane Distortion in range with Focus Diameter. Everyone inside takes 2+2d8 unblockable damage.

Upgrade (1 EP): All targets damaged by the Spell have -6 Spell Chance for 2 rounds.

Upgrade (1 EP): Ignore allies within the area.

Upgrade (2 EP): Create 2 Arcane Distortions instead. They must be Focus*2 Metres apart.

Spell Chance: Intelligence + Focus + 11

Cast Type: Normal

Range: Focus + 20 Metres

Costs: 3 EP, 2 EP per round

Cooldown: 2 rounds

7.3.3 Cartomancy

Symbol: Spellcards floating in an Arch over a Hand making a powerful gesture.

0 Preparation

When casting Preparation choose any Cartomancy Spell you know to be stored in the chosen Spell Card. Only if you possess this prepared Card you may cast the Spell it contains later. The card is destroyed in the process of releasing the spell from the card or if the Spell fails during preparation. You may choose if the prepared Spells outcome is determined during Preparation or when unleashing it.

Upgrade (1 EP): Prepare 3 Cards at once, all with the same Spell.

Upgrade (1 EP): Mark the Card you prepare with a silver Border. It has 5 Bonus Spell Result. You may only upgrade three Cards this way.

Upgrade (1 EP): Mark the Card you prepare with a golden Border. Choose one Upgrade for free when you cast the Spell. You may only upgrade two Cards this way.

Upgrade (1 EP): Mark a Card with a diamond Border. It benefits as if it had both a golden and a silver Border.

Cast Type: Ritual, requires an empty Spell Card for each prepared Spell

Range: Touch

Costs: 1 EP every second Preparation

Cooldown: -

1 The Companion

Summons a mindless companion of the card that you play under your command. They must be smaller than you. The companion stays with you for Spell Result hours. Move them as you wish. They can assist you in minor tasks, such as lifting or carrying weight. They can not be further than Range in Metres away from you.

They have Spell Result + 12 HP, Spell Result + 6 Attack Chance (min 14) and Spell Result + 4 defence melee and ranged (min 11). Companions deal 2d6 + 3 Damage. They move and act on your turn.

Companions have a +5 Mobility Modifier and a 21 Strength, Toughness, Mobility and Dexterity Chance. They can not roll any other Checks. Companions typically last 30 Minutes or until they are destroyed.

Spell Chance: Intelligence + 10

Upgrade (1 EP): Add 1+1d8 to the Companions Attack and 1+1d6 to its defence and 1+1d6 to its base Damage on creation.

Upgrade(1 EP): Add 2d12 to the Companions HP.

Upgrade(1 EP): The Companion can attempt to perform simple tasks for you.

Upgrade(1 EP): Choose one of the following Aspects for your Companion:

Aspect of the Beast: The Companion deals 3 additional armour piercing damage.

Aspect of the Warrior: The Companion has 6 Armour everywhere.

Aspect of the Hunter: The Companion has ranged Attacks.

Aspect of the Dragon: The Companion can fly.

Aspect of the Sorcerer: The Companion grants you +2 Spell Effect on all Spells while alive.

Aspect of the Helper: Gains +8 Strength, Toughness, Mobility Dexterity Chance

Aspect of the Wind: The Companion gains a +5 Mobility Modifier.

Aspect of the Night: Ability cloak themselves, stealthing with 2d12, granting hidden attacks.

Upgrade(Long): Choose 2 individual other Upgrades for free.

Cast Type: Normal

Range: Focus + 10 Metres

Costs: 3 EP

Cooldown: 3 Rounds

1 The Coin

Description: Bet on an ally. If they succeed their next action gain Spell Result to your next Spell Chance and they gain Spell Result/4 Bonus Chance to their next action.

Spell Chance: Intelligence + 10

Upgrade (1 EP): Bet against an opponent. If they fail their next action or skip it on purpose to negate this effect, gain Spell Effect for your next Spell Effect and they suffer a Spell Effect/4 Malus to their next Action.

Upgrade(Bonus): You gain 5 EP.

Cast Type: Movement

Range: Focus + 20 Metres

Costs: 2 EP

Cooldown: 0 Rounds

1 Bulwark

Equip any ally with a Bulwark that either Boosts their Attack or their Defence by Spell Result/5 (minimum 1). The Effect lasts for 1 round.

Spell Chance: Intelligence + 10

Upgrade(1 EP): Bulwark boosts both Attack and Defence if the target is an allied Cartomancy

Companion.

Upgrade(1 EP): Cast as Reflex Movement instead.

Upgrade(2 EP): The Effect lasts till the end of the Fight if the target is a Cartomancy Companion.

Cast Type: Bonus

Range: Focus + 10 Metres

Costs: 1 EP

Cooldown: 1 Rounds

2 The Ruin

Mark a target. If you or one of your companions deal damage to this target they suffer Spell Result/3 as a Malus against the next attack.

Spell Chance: Intelligence + 10

Upgrade(Bonus, 2 EP): Instead of applying a Malus, Stun them.

Upgrade (1 EP): The Effect lasts one round instead.

Upgrade(2 EP): The target takes 2d6 additional damage.

Cast Type: Movement

Range: Focus + 15 Metres

Costs: 1 EP

Cooldown: 0 Rounds

3 The Shield

If you are attacked and a companion is near you or any ally, they may defend you or that ally. If they fail, the original target is still hit.

Upgrade(2 EP): Boost their Defence Chance by 2d6+2

Upgrade(3 EP): Instead of defending the attack the Companion becomes the target.

Cast Type: Reflex Movement

Range: Focus + 15 Metres

Costs: 1 EP

Cooldown: 0 Rounds

3 The Unicorn

You can use one of your Companions as a mount. They become bigger. Put a crown on your head.

Upgrade(2 EP): Add 2d6 to all their Values

Upgrade(1 EP): Give them another Aspect.

Upgrade(1 EP): Increase their Mobility Chance by 2+1d6.

Cast Type: Movement

Range: Focus + 10 Metres

Costs: 1 EP

Cooldown: 0 Rounds

4 The Army

Reset the Cooldown of “The Companion”.

Upgrade (1 EP): Cast the Companion as if it was this spell.

Upgrade (Long): Choose one Upgrade for the Companion Cast for free.

Upgrade(2 EP): Accelerate this Spell.

Cast Type: Normal

Range: Focus + 10 Metres

Costs: 2 EP

Cooldown: 3 Rounds

4 The Shield

Description: Make a Companion defend any attack for you if they are in range to do so. You can use this spell instead of any defence.

Spell Chance: Intelligence + 12

Upgrade(1EP): They can defend an attack for any ally if in range to do so.

Upgrade(1EP): They gain Spell Result Bonus Defence.

Upgrade(1EP): Gain a movement Action after they defend.

Cast Type: Reflex Movement

Range: Any Companion in range of the attack

Costs: 2 EP

Cooldown: 0 Rounds

5 The Bond

Empower one of your companions next defence. They gain Spell Result Bonus. If they succeed, regain all EP spent on the Bond.

Spell Chance: Intelligence + 5

Upgrade (1 EP): Cast as Reflex Movement.

Upgrade(1 EP): Increase the Spell Chance by 1+2d6.

Upgrade(1 EP): Empower their attack instead.

Upgrade(1 EP per round): As long as the Bond is active you can have your Companion pass their turn.

Gain a Bonus Action whenever you do this

Cast Type: Bonus

Range: Focus + 12 Metres

Costs: 1 EP

Cooldown: 2 Rounds

5 The Bolt

Empower one of your companions next attack Attack Chance by Spell Result. Their Attack is now ranged and will ignore all Armour. The Range is measured from the companion. The Companion must be visible.

Spell Chance: Intelligence + 5

Upgrade (2EP): The attack deals 2d6 additional damage.

Upgrade (1EP): Increase the Range by Wisdom + 5 Metres

Upgrade(1 EP): Also ignores magical Armour.

Upgrade(3 EP): They attack immediately in the same Action as this Spell without having to pay an Action themselves.

Cast Type: Bonus

Range: Focus + 10 Metres

Costs: 1 EP

Cooldown: 2 Rounds

5 The Meadow

Create a Zone around you or one of your Companions with Spell Result/2 Metres Diameter. All allies standing in the Zone have +1 to all Combat rolls.

Spell Chance: Intelligence + 5

Upgrade (2EP): All allies have +3 to all Combat rolls.

Upgrade (Normal): Additionally all Hostiles in the Zone have -2 to all Combat Roles.

Upgrade(2 EP): Create the Zone around all your Companions. The Effect does not stack, however.

Cast Type: Bonus

Range: Focus + 10 Metres

Costs: 1 EP, 1 EP per round

Cooldown: 5 Rounds

6 The Sword

One chosen companion attacks melee, if it has not attacked yet this turn, with a Bonus of Spell Result/2 to the attack Chance and deals Spell Result/3 Bonus damage. This attack can hit two adjacent targets.

The targets can defend themselves as if it was a regular attack.

Spell Chance: Intelligence + 10

Upgrade (2 EP): The Companion can attack even if it has already attacked this round.

Upgrade (1 EP): Cause a bleeding Wound on all targets that take damage.

Upgrade(1 EP): Increase the Spell Chance by 2+2d6

Cast Type: Bonus

Range: Focus + 15 Metres

Costs: 2 EP

Cooldown: 1 round

6 The Tribute

Destroy one Companion. Gain a Combat Action.

Upgrade (1 EP): Gain two Bonus Actions instead.

Upgrade (1 EP): Gain an additional Bonus Action.

Upgrade(1 EP): Reset the Cooldown of Companion.

Upgrade(Bonus): Regain 1+1d4 EP.

Cast Type: Movement

Range: Focus + 15 Metres

Costs: 2 EP

Cooldown: 2 rounds

6 The Joker

Switch places with one of your companions that is not further than Spell Effect Metres away.

Spell Effect: Intelligence + 5

Upgrade (2 EP): Cast this as a Reflex Movement. If you are attacked and switch places the Companion becomes the target instead.

Upgrade (+2 rounds Cooldown): Teleport the Companion to your side instead.

Cast Type: Bonus

Range: Focus + Spell Effect Metres

Costs: 2 EP

Cooldown: 4 Rounds

7 The Fool

Mark an enemy. If they take damage all your melee companions in range will get an opportunity attack on the target. The Mark is consumed once the effect has taken place. The effect does not stack.

Upgrade (2 EP): Mark a target twice. Only one Mark can trigger per round.

Upgrade (2 EP): All Allies in Melee range gain a opportunity attack.

Upgrade(2 EP): The Mark triggers on any failure.

Upgrade(2 EP): The target has a negative Modifier of -2 on all Actions per Mark.

Cast Type: Normal

Range: Focus + 10 Metres

Costs: 1 EP

Cooldown: 3 Rounds

7 The Sacrifice

One of your companions disappears. Heal a target in range for Spell Result.

Upgrade (2 EP): Add 2d8+6 to your Spell Result

Upgrade (1 EP): Cast as Bonus Spell

Upgrade (1 EP): Remove Cooldown of the Spell after you have cast it

Spell Effect: Intelligence + 10

Cast Type: Normal

Range: Focus + 15 Metres

Costs: 2 EP

Cooldown: 3 Rounds

8 The Trap

Choose any of your Spell Cards by casting this Spell. You place it in front of you, turned upside down.

You may activate it any time an enemy attacks you or one of your Companions as a Reflex Movement.

Upgrade(1 EP): Gain 2+2d6 Bonus Spell Chance when activating the Spell Card.

Upgrade(Long Cast): Place 2 Trap Cards.

Upgrade(1 EP): Trigger when any ally gets attacked.

Spell Effect: Intelligence + 5

Cast Type: Normal

Range: Self

Costs: 2 EP

Cooldown: 1 EP

8 The Dice

Play a random card (any Cartomancy spell you have prepared) immediately with Spell Result Bonus Spell Chance. You cast that spell in the same action where you use "The Dice". Consume both cards!

Spell Chance: $2+2d6$

Upgrade(1 EP): You get 1 random Upgrade from the random Card for free.

Upgrade(X EP): Exclude X Cards from being the Dice Result.

Upgrade(2 EP): When you are dissatisfied with the Result you may roll the Dice again.

Upgrade(1 EP): Reset the Cooldown of The Dice.

Cast Type: Bonus

Range: Self

Costs: 1 EP

Cooldown: 3 Rounds

8 - The Reflection

Choose one of your Companions. Gain the effects of their Aspect for as long as you keep this spell active.

Spell Chance: Intelligence + 7

Upgrade(1 EP): You are able benefit from multiple aspects this way.

Upgrade(1 EP): Also reflect the Aspect on another Companion.

Upgrade(1 EP): Grant the reflected Companion an additional Aspect.

Cast Type: Bonus

Range: Self

Costs: 1 EP, 1 EP per round

Cooldown: 1 Round

9 - The Trickster

Play any prepared Spell Card. Invoke the Effect of another Cartomancy Spell you know that you have not prepared instead and cast it for free immediately.

Upgrade(1 EP): Gain one Upgrade on the Invoked Spell for free.

Upgrade(1 EP): Reset the Cooldown of the Trickster.

Upgrade(3 EP): Cast as Movement Reflex.

Upgrade(2 EP): Play any Spell you have prepared instead without consuming the prepared Card.

Cast Type: Normal

Range: Self

Costs: 3 EP

Cooldown: 10 Rounds

9 - The Aspect

Grant any of your Companions another Aspect.

Upgrade(1 EP): Grant 2 additional Aspects instead.

Upgrade(1 EP): Cast as Movement.

Upgrade(1 EP): 2 Companions benefit from this Spell.

Cast Type: Bonus

Range: Focus + 10 Metres

Costs: 1 EP

Cooldown: -

11 - The Riddle

Sacrifice a Companion. Write down a number between 1 and 5. Your target has to guess that number in one go; if they fail they take Spell Result as unblockable, armour ignoring damage.

Spell Chance: Intelligence + 10

Upgrade(2EP): If your Target fails the Companion returns as it was before.

Upgrade(2EP): The Spell Chance is increased by 2+2d6.

Upgrade(2EP): Cast as Movement Reflex.

Cast Type: Normal

Range: Focus + 15 Metres

Costs: 2 EP

Cooldown: 2 Rounds

11 - The Knight

Sacrifice a Companion. Grant any ally or yourself magical armour on the whole body with Spell Result/2 Armour value for two rounds.

Spell Chance: Intelligence + 5

Upgrade(2EP): Grant the armour to both yourself and another ally.

Upgrade(2EP): Cast as Reflex Movement.

Upgrade(1EP): If the target is a Companion of yours make them invulnerable for 1 round.

Cast Type: Normal

Range: Focus + 12 Metres

Costs: 3 EP

Cooldown: 10 Rounds

14 - The Raven

Look through the eyes of any companion for up to Spell Result Minutes. When this Spell is Active the Companion may leave the range of the Spell that binds them.

Spell Chance: Intelligence + 5

Upgrade(1EP): Detect Magic with Spell Result Bonus while this Spell is active.

Upgrade(2EP): When the Spell ends the Companion is teleported to you.

Cast Type: Ritual

Range: Unlimited

Costs: 3 EP

Cooldown: 6 hours

14 The Star

Description: Choose your favourite Companion. You can call them with this Spell as if you summoned them with the Companion Spell and as if you have already cast Ascencion on them. You may have them by your side permanently to assist you in everyday tasks as if they are a regular ascended Companion. If you increase their power further with other Spells they may momentarily disappear after

30 Minutes like any other Companion.

Upgrade(1 EP): You will always know where your Star is.

Upgrade(1 EP): In Combat the Star Companion has 2 additional Aspects.

Upgrade(2 EP): In Combat the Star Companions Attributes are increased by 3d6.

Cast Type: Movement

Range: Focus + 5 Metres

Costs: 2 EP

Cooldown: 1 Day

15 - The Queen

Teleport to any Companion. Whoever is teleported is healed for Spell Result.

Spell Chance: Intelligence + 10

Upgrade(X EP): Teleport X Companions as well.

Upgrade(2EP): Teleport the targeted Companions to you instead.

Upgrade(1EP): Teleport to any ally in sight instead.

Cast Type: Normal

Range: Unlimited

Costs: 3 EP

Cooldown: 1 hour

16 - The Guardian

Transform one Companion into a Statue. They turn to immobile Stone, but will stay your Companion until they are destroyed.

Upgrade(2EP): Reactivate a Companion of yours who you turned to Stone previously.

Upgrade(Once): As long as the transformed Companion is turned to Stone you have +2 Spell Chance and all your Companions have one additional Spect for free whenever summoned.

Cast Type: Ritual

Range: Touch

Costs: 5 EP, 3 maximum EP.

Cooldown: 1 Day

18 - Eight of Swords

All your companions attack (if they haven't already) one or multiple different targets of your choice each with Spell Result Bonus Attack Chance at the same time either melee or ranged if they are in range.

Spell Chance: Intelligence + 8

Upgrade(1EP): They all gain 2+1d8 Bonus damage.

Upgrade(3EP): All Companions attack as if they haven't attacked already this turn.

Upgrade(2EP): If they are not in Range teleport the Companions to their assigned target in range of the Spell before they attack.

Cast Type: Normal

Range: Focus + 15 Metres

Costs: 2 EP

Cooldown: 5 Rounds

18 - Ascension

Double the Effects of any Aspect on the Companion. They also gain Spell Result + 10 Bonus HP and grow in Size. All Base Attributes are Increased by 2d6. The increased effects last for 1 hour.

Upgrade(2 EP): Ascend an already ascended Companion again.

Upgrade(2 EP): They gain 3+1d10 Attack Chance and 2 + 1d8 extra Bonus Defence and Base Damage.

Upgrade(3 EP): Target 2 Companions.

Upgrade(2 EP): Cast as Bonus Spell.

Spell Effect: Intelligence + 12

Cast Type: Normal

Range: Focus + 15 Metres

Costs: 2 EP

Cooldown: 3 Rounds

20 - The Sun

Sacrifice a companion: Turn them into a big ball of bright shining energy and attack an enemy in range for Spell Result Attack Chance and deal 6d10 armour piercing damage. All creatures in a Spell Result/2 Diameter around the target are blinded and dazed for one round.

This is a ranged attack.

Spell Effect: Intelligence + 25

Upgrade(1EP): Increase the Spell Chance by and increase the damage by 1d6 for each Aspect and each on the target Companion.

Upgrade(2EP): Allies and Companions are not affected by the Spell.

Cast Type: Normal

Range: Focus + 30 Metres

Costs: 5 EP

Cooldown: 5 Rounds

20 - The Builder

If you have two Companions or more, combine two of them into one. They must stand next to each other. Their Attributes and Aspects are combined and they are fully healed.

Upgrade(1 EP): Increase the Attack Chance by 2+1d8.

Upgrade(2 EP): Grant the combined Companion 2 additional Aspects

Cast Type: Long

Range: Self

Costs: 3 EP

Cooldown: 3 Rounds

7.3.4 Pilfers Arcaneum

Symbol: A Dotted Circle within a dotted Circle

5 – Pilfers Catalyst

For each magical Item you have equipped gain +1 Spell Chance for one turn.

Upgrade (Long): Also regain +1 EP for each magical Item you have equipped.

Upgrade (2 EP): Ignore the Cooldown if you have cast Pilfers Catalyst already this turn.

Upgrade (2 EP): Accelerate the next Spell.

Cast type: Bonus

Range: Self

Cooldown: -

Cost: 2 EP

6 – Pilfers Magnifier

Increase the range of the next Spell by Spell Result.

Upgrade (Long): Increase the Spell Chance of the magnified Spell by Spell Chance/4.

Upgrade (2 EP): Accelerate the next Spell.

Upgrade (1 EP): Increase the Spell Chance by Focus.

Spell Chance: Intelligence + 10

Cast type: Bonus

Range: Self

Cooldown: -

Cost: 2 EP

8 – Arcane Senses

Increase your Active Perception by Spell Result.

Upgrade (2 EP): Increase your passive Perception instead.

Upgrade (2 EP): Your Perception Chances also unveil traces of magic without you needing to specifically search for it.

Upgrade (2 EP per 5 minutes): You are able to smell through walls, hear through soundproof barriers and see in the dark.

Spell Chance: 1d6

Cast type: Normal

Range: Self

Cooldown: -

Cost: 1 EP, 1 EP per 5 minutes

12 – Greater Telekinesis

You are able to move an Object that would normally require a Strength Chance to carry with the Powers of your Mind (and Magic) instead. Instead of the Strength Chance use Spell Result to move the Object.

Upgrade (2 EP): Throw the Object as an Attack with Spell Result ranged Chance instead. Deals $6+Xd12$ damage where X is appropriate to how heavy the object is (1d12 for a chair, 2d12 for a table).

Upgrade (1 EP): Ignore the Cooldown of Greater Telekinesis if you used it to attack someone.

Upgrade (X*2 EP per round): Move X additional Objects with the same Spell Result. Keep in mind your Spell Result could become insufficient much quicker.

Upgrade (1 EP): Increase the Spell Chance by Focus + 5.

Spell Chance: Intelligence + 12

Cast type: Bonus

Range: Focus +10 Metres

Cooldown: 5 rounds

Cost: 1 EP per 5 Metres

12 – Pilfers Arcane Transmission

Transmit a telekinetic thought to a Person in range you know is there. You may answer back and forth in short single sentences until one Person stops answering.

Upgrade (X EP): X additional Persons can hear the Transmission, but not participate.

Upgrade (Ritual, 2 max EP): Prepare the Transmission as a Ritual together with the chosen receiving Person. This Transmission ignores range and lasts until one of you closes it.

Upgrade (2 EP): Greatly increase the number of transmittable words.

Upgrade (1 EP per round): You may change the Person you are transmitting to.

Spell Chance: Intelligence + Focus + 5

Cast type: Bonus

Range: Focus + Spell Result Metres

Cooldown: 1 hour

Cost: 2 EP, 2 EP per 5 Minutes or 1 EP per Combat turn

14 – Pilfers Illusive Form

Your Form turns into a Ghost like figure. You can only receive magic damage, but only cast Spells in this form. You cannot defend yourself in illusive form. If you take Spell Result damage in Illusive form the Effect ends immediately. You cannot use Objects or items like you usually would, as you cannot grasp anything.

Upgrade (2 EP): You may pass through normal Walls and other Objects of similar thickness as well as Persons.

Upgrade (1 EP): Gain +3 Spell Chance while you are in illusive form.

Upgrade (2 EP): When Illusive Form ends heal for Spell Result/2

Upgrade (2 EP): All Spells cast in Illusive Form cost 1 EP less.

Upgrade (2 EP): Cast as Reflex Movement.

Spell Chance: Intelligence + Focus + 5

Cast type: Normal

Range: Self

Cooldown: 6 hours

Cost: 2 EP, 2 EP per 5 Minutes or 1 EP per Combat turn

14 – Arcane Mind Access

Prod the mind of a target you can touch. Gain Spell Result/2 Bonus to Insight and Interrogation Chances against the target. They may resist Spell Result with Wisdom + Toughness.

Upgrade (1 EP): Gain Visions of the targets most recent memories if you succeed.

Upgrade (1 EP): You may gain Visions of how the target lived through certain events that they wilfully recount.

Upgrade (2 EP): You may use Arcane Mind Access at a range of Focus + 5 Metres and on groups of People.

Spell Chance: Intelligence + Focus + 5

Cast type: Normal

Range: Focus + Spell Result Metres

Cooldown: 1 hour

Cost: 2 EP, 2 EP per 5 Minutes

16 – Doppelganger

Create an Arcane Copy of yourself. You may have it look exactly like you or slightly change the looks of the Doppelganger. Any Doppelganger can follow mundane tasks and orders and answer simple questions in your stead. The Doppelganger may stay behind or follow you around. They may disappear after around 6 hours or sooner if they are forgotten without a task. Doppelgangers have 3 HP and cannot equip items, although they might fetch something for you.

Upgrade (X*2 max EP): Create X Doppelgangers more.

Upgrade (1 EP): Gain +1 Spell Chance for any active Doppelganger.

Upgrade (Ritual, 2 max EP): Create a permanent Doppelganger. They might have a slightly different Personality, but they are still a reflection and part of you, not a different Person. A permanent Doppelganger is able to undertake more complex tasks and is able to speak as if they were you, although they do not possess all your knowledge and you may prevent your Doppelgangers from knowing certain things.

Upgrade (2 max EP): You are able to watch through the eyes of your Doppelgangers at any time, no matter where they are. If you are watching through one of your Doppelgangers you may speak through them as well.

Upgrade (2 EP): You can teleport to one of your permanent Doppelgangers once a day for 10 EP, destroying them as you seemingly replace them.

Cast type: Long

Range: Focus + Spell Result Metres

Cooldown: 12 hours

Cost: 2 EP, 1 max EP

18 – Pilfers Arcane Clone

Create an Arcane Vessel that resembles you. Should you die you are reborn as this Vessel. You do not regain the Costs spent on this Spell and you are not reborn with your possessions when you died.

Upgrade (2 max EP): When you die your Arcane Clone is teleported into your dead Body, mending it,

granting you rebirth at the place of your death 1 hour after it has happened.

Upgrade (2 max EP): You may use your Arcane Clone to grant rebirth to someone else that died by your side if their soul is willing. You still pay the costs.

Cast type: Ritual

Range: Touch

Cooldown: 1 year

Cost: 6 max EP, 4 max Spell Chance on rebirth

7.3.5 Songs of the Bard

0 - Joyful Rhythm

Play a joyful rhythm. All listeners get +1 to all social and performance checks.

Upgrade (1 EP): All listeners regain 1 EP.

Upgrade (1 EP): All listeners heal 1d6 HP.

Upgrade (1 EP): Only affects chosen targets.

Upgrade (1 EP): Gain Spell Result/2 Bonus to your Performance Check.

Spell Chance: Charisma + Focus + 3

Cast Type: Normal

Range: Must be in hearing range

Costs: 1 EP

Cooldown: -

0 - Showmanship

Hide your Bardic Magic with Spell Result.

Upgrade (Cast with Rhythm): Increase the Spell Chance by 6.

Upgrade (1 EP): Cast as Movement.

Spell Chance: Charisma + Focus + 6

Cast Type: Normal

Range: -

Costs: 1 EP per round.

Cooldown: -

1 - Happy Feet Melodica

Boost all allies Movement Distance by 1d4 for one round.

Upgrade (1 EP): Lower enemies movement distance for 1d4 for one round.

Upgrade (2 EP): All allies gain a Movement Action.

Upgrade (Played with a Rhythm): All allies regain 1d4 EP.

Cast Type: Bonus

Range: Must be in hearing range

Costs: 2 EP

Cooldown: 1 round

1 - Whispering Sounds

Play some sounds that will distract a target with Spell Result.

Upgrade (X EP): Target X targets more, but not more than 5 total.

Upgrade (1 EP): You can stay hidden by seemingly having the Sounds come from another place than yours.

Upgrade (Played with a Rhythm): Hide a secret message only revealed to your allies or people who investigate it with Intelligence + Focus higher Spell Result.

Spell Chance: Intelligence + Focus + 6

Cast Type: Bonus

Range: Must be in hearing range

Costs: 2 EP

Cooldown: 1 round

1 - Wonderful Echo

Repeat a Rhythm you have played a round prior.

Upgrade (2 EP): Repeat the Rhythm with its upgrades.

Upgrade (1 EP): Repeat a Rhythm you have played any time during this show.

Cast Type: Bonus

Range: Must be in hearing range

Costs: 2 EP

Cooldown: 1 round

2 - Encouragement

Give a target that can hear you Spell Result/2 Bonus to their next Chance.

Upgrade (2 EP): They have the Bonus on all their Actions for one round.

Upgrade (2 EP): Choose another target.

Upgrade (1 EP): Regain 1d4 if you chose yourself.

Spell Chance: Charisma + Focus + 5

Cast Type: Normal

Range: Must be in hearing range

Costs: 2 EP

Cooldown: 1 round

2 - Lasting Serenade

Enchant a target. They have +1 to all Social Chances till the end of the day.

Upgrade (X*2 EP): Choose X additional targets.

Upgrade (1 EP): You have +2 on all Social Chances towards the target.

Upgrade (1 EP): The target has +2 Spell Chance till the end of the day.

Cast Type: Ritual

Range: Must be in hearing range

Costs: 3 EP

Cooldown: 1 day

2 - Wardrum Rhythm

Play an aggressive Rhythm. All allies that hear you have +1 on all their Combat Rolls.

Upgrade (1 EP): All enemies have -1 on all their Combat Rolls.

Upgrade (1 EP): Allies have +2 Bonus damage.

Upgrade (1 EP): Deal 1+1d4 unblockable damage to all enemies that hear you.

Cast Type: Normal

Range: Must be in hearing range

Costs: 2 EP

Cooldown: -

3 - Sonic Visions

When playing, create Visions about the contents of your music for all listeners.

Upgrade (1 EP): Increase your Performance Chance while playing by Spell Chance/2.

Upgrade (1 EP): Have the Visions accurately represent your memories.

Upgrade (1 EP): You may use the Visions to lie about real scenarios.

Upgrade (1 EP): Cast the Ritual on top of your other spells.

Spell Chance: Charisma + Focus + 2

Cast Type: Ritual

Range: Spell Chance/2 Square Metres of Vision Size, Must be in hearing range

Costs: 2 EP

Cooldown: 6 hours

3 - Sonic Barrier

Grant any ally Spell Result/2 Bonus Defence Chance. You can block Ranged Attacks this way.

Upgrade (X EP): Choose X targets more.

Upgrade (Played with a Rhythm): Increase the Spell Result by 4.

Upgrade (2 EP per round): Keep the Sonic Barrier intact.

Spell Chance: Charisma + Focus + 2

Cast Type: Movement Reflex

Range: Must be in hearing range

Costs: 2 EP

Cooldown: 3 rounds

4 - Save Memory

Save a short piece of Memory or a Song in a vial or crystal – it can be played from that item (called a genius) for Spell Result/2 times. If you reach 40 Spell Result the Genius lasts forever.

Upgrade (3 EP): Increase the Spell Chance by 2+2d8.

Upgrade (2 EP): You may also weave the memories and voices of other people into it.

Upgrade (2 EP): The Genius may hold longer memories.

Spell Chance: Charisma + Focus + 2

Cast Type: Ritual

Range: Touch

Costs: 2 EP

Cooldown: 1 day

4 - Stage Presence

You have +2 on all Combat and Performance Chances for as long as you cast Bard Spells.

Upgrade (1 EP): If Stage Presence is already active increase its base effects by 2 (Maximum 2 times).

Upgrade (Bonus): Regain 1+1d4 EP.

Upgrade (2 EP): Gain +2 Spell Chance as well.

Upgrade (1 EP): Gain +2 magical armour.

Upgrade (1 EP): Gain a movement Action.

Cast Type: Movement

Range: Self

Costs: 1 EP

Cooldown: 1 round

4 - Sonic Armour

As long as you cast Bard Spells you have Spell Result/4 magical armour (minimum 3).

Upgrade (1 EP): Increase the armour value by 3.

Upgrade (1 EP): Cast as Movement Reflex.

Upgrade (1 EP): The Genius may hold longer memories.

Spell Chance: Intelligence + Focus + 8

Cast Type: Bonus

Range: Self

Costs: 2 EP

Cooldown: 10 rounds

5 - Protective Rhythm

All allies in range gain 1+1d6 Bonus defence Chance.

Upgrade (1 EP): All enemies have -2 Attack Chance.

Upgrade (1 EP): All enemies have -3 Spell Chance.

Upgrade (2 EP): All allies have +2 magical Armour.

Cast Type: Normal

Range: Must be in hearing range

Costs: 2 EP

Cooldown: -

5 - Campfire Song

Upgrade the current Rest. All allies participating in the Song regain an additional 2+1d6 EP.

Upgrade (1 EP): All allies gain +2 passive Perception if they take watch.

Upgrade (1 EP): All allies are safe from nightmares and similar effects.

Upgrade (1 EP): All allies gain +2 to social checks while at the campfire.

Upgrade (1 EP): Cast while wandering around instead as if it was a short rest.

Cast Type: Ritual

Range: Must be in hearing range

Costs: 3 EP

Cooldown: 1 day

6 - Crushing Crescendo

Deal 4d4 unblockable damage to all enemies if you have casted Bard Spells in the prior round.

Upgrade (With a Rhythm): Increase the damage by 2d4.

Upgrade (2 EP): Cast as Normal.

Upgrade (2 EP): Daze all targets.

Cast Type: Long

Range: Must be in hearing range

Costs: 3 EP

Cooldown: 5 rounds

7 - Dramatic Pause

Don't cast any other Spell this round. Don't Play your instrument. Regain Gain 2 + 1d8 EP.

Upgrade (1 EP): Gain +5 Spell Chance until the end of the show.

Upgrade (Normal): Heal yourself for Spell Result/2.

Upgrade (1 EP): Gain a Bonus of +2 to all your Chances.

Spell Chance: Charisma + Focus + 10

Cast Type: Bonus

Range: -

Costs: -

Cooldown: 10 rounds

8 - Lullaby

Put a target to Sleep with Spell Result. They can resist with Toughness + Wisdom and get a +5 Bonus if they are aware of the Spell Cast.

Upgrade (X EP): Target X more targets.

Upgrade (1 EP): Decide what the target will dream about.

Upgrade (1 EP): The target may not wake up as long as you play.

Cast Type: Long

Range: Must be in hearing range

Costs: 3 EP

Cooldown: 6 hours

8 - Wonderful Weave

Create a combined Rhythm by adding the next Rhythm you cast to the current one. There must be a current Rhythm. You can echo the combined Rhythm.

Upgrade (1 EP): Gain Spell Result/2 to your Performance Checks while a Rhythm made with Wonderful Weave is active.

Upgrade (1 EP): Accelerate the next Spell.

Upgrade (1 EP): One Upgrade on your next Spell is free.

Cast Type: Normal

Range: Must be in hearing range

Costs: 2 EP

Cooldown: 3 rounds

10 - Frontman's Rhythm

You may channel Music through Weapon and Voice only.

Upgrade (1 EP): You have a Bonus of +2 to all Combat Chances.

Upgrade (1 EP): You heal 2d6 HP each round.

Upgrade (1 EP): You have +2 magical Armour.

Cast Type: Normal

Range: Must be in hearing range

Costs: 2 EP

Cooldown: -

11 - Transcending Sound

Increase the Range of your music by Spell Result *2 Metres, and if you chose so, the Volume.

Upgrade (1 EP): Instead boost someone else's Voices or Music's Volume and Range.

Upgrade (1 EP): Increase the Range by 2+3d8.

Upgrade (2 EP): Cast as Normal.

Upgrade (1 EP): Your Magical Music and Spells may travel through Soundproof Barriers.

Upgrade (1 EP): Send your Song unto the Winds so that they may carry it to your companions, wherever they are.

Spell Chance: Charisma + Focus + 20

Cast Type: Ritual

Range: -

Costs: 2 EP

Cooldown: -

12 - Rhythm of Hope

All allies in range heal Spell Chance/2.

Upgrade (1 EP): Increase the Spell Chance by 6.

Upgrade (1 EP): All allies regain 1+1d4 EP.

Upgrade (1 EP): The healing is increased by 2+2d4.

Upgrade (1 EP): Remove a negative effect from 1 ally.

Spell Chance: Charisma + Focus + 2

Cast Type: Normal

Range: Must be in hearing range

Costs: 2 EP

Cooldown: -

14 - Heroes of Sagas

Forge a Song about your Allies. All your positive Spell Effects and Results are +1 greater on them the day you play this song.

Upgrade (With a Rhythm): Play as Movement.

Upgrade (1 EP): All your allied positive Spell Effects are +1 greater on you.

Upgrade (1 EP): Increase all social checks for you and your allies by 1 with targets that have heard the song.

Spell Chance: Charisma + Focus + 2

Cast Type: Ritual

Range: Must be in hearing range

Costs: 3 EP

Cooldown: 10 rounds

14 - Fell the Nemesis

Forge a Song about your greatest foes. All your negative Spell Effects and Results are +1 greater on them the day you play this song.

Upgrade (With a Rhythm): Play as Movement.

Upgrade (1 EP): All your allies have +2 damage on foes specified in the Song.

Upgrade (1 EP): All your allies have +2 magical armour against foes specified in the Song.

Spell Chance: Charisma + Focus + 2

Cast Type: Ritual

Range: Must be in hearing range

Costs: 3 EP

Cooldown: 10 rounds

18 - Stunning Solo

Stun a target.

Upgrade (Long): all allies get +3 Bonus to all Chances for 2 rounds.

Upgrade (2 EP): Stun another target.

Upgrade (2 EP): Ignore the Cooldown of this Spell.

Spell Chance: Charisma + Focus + 2

Cast Type: Normal

Range: Must be in hearing range

Costs: 3 EP

Cooldown: 3 rounds

7.3.6 Almanach of Enchanting

Symbol: The Almanach of Enchanting is marked by 5 shining Crystals that are placed on a Star.

0 – Enchantment of the Apprentice

You can transform a crystal or glass to give it better magic capabilities. Any Spell bound to the enchanted Artefact receives +3 additional Spell Chance when cast from the enchanted Artefact.

Upgrade (2 EP): Warp its form somewhat to give it a certain geometrical appearance.

Upgrade (2 EP): Any Spell bound to the Stone receives +3 Spell Chance.

Upgrade (2 EP): Bind the Stone to an Item that could potentially hold it. You may form a Socket for it.

Range: Touch

Cost: 3 EP

Cast Type: Ritual

Cooldown: 3 hours

1 – Enchantment of Protection

Enchant a Crystal so that it grants +1 to all Defense Chances when equipped.

Upgrade (2 EP): The Crystal grants +2 Magical Resistances and Protection instead.

Upgrade (2 EP): The Crystal lets the target take 1 damage less from any active damage source when equipped instead.

Upgrade (2 EP): The Crystal grants the target 4 damage Bonus Resistance against Sickness and Poison.

Upgrade (Movement Reflex): Grant a target in Focus + 10 Meter range Spell Result Bonus Defense once instead. You may ignore the Cooldown.

Upgrade (X EP): Cast as Bonus. A target in Focus + 10 Meter range gains 1+1d6 damage reduction from active damage sources for X rounds once.

Spell Chance: Intelligence + Focus

Range: Touch

Cost: 3 EP

Cast Type: Ritual

Cooldown: 3 hours

1 – Seal of fleeting Magic

Enchant a Crystal so a single Spell Cast can be bound to it. The Spell Cast can be unleashed from the enchanted Artefact once. The Stone will be destroyed when used. Anyone can unleash the Cast as it was stored.

Upgrade (2 EP): The Spell has +2 Spell Chance when Cast from the Stone.

Upgrade (3 EP): The Crystal is not destroyed when used.

Upgrade (2 EP): The Spell is accelerated when unleashed.

Upgrade (3 EP): The current rightful owner of the crystal may activate it remotely.

Range: Touch

Cost: 2 EP

Cast Type: Ritual

Cooldown: 3 hours

1 – Enchantment of Might

Enchant a Crystal in such a way that it grants the target +1 Bonus to all non-Combat Strength and Toughness Chances.

Upgrade (X max EP): Grant X targets the Bonus until next dawn instead.

Upgrade (Bonus): Grant a target in Focus + 10 Meter range a Bonus of +5 once instead. You may ignore the Cooldown.

Range: Touch

Cost: 2 EP

Cast Type: Ritual

Cooldown: 3 hours

2 – Enchantment of Sympathy

Enchant a Crystal in such a way that it grants the target +1 Bonus to all positive Social Chances when equipped.

Upgrade (2 EP): Grant the Bonus to negative Social Chances also.

Upgrade (3 EP): The target may increase the Bonus once a day by 4.

Upgrade (Movement Reflex): Grant a target in Focus + 10 Meter range a Bonus of +5 once instead.

Range: Touch

Cost: 2 EP

Cast Type: Ritual

Cooldown: 3 hours

2 – Enchantment of the Blade

Enchant a Crystal in such a way that it grants the target +1 Bonus Attack Chance with a Weapon that holds the Crystal.

Upgrade (2 EP): Also grants +1 Bonus Damage.

Upgrade (X EP): Cast as Bonus. Grant a target the Bonus for X rounds instead.

Upgrade (Bonus): Grant a target in Focus + 10 Meter range a Bonus of +5 once instead. You may ignore the Cooldown.

Range: Touch

Cost: 2 EP

Cast Type: Ritual

Cooldown: 3 hours

3 – Enchantment of Life

Enchant a Crystal in such a way that it grants the target +5 maximum HP when equipped.

Upgrade (2 EP): Also makes the target less prone to old age.

Upgrade (2 EP, 1 day Cooldown): The crystal may also heal the target once a day for 2+1d8.

Upgrade (X max EP): Grant X targets the Bonus once until next dawn.

Upgrade (Bonus): Heal a target in Focus + 10 Meter range for Spell Result/2 instead. You may ignore the Cooldown.

Spell Chance: Intelligence + Focus + 6

Range: Touch

Cost: 2 EP

Cast Type: Ritual

Cooldown: 3 hours

3 – Sorcerers Mark

You may engrain a specialized Mark on the Artefact you enchant, if you have put any others

enchancements on it. Your mark may reveal your name or an alias to other magic users.

Upgrade (2 EP): Only certain people can benefit from the effects of the enchancements you have put unto the Artifact.

Upgrade (2 EP): The current rightful owner of the Artefact may always know where it is.

Range: Touch

Cost: 2 EP

Cast Type: Ritual

Cooldown: 3 hours

3 – Enchantment Magic

Enchant a Crystal in such a way that it grants the target +1 Spell Chance.

Upgrade (3 EP): Grants +2 Spell Chance instead.

Upgrade (Bonus): Grant a target in Focus + 10 Meter range +3 Spell Chance for one round instead. You may ignore the Cooldown.

Upgrade (X max EP): Grant X targets the Bonus until next dawn once.

Range: Touch

Cost: 3 EP

Cast Type: Ritual

Cooldown: 3 hours

4 – Enchantment of Restoration

Enchant a Crystal in such a way that it grants the target +2 maximum EP when equipped.

Upgrade (2 EP, 1 day Cooldown): The crystal may also restore 1+1d4 EP once per day.

Upgrade (X max EP): Grant X targets the Bonus once until next dawn.

Upgrade (Bonus): Restore 1+1d4 EP on a target in Focus + 10 Meter range instead. Has 3 rounds Cooldown instead.

Range: Touch

Cost: 2 EP

Cast Type: Ritual

Cooldown: 3 hours

4 – Enchantment of Mystery

Enchant a Crystal in such a way that it hides the magical capabilities it and artefacts it is placed in possess by Spell Result.

Upgrade (3 EP): It will also hide the magical capabilities of the wearer when equipped.

Upgrade (3 EP): Stealth the Crystal and the artifact it is placed into by Spell Result. Does not work on the wearer. You can alter the appearance of the Crystal or the Artefact as an Illusion.

Upgrade (Normal): Stealth a magical Object in Focus + 15 Meters Range by Spell Result. You can alter the appearance of the Crystal or the Artefact as an Illusion.

Spell Chance: Intelligence + Focus + 8

Range: Touch

Cost: 4 EP, 1 max EP

Cast Type: Ritual>

Cooldown: 6 hours

5 – Mark of Binding

Enhance one of the properties of a Trap, Poison, Potion, Lock or similar physical Object natural Effects by 4 once.

Upgrade (3 EP, 12 hours Cooldown): Enchant the Object by Intelligence/2 instead.

Upgrade (1 max EP): You may cast Sorcerers Mark unto the Object.

Range: Touch

Cost: 2 EP

Cast Type: Long

Cooldown: 5 rounds

5 – Enchantment of Sharpened Mind

Enchant a Crystal in such a way that it grants the target +1 active Perception when equipped.

Upgrade (2 EP, 1 day Cooldown): Grants passive Perception instead.

Upgrade (2 EP): Increase the granted Perception by +1.

Upgrade (X max EP): Cast as Bonus. Grant X targets the Bonus until next dawn once.

Range: Touch

Cost: 2 EP

Cast Type: Ritual

Cooldown: 3 hours

6 – Enchantment of the Scholar

Enchant a Crystal in such a way that it grants the target +1 to all knowledge checks.

Upgrade (5 EP): The target may use 1 EP per 5 minutes to translate a certain foreign language bound to the crystal, through the crystal, instead.

Upgrade (Normal, X EP per 5 minutes): Cast as Normal. Grant X targets in range the ability to speak a foreign language.

Range: Touch

Cost: 2 EP

Cast Type: Ritual

Cooldown: 3 hours

6 – Seal of Strong Magic

Enchant a Crystal so a single Spell can be bound to it for Spell Result Casts if the Stone can hold that many. The Spell must not be bound to the Crystal immediately, you simply enchant a Crystal so that it gains the Potential to hold a single Spell this way. The Stone will be destroyed when the all Casts have been used up. Anyone can cast the Spell from the Stone as if they knew it. The Spell can only be of Intelligence-2 Level. Once a Spell is bound to the enchanted Crystal it cannot be exchanged until all Casts have been used up. Rituals take up 3 Casts. Cooldowns apply.

Upgrade (2 EP): The Spell has +2 Spell Chance when Cast from the Stone.

Upgrade (3 EP): The Crystal is not destroyed when all charges are used up but must be reenchanted.

Upgrade (2 EP): Cast as Movement Reflex. Seal a Spell that another Mage has casted in a Stone that can hold it.

Upgrade (Movement Reflex): Reduce the Spell Result that another Mage has Cast by Spell Result. Has 3 rounds Cooldown Instead.

Spell Chance: Intelligence + Focus + 5

Range: Touch

Cost: 3 EP

Cast Type: Ritual

Cooldown: 3 hours

8 – Mark of Runic Power

Enchant a physical Object made from Metal, Wood or Stone with magic Runes that can hold an Enchantment as if they were a regular magical crystal.

Upgrade (3 EP): The Object may hold Seals and Marks as well.

Upgrade (3 EP): The Object may hold an additional Enchantment.

Range: Touch

Cost: 4 EP, 1 max EP

Cast Type: Ritual

Cooldown: 6 hours

8 – Enchantment of Nullification

Enchant a Crystal in such a way that it grants the target +2 Magic Defense when equipped.

Upgrade (3 EP): The target may lower a Spell Result in their range for Spell Result once a day.

Upgrade (Movement Reflex): Grant the Effect to a target in Focus + 10 Meters range instead.

Spell Chance: Intelligence + Focus + 6

Range: Touch

Cost: 4 EP

Cast Type: Ritual

Cooldown: 6 hours

10 – Mark of Enchanted Flesh

Place magical Tattoos unto a target once. They may hold one enchantment.

Upgrade (3 EP, 1 max EP): The Object may hold Seals and Marks as well.

Upgrade (Long): The Tattoos are not permanent and disappear the next dawn.

Upgrade (3 EP, 1 max EP): The Object may hold an additional Enchantment.

Upgrade (1 EP): If the target is anyone but you they may pay the permanent EP Costs instead.

Range: Touch

Cost: 4 EP, 1 max EP

Cast Type: Ritual

Cooldown: 6 hours

10 – Enchantment of Power

Enchant a Crystal with Power. The wearer may increase the Effect of one other Enchantment by 2 for 1 max EP.

Upgrade (2 EP): The wearer may target 2 Enchantments individually instead.

Upgrade (2 EP): The wearer may activate or deactivate the effect of Mark of Power.

Upgrade (X max EP): Grant X targets the Effects of Mark of Power once until the new dawn.

Range: Touch

Cost: 6 EP

Cast Type: Ritual

Cooldown: 1 day

10 – Mark of greater Powers

Use the Mark greater Powers to enchant a Crystal in such a way that it may hold a Second Seal.

Upgrade (3 EP): The used Seals may be different.

Upgrade (3 EP): The Spell used by the Seals might be the same.

Range: Touch

Cost: 3 EP

Cast Type: Ritual

Cooldown: 1 day

14 – Seal of Chaining

Seal the Spirit of a creature that is dying or just died into a Crystal that can hold it with Spell Chance.

The Spirit may resist the Chaining with Wisdom + Toughness + 6. The Crystal must at least be of Very Rare Quality to hold a sentient Spirit, potentially much better to

Upgrade (3 EP): You may use the Seal of Chaining on Creatures below 1 HP as well.

Upgrade (5 EP, 2 max EP): Increase the Spell Chance by Wisdom + 6.

Spell Chance: Intelligence + Focus + 6

Range: Touch

Cost: 5 EP, 2 max EP

Cast Type: Ritual

Cooldown: 6 hours

14 – Enchantment of the Archmage

Enchant a Crystal so the wearer may increase the effects of one other enchantment they are benefiting from by X, where X is the amount of active Enchantments on the wearer.

Upgrade (4 EP, 1 max EP): The wearer also gains X Spell Chance.

Range: Touch

Cost: 4 EP, 1 max EP

Cast Type: Ritual

Cooldown: 1 day

15 – Seal of Everlight

Bind a Spell to a Crystal. It may forever be cast from that Crystal by whomever possesses it as if they knew it. Rituals cannot be bound by Seal of Everlight. The Crystal may take any form you desire and can be automatically infused or removed from an Item.

Upgrade (3 EP): The Spell will be accelerated when cast from the Crystal.

Upgrade (3 EP): The Spell has +5 Spell Chance when cast from the Crystal.

Range: Touch

Cost: 6 EP, 2 max EP

Cast Type: Ritual

Cooldown: 6 hours

7.3.7 Eyarnas Forbidden Mirror

Symbol: Eyarnas Magic Mirror is represented by a shattering Hourglas. Its Spell Instructions are usually carved into expensive Glass. Eyarnas Magic is forbidden by most established Arcane Organisations and even outlawed in many countries in Midheim.

2 - Feedback Loop

Description: Regain Spell Result/2 EP. You can only use this after if you have already cast an arcane spell this round.

Spell Chance: $1d4 + 1$

Upgrade(1 EP): Your next Spell is Accelerated.

Upgrade(Bonus): Remove the Cooldown of one of your Spells.

Upgrade(2 EP): Gain a Movement Action.

Cast Type: Movement

Range: Self

Costs: 2 EP

Cooldown: 1 round

3 - Warp

Description: Warp a target. Each time they have been warped they gain +2 Bonus Initiative or negative 2 Initiative depending on your Choice. Initiative can not fall below 0.

Upgrade(1 EP): Cause both effects to 2 targets of your choice.

Upgrade(1 EP): Increase the effect by 1.

Upgrade(Bonus, 1 EP): Grant or remove a Bonus Action of the target.

Upgrade(Ritual): Warp a target you cannot see.

Cast Type: Movement

Range: Focus + 20 Metres

Costs: 1 EP

Cooldown: 0 Rounds

4 - Total Recall

Description: Enchant a target. If they are warped they can recall/retell a situation of Spell Result length in Minutes as if it was happening now. The target may resist or aid the Spell Cast with Toughness + Wisdom.

Spell Chance: Intelligence + 10

Upgrade(Ritual, 2 EP): Allow the target to fully relive the Situation as if it was happening now.

Upgrade(2 EP): Increase the Spell Result by $3d6 + 1$.

Upgrade(1 EP): Cast as ranged, use in Combat: Stun a target for 2 rounds or remove a Stun, Daze or Blind from them.

Cast Type: Normal

Range: Touch

Costs: 2 EP

Cooldown: 3 Rounds

5 - Ripple Effect

Description: Gain +1 Spell Chance for each Warp Stack active on yourself.

Spell Chance: Intelligence + 10

Upgrade(1 EP): Cast on another target. They gain all Effects of Ripple Effect based on the Warp stacks on them for as long as you pay the costs.

Upgrade(1 EP per round): Also gain +1 Magic Armour for each Warp Stack on yourself.

Upgrade(1 EP): Also regain 2 HP each round per Warp Stack on yourself.

Cast Type: Normal

Range: Focus + 10

Costs: 2 EP, 1 EP per round

Cooldown: 5 Rounds

6 - Entanglement

Description: Consume a Warp Stack for any target: your next Spell becomes a Reflex Movement.

Upgrade(2 EP): Reset one Cooldown of your Choice.

Upgrade(1 EP): Warp yourself twice.

Cast Type: Reflex Movement

Range: Self

Costs: 2 EP, 1 Warstack

Cooldown: 4 Rounds

7 - Inception

Description: You may foresee what a target has planned. You must succeed their Wisdom + Toughness Check with your Spell Result. Gain hidden Information about your targets Intentions as a Vision. The target must be warped. Remove 1 Warp from the target.

Spell Chance: Intelligence + 15

Upgrade(1 EP): The target may not know that you have looked upon their planned future.

Upgrade(Normal, 1 EP per round, 3 EP per hour): Grant yourself and your allies a +2 Bonus against a target each round you keep foreseeing their actions. The effect ends when you stop paying or when the target is no longer warped.

Upgrade(1 EP, 1 EP per round, 3 EP per hour): When using the Spell on yourself or an ally or yourself, grant the target a +2 Bonus as long as they are warped.

Upgrade(2 EP): Choose an additional target.

Cast Type: Ritual

Range: Focus + 30 Metres

Costs: 3 EP

Cooldown: -

8 - Arcane Gravity

Choose a target. All enemy targets in a Focus + 10 Meter radius lose 2 Initiative for each time the target has been warped. It has a -2 Modifier on all Actions for one round.

Spell Chance: Xd4

Upgrade(2 EP): All allies gain a Bonus of +2 when attacking targets affected by Arcane Gravity.

Upgrade(2 EP): All enemy targets in range receive the same negative modifier.

Upgrade(X EP): The target receives an additional negative modifier of Spell Effect for one round, where X is the amount of warpstacks you intent to remove.

Upgrade(2 EP): Extend Arcane Gravity's Effects by 1 round.

Cast Type: Bonus

Range: Focus + 30 Metres

Costs: 2 EP, 1 Warpstack

Cooldown: 3 Rounds

10 - Time Bending

The target can use Actions from the next round; if they use an action from the next round they can not use it in the next round. They gain Spell Result Bonus Initiative and a Warp Stack for each Action they pull from the next round.

Spell Chance: 2d4

Upgrade(2 EP): Grant the target an additional Bonus Action.

Upgrade(Normal): You regain 1 EP for each Action the target pulls from the next round and any Action generated by them while they are under the effects of timebending.

Upgrade(1 EP): The Cooldown of Time Bending is 0.>

Upgrade(2 EP): For each Action the target pulls from the next round, warp a target of your choice.

Cast Type: Bonus

Range: Focus + 20 Metres

Costs: 2 EP

Cooldown: 3 Rounds

12 - Mirror Step

A warped target gets teleported to the position they were in at the end of the round before. They can contest the spell by rolling a Wisdom + Toughness check.

Spell Chance: Intelligence + 15

Upgrade(1 EP): Use this Spell on yourself.

Upgrade(2 EP): Teleport the target to any other warped target.

Upgrade(X*2 EP): Target X additional targets.

Cast Type: Reflex Movement

Range: Focus + Spell Effect Metres

Costs: 3 EP, 1 Warpstack

Cooldown: 5 Rounds

14 - Wormhole

Enchant a warped target. The targets Movement Actions for the next turn becomes “can teleport” with the same distance instead. This consumes all warped stacks on the target.

Upgrade(Long): Grant the target a +1 Bonus for each Warped Stack that was on then for one round.

Upgrade(1 EP): Warp the target whenever it teleports.

Upgrade(2 EP): Increase the duration of the Spell by 1 round.

Upgrade(2 EP): Increase the Teleportation Distance by 3d4.

Cast Type: Normal

Range: Self

Costs: 3 EP, 1 Warpstack

Cooldown: 4 Rounds

16 - Shatter

Slice any target in Range with a Mirror Shard. Attack and damage a target with Spell Result where X is the amount of times the target has been warped. Remove all Warp Stacks from the target.

Spell Chance: Intelligence + 10 + Xd8

Upgrade(2 EP): Increase the Attack Value of the Spell by 2d8

Upgrade(2 EP): Cast as Normal

Upgrade(1 EP): Warp yourself 2 times.

Cast Type: Long

Range: Focus + 30 Metres

Costs: 5 EP

Cooldown: 3 Rounds

7.3.8 Knowledge of the Builders

10 - Stone of Protection

Enchant a Stone using a powerful magical crystal. It may identify, warn and attack non-complicit intruders with Spell Result ranged attacks for 5+2d8 damage.

Upgrade (1 maximum EP): Increase the Spell Result by 12 and the damage by 3 + 1d8.

Upgrade (1 maximum EP): The Stone will be able to attack 2 targets each turn.

Spell Chance: Intelligence + Focus + Wisdom

Cast Type: Ritual

Range: Touch

Costs: 10 EP, 1 maximum EP

Cooldown: 1 Month

12 - Fortify Building

Use up a powerful magical crystal to enchant a building, granting it Spell Result additional Damage Resistance against any damage type.

Upgrade (1 maximum EP): Increase the Spell Result by 12.

Upgrade (1 maximum EP): For as long as you live the building may not crumble due to the passage of time.

Spell Chance: Intelligence + Focus + Wisdom

Cast Type: Ritual

Range: Touch

Costs: 10 EP, 1 maximum EP

Cooldown: 1 Month

16 - Golem Contract

Create a Golem by magically enchanting Stone, Clay, Wood or a similar construction. The Body of the Golem must at least roughly resemble a possible body. You need a powerful magical Crystal that you need to mould into the Golem somehow. The Crystal will hold the set of Instructions you give the Golem.

Creating a Golem is long and complicated process, the rules need to be very specific and clear. "Protect this Place" might not be enough if you do not want the Golem to punch the wall when it detects a Termite. All sets of Commands must be carefully woven into the Crystal.

Upgrade (1 maximum EP): The Golem may be socketed, which will enable you to upgrade it later.

Upgrade (1 maximum EP): The Golem listens to your direct voice commands.

Cast Type: Ritual

Range: Touch

Costs: 2 maximum EP, returned when the Golem is destroyed

Cooldown: 3 Months

21 Create Building

Create a building. Each round you cast this spell new things are added to this building. You need the materials for this. As a reference each time you cast this Spell you can erect Spell Effect square Metres

of Wall.

Spell Chance: Intelligence + 1d20

Cast Type: Ritual

Range: Touch

Costs: 5 EP

Cooldown: 0 Rounds

7.4 Light

7.4.1 Warden of the Sun

Symbol: A Half Circle emitting rays of light

0 – Glare

Daze a target that is in melee combat with you.

Upgrade (1 EP): Cast as reflex Movement.

Upgrade (1 EP): Cast on a target that is in melee Combat with an ally.

Upgrade (1 EP): You have +2 Bonus on all Combat Chances against the target.

Range: Focus + 10

Cost: 2 EP

Cast Type: Bonus

Cooldown: 1 Round

0 – Together against Darkness

All allies in Range gain +1 Bonus to all their Combat Chances for one round.

Upgrade (1 EP): They also all take 1 less damage from all sources.

Upgrade (Long): The Effects of the Spell lasts 2 rounds.

Upgrade (1 EP): Heal all allies affected by 2+1d12.

Upgrade (2 EP): All allies but you regain 1+1d4 EP.

Range: Focus + 10

Cost: 2 EP

Cast Type: Bonus

Cooldown: 1 Round

0 – Gaze of the Righteous

Gaze upon a target. Investigate their Honor and Unrighteousness with Spell Result. If you deem them worthy, you may grant them 1d4 EP.

Spell Chance: Wisdom + Focus + 8

Upgrade (1 EP): Also give them a Bonus of 1+1d6 on their next Action.

Upgrade (1 EP): Increase the Spell Chance by 6.

Upgrade (2 EP): Get a Vision of their Good Deeds or their Sins if you successfully investigate.

Range: Focus + 15

Cost: 1 EP

Cast Type: Movement

Cooldown: 1 Round

1 – Protection

Reduce the next incoming attack against the protected target, whether it is physical or magical, by Spell Result. If the Protection is greater than the attack it will nullify it.

Spellpower: Wisdom + Focus + 3

Upgrade (2 EP): Cast the Spell as a Reflex Movement Cast.

Upgrade (X*2 EP): Protect X additional targets.

Upgrade (1 EP): Ignore Cooldown restrictions.

Upgrade (Normal): Increase the Protection by 1 + 2d8.

Range: Focus + 10

Cost: 2 EP

Cast Type: Bonus

Cooldown: 2 Rounds

1 – Guardian of Hope

Heal all allies in Range for 2+2d4.

Upgrade(2 EP): Increase the healing by 2+2d4.

Upgrade(1 EP): All affected allies take 1 damage less from all sources for one round.

Upgrade(2 EP): Cast as reflex Movement.

Range: Focus + 10 Metres

Cost: 2 EP

Cast Type: Bonus

Cooldown: -

2 – Beacon of Courage

Remove a negative effect from an ally in range.

Upgrade(2 EP): Cast as reflex Movement.

Upgrade(X EP): Remove X negative effects instead..

Upgrade(2 EP): Cast as reflex Movement.

Range: Focus + 10 Metres

Cost: 2 EP

Cast Type: Bonus

Cooldown: 2 rounds

2 – Dazzle

Daze any enemy in range.

Upgrade(2 EP): Also Stun the target.

Upgrade(1 EP): Also blind the target.

Upgrade(1 EP): Accelerate the Spell.

Range: Focus + 10 Metres

Cost: 2 EP

Cast Type: Normal

Cooldown: -

3 – Light Weaving

If your next spell is successful, gain a Bonus Action.

Upgrade(1 EP): Grant the Action to an ally instead.

Upgrade(Bonus): Regain 1+1d4 EP.

Range: Focus + 10 Metres

Cost: 1 EP

Cast Type: Movement

Cooldown: 1 round

3 – Holy Avenger

Your next Attack or Spell has Spell Result/2 Bonus Spell Chance.

Upgrade(Bonus): If the enchanted attack or spell deals damage regain 1d4 EP.

Upgrade(1 EP): If the enchanted attack or spell deals damage heal yourself for 1+2d6 HP.

Upgrade(1 EP): Allies take 2 damage less from the target of the attack or spell.

Spell Chance: Wisdom + 12

Range: Focus + 10 Metres

Cost: 1 EP

Cast Type: Movement

Cooldown: 1 round

4 – Heart of Sun

Create a bright light with a radius of Range and a duration of Spell Result.

Spellpower: Wisdom + 15

Upgrade(2 EP): Reveal one hidden attack on a target in range per turn.

Upgrade(2 EP): All allies in range heal 1+1d6 HP per turn.

Upgrade(2 EP): All allies in range take 1 damage less from any source.

Upgrade(1 EP): You have +2 Spell Chance.

Upgrade(1 EP): Accelerate the Spell.

Range: Focus + 10 Metres

Cost: 3 EP

Cast Type: Normal

Cooldown: -

4 – Misguidance

Lower an enemies Attack or Spell Result by 4.

Upgrade(1 EP): Lower the Result by 4 more.

Upgrade(2 EP): Daze the enemy.

Upgrade(2 EP, 1 round Cooldown): Lower the damage of the Attack by Spell Result.

Spellpower: Wisdom + 10

Range: Touch

Cost: 1 EP

Cast Type: Movement Reflex

Cooldown: -

5 – Punishment

Attack an enemy as a ranged attack with a beam of holy light. If you hit them, deal 4+4d4 damage.

Upgrade(1 EP): The damage ignores any armour.

Upgrade(1 EP): Accelerate the Spell.

Upgrade(1 EP): Increase the Spell Chance by Focus.

Upgrade(-): If the target has dealt damage to an ally or is evil, regain 1d4 EP.

Upgrade(-): If the target has dealt damage to an ally or is evil to all allies have a +1 Bonus Chance against it for one turn.

Upgrade(2 EP): Increase the damage by 3+3d4.

Spellpower: Wisdom + 11

Range: Touch

Cost: 2 EP

Cast Type: Normal

Cooldown: 1 round

5 – Blessed Protectors

Bless the Weapons of all allies in range for 2 rounds. They deal 2 damage more.

Spellpower: Wisdom + 15

Upgrade(2 EP): The wielders heal 1d4 HP each time they deal damage.

Upgrade(2 EP): Also bless the armour. Each armour value is increased by 2.

Upgrade(1 EP): Also bless Shields, their defence Bonus is increased by 2.

Upgrade(1 EP): Increase the range by Wisdom.

Range: Focus + 3

Cost: 3 EP

Cast Type: Bonus

Cooldown: -

6 – Flash

Grant a Movement Action to a target in range.

Upgrade(1 EP): The target regains 1d4 EP.

Upgrade(1 EP): An enemy loses a Movement Action instead.

Upgrade(X EP): Target X more targets.

Cost: 2 EP

Cast Type: Movement

Cooldown: 1 Round

7 – Stand of the Illuminated

Bless the ground around you with Range radius till the end of Combat. All allies inside the range take 2 damage less from all sources.

Spellpower: Wisdom + 15

Upgrade(1 EP): All allies in range heal for 1+1d4 per turn.

Upgrade(1 EP): All allies in range regain 1 EP per turn.

Upgrade(1 EP): Your Spell Chance is increased by 2.

Upgrade(1 EP): Accelerate the Spell.

Upgrade(1 EP): Increase the range by Wisdom.

Range: Focus + 5

Cost: 3 EP

Cast Type: Long

Cooldown: -

7 – Radiant Emittance

Deal Xd4 unblockable Damage to a target where X is the amount of Spells you have cast this turn including this one.

Spellpower: Wisdom + 15

Upgrade(1 EP): Accelerate the Spell.

Upgrade(1 EP): Heal a target for the same amount instead.

Upgrade(1 EP): Regain X EP.

Range: Focus + 15

Cost: 3 EP

Cast Type: Bonus

Cooldown: 1 Round

9 – Protective Presence

Deal $Xd4$ unblockable Damage to a target where X is the amount of Spells you have cast this turn including this one.

Spellpower: Wisdom + 15

Upgrade(1 EP): Accelerate the Spell.

Upgrade(1 EP): Heal a target for the same amount instead.

Upgrade(1 EP): Regain X EP.

Range: Focus + 15

Cost: 3 EP

Cast Type: Bonus

Cooldown: 1 Round

9 – Embodied Protector

Bless an ally by your Side. They take 3 damage less from all sources for 1 round.

Upgrade(X EP): Bless X more allies in range.

Upgrade(1 EP): The range becomes Focus + 5 Metres.

Upgrade(1 EP): The effect lasts 2 rounds instead.

Upgrade(2 EP): Increase the damage reduction by Wisdom/2.

Range: Touch

Cost: 1 EP

Cast Type: Bonus

Cooldown: 1 Round

10 – Overwhelming Shine

Target an Enemy. They must Attack you for 1 round or not attack at all.

Upgrade(X EP): Target X additional enemies.

Upgrade(1 EP): Allies take 2 less damage from targeted enemies.

Upgrade(2 EP): Blind any affected enemy attacking you.

Range: Self

Cost: 1 EP

Cast Type: Bonus

Cooldown: 1 round

12 – Prism

Cast another Spell in the Action you cast this Spell in.

Upgrade(1 EP): Accelerate this Spell.

Upgrade(1 EP): If the other Spell is successful gain a Movement Action.

Upgrade(1 EP): Choose one Upgrade for the other Spell without cost.

Range: Self

Cost: 2 EP

Cast Type: Normal

Cooldown: 3 Rounds

12 - Dawn Bringer

For every Spell you have cast this round gain +2 to all Combat Chances for the next rounds.

Upgrade(1 EP): Gain the Bonus for the next 2 rounds instead.

Upgrade(1 EP): Every ally in Range is granted +1 Bonus to their Combat Chances for one round.

Upgrade(1 EP): Every ally in Range takes 2 less damage from all sources for one round.

Cost: 2 EP

Cast Type: Bonus

Cooldown: 5 Rounds

14 – Selfless Sacrifice

You take the damage an ally would have taken.

Upgrade(2 EP): Reduce the damage by Spell Result.

Upgrade(1 EP): Ignore the Cooldown of this Spell.

Upgrade(X EP): Protect X targets from the same damage source.

Upgrade(1 EP): Reduce the damage by an additional 1 + 2d6

Spell Chance: Wisdom + 5

Range: Wisdom + 15

Cost: 3 EP

Cast Type: Reflex Movement

Cooldown: 4 Rounds

14 – Chosen Guardian

For each time you have protected an ally from damage last round regain 1 EP

Upgrade(1 EP): Each ally you have protected from damage last round regains 1+1d4 EP.

Upgrade(1 EP): Each ally you have protected from damage last round is healed for 1+2d6.

Upgrade(1 EP): Increase the regained EP for each enemy that has attacked you last round.

Range: Wisdom + 15

Cost: 3 EP

Cast Type: Bonus

Cooldown: 4 Rounds

17 – Sunbarrier

Create a domed barrier of Light with a Range radius. Each enemy Attack and Spell that pass through it are reduced by Spell Result/2.

Upgrade(1 EP): Each enemy that passes through it is dazed.

Upgrade(1 EP): Enemies must use a Bonus Action to pass through the barrier

Upgrade(1 EP): Each enemy that passes through it is blinded.

Upgrade(1 EP): Each ally inside the dome takes 2 damage less from all sources.

Upgrade(1 EP): You may explode the barrier at any point to deal Spell Result damage as a ranged attack to all enemies in Range * 2 and also Stun them.

Range: Focus + 6

Cost: 3 EP, 2 EP per round

Cast Type: Normal

Cooldown: 10 rounds

19 – Wings of Deliverance

Gain Wings made of light, increasing your movement range by Spell Result.

Upgrade(1 EP): All allies in range take 1 damage less from all sources.

Upgrade(1 EP): All allies in range have a positive modifier of 2 to all Combat Chances.

Upgrade(1 EP): All enemies in range have a negative modifier from 1 on all Combat Chances.

Spell Chance: Wisdom + 5

Range: Focus + 10

Cost: 4 EP

Cast Type: Normal

Cooldown: 15 Rounds

7.4.2 Teachings of the Everlight

0 – Light

Create a Sun like Light for Spell Result minutes and radius. You may carry the light around or make it static.

Spell Chance: Wisdom + Intelligence + 5

Upgrade (2 EP): The Light may reveal hidden secrets.

Upgrade (2 EP): The Light may start pulsating when danger is close.

Upgrade (1 EP): Every ally of the Light will heal 1 HP per combat round or every 5 Minutes.

Range: Touch

Cost: 1 EP

Cast Type: Normal

Cooldown: 1 hour

0 – Gesture of Blessing

Bless a target. They gain 1d6 + 1 as Bonus on their next Action.

Upgrade (1 EP): Add another 1d6 for one target.

Upgrade (1 EP): The target may choose when to use the Blessing. All blessings end at the next Dawn.

Upgrade (X EP): Bless X targets instead.

Upgrade (Ritual): Also prevent the next critical failure of all blessed targets.

Cast type: Bonus

Range: Focus + 8

Cooldown: -

Cost: 2 EP

0 – Daylight Blessing

Bless a target. They gain +1 Bonus on a task they choose for the rest of the day.

Upgrade (1 EP): Increase the Bonus by +1.

Upgrade (1 EP): Also bless yourself for that task. Does not stack.

Upgrade (Ritual): Bless X targets instead. Pay X EP.

Cast type: Normal

Range: Touch

Cooldown: -

Cost: 1 EP

1 – Rainbow Ray

Restore Spell Result/2 HP.

Spell Chance: Wisdom + 8

Upgrade(2 EP): Heal an additional target for the same Result.

Upgrade(1 EP): Increase the Spell Chance by 6.

Upgrade(1 EP): Cast as Movement Spell.

Upgrade(2 rounds Cooldown): Increase the healing by 2d6.

Range: Focus + 10 Metres

Cost: 2 EP

Cast Type: Normal

Cooldown: 1 round

1 – Gesture of Trust

Form a Bond with another Person - if they are willing. The Bond lasts one day. While the Bond is active the other Person is granted +3 EP Maximum EP. You can terminate the Bond anytime as an Movement Action, receiving 3 + 1d6 EP immediately, while the other Person loses the Bonus EP and 3 additional EP. You heal all bound targets for an additional +3 HP.

The Bond of Trust can be broken any time by all parties.

Upgrade (2*X Maximum HP): Form the Bond with X people. The cost is reconstituted once you have rested. You can only lose 10 HP this way.

Upgrade (2 EP): Cast as a normal.

Range: Focus + 10

Cost: -

Cast Type: Ritual

Cooldown: 1 Day

2 – Against the Darkness

An ally gains 3d4 Bonus Defence Chance for one round.

Upgrade (Normal): Chose an additional target.

Upgrade (1 EP): Cast as Reflex Movement.

Upgrade (1 EP): Add 2 additional d4.

Range: 10 + Focus

Cost: 2 EP

Cast Type: Bonus

Cooldown: 1 Round

2 – Healing Hands

Heal a target for Spell Result.

Spellpower: Wisdom + Focus + 5

Upgrade (1 EP): Heal yourself for half the amount if you target someone else.

Upgrade (Long): The target receives 2d12 Bonus to their Poison and Sickness resistance.

Upgrade (Ritual): The target receives a Bonus of +1 on all Actions until Dawn. Does not stack.

Upgrade (2 EP): Cast as Bonus Spell.

Upgrade (1 EP): Heal a lesser Wound.

Range: Touch

Cost: 2 EP

Cast Type: Normal

Cooldown: -

2 – New Mornings Shine

Assist anyone in a Charisma check. They gain a Bonus of 1d6.

Upgrade (1 EP): Increase your own Charisma check instead.

Upgrade (1 EP): Grant another 1d6 Bonus.

Upgrade (1 EP): Grant the other Person a 1d6 Bonus as well.

Upgrade (Normal): All affected people feel warm.

Range: Focus + 2 Metres, you must be visible

Cost: 1 EP

Cast Type: Bonus

Cooldown: -

3 – Cure Ailment

Channel your magic to Combat Sickness or Poison on a target. Lower the Sickness or Poison Value of a Sickness afflicting your target.

Spellpower: Wisdom + 10

Upgrade (2 EP): Your target will be able to ignore the next effect of the illness or poison.

Upgrade (3 EP): Grant the target 2d12 temporary HP that only protects them from the ailment.

Upgrade (2 EP): Ignore the Cooldown restrictions.

Range: Touch

Cost: 4 EP

Cast Type: Ritual

Cooldown: 1 hour

3 – Tomorrows Shine

Gain Spell Result Bonus when tending to people who are sad, sorrowful, mourning or distressed in a similar way.

Upgrade (Ritual): Grant them a Bonus of +2 on all checks for the next day.

Upgrade (1 EP): All healing on the target is increased by 2.

Range: Touch

Cost: 1 EP

Cast Type: Normal

Cooldown: -

4 – Evershine

Your next spell is Accelerated as long as it is not this one.

Upgrade (2 EP): Your next Spell is a Reflex Movement.

Upgrade (Bonus): Your next Spell hits an additional target

Range: Self

Cast Type: Reflex Movement

Cost: 2 EP

Cooldown: -

4 – Gesture of Friendship

Bless up to five Allies. Each who agrees to the gesture of friendship gains Spell Result/2 Temporary HP until Dawn.

Spellpower: Wisdom + 6

Upgrade (2 Maximum EP): Increase the Spell Chance by 2d6.

Upgrade (2 EP): All blessed allies take 1 damage less from all sources.

Upgrade (2 EP): All Healing on the blessed targets restores 1 EP.

Range: Touch

Cost: 4 Maximum EP until the effect Ends

Cast Type: Ritual

Cooldown: 1 Day

4 – Mark of the Sun

Mark an ally. As long as they are marked they will be healed for Spell Result/2 every time they take damage from attacks or spells.

Spell Chance: Wisdom + 5

Upgrade(Ritual): Every time an ally is healed by this Spell you may make use of the other Upgrades as long as you pay the cost.

Upgrade (1 EP): You may move the Mark to another target once.

Upgrade (1 EP): Increase the next effect of this Spell by 2d6.

Upgrade (1 EP): All healing on the marked target is increased by 1.

Range: 10 + Focus

Cost: 2 EP to cast, 1 EP everytime someone is healed

Cast Type: Normal

Cooldown: 2 hours

5 – Blessing of Endurance

Restore 1+1d4 EP on the target. This Spell can not target yourself.

Upgrade(1 EP): Restore 1d4 more.

Upgrade (Normal): Restore the same amount on an additional target

Upgrade (2 EP): Also heal all targets for 2d6.

Upgrade (Touch): Remove one negative Effect or Wound on the target. Can only be used in Combat.

Range: 10 + Focus

Cost: 2 EP

Cast Type: Normal

Cooldown: 2 rounds

5 – Blessing of Love

Bless People that share love for one another. They may mark one another or enchant any artefact that marks their love instead. They may wish upon it once each to fulfil a wish related to their Bond of Love. The Bond can be renewed but does not stack.

Upgrade(1 EP): Grant them a Bonus of +1 when supporting one another.

Upgrade (Ritual): The Bond may exceed the Borders of Death.

Range: 10 + Focus

Cost: 2 EP

Cast Type: Normal

Cooldown: 2 rounds

6 – Proper Passage

Guide a Person from this World into Death properly and perhaps with dignity. Ensure that their Spirit or their way of dying will not return as a Phantom, Banshee or other Ill Fated Ghost.

Spell Chance: Wisdom + Focus + 11

Upgrade(1 EP): Learn how the Person died.

Upgrade(2 EP, Normal): Deal Spell Result unblockable damage to any Ill Fated Ghost or Undead Creature in an attempt to banish them. 2 rounds Cooldown.

Upgrade(2 EP): Cast as Bonus Spell.

Range: Touch

Cost: 1 EP

Cast Type: Ritual

Cooldown: -

6 – Blessing of the Everhealer

Heal a target for 1+2d6. Gain 2 EP. May only be used in Combat.

Upgrade(1 EP): Restore 2d6 more.

Upgrade(1 EP): You may use the Spell after Combat is over.

Upgrade(1 EP): Use as Bonus Action.

Range: 10 + Focus

Cost: 2 EP

Cast Type: Normal

Cooldown: -

6 – Gift of Inner Light

Mark an ally. They stay marked until they choose to remove it themselves. When they choose to

remove the Mark they are healed for 3+2d12.

Upgrade(1 EP): The mark grants them +1 on all defence checks.

Upgrade(1 EP): The mark grants them +1 on all received healing.

Upgrade(Ritual): Choose one person that bears the mark permanently. You may only choose one person blessed this way, forever or until the person dies.

Range: Touch.

Cost: 3 EP

Cast Type: Normal

Cooldown: 3 rounds.

7 – Gesture of Thoughtfulness

Assist an ally in a Wisdom check. Enlighten their path and grant them Insight into memory and knowledge. They gain a Bonus of Spell Result.

Spell Chance: 2d6 + 2

Upgrade (1 EP): Increase the Spell Chance by 1d6.

Upgrade (Ritual): Meditate together, granting the Bonus to all Participants (Maximum of 5).

Upgrade (1 EP): The Effect lasts for 4 hours.

Upgrade (Reflex Movement, 1 EP): Instead heighten the targets Spell Resistance by Spell Result against a Mind-influencing Spell that targets them.

Range: Self

Cast Type: Bonus

Cost: 2 EP

Cooldown: 6 hours

7 – Acceptance

Whenever Allies thank you for any Everlight Spell you cast on them you may cast Acceptance. Heal yourself for Spell Result.

Spell Chance: 1 + 1d4

Upgrade (1 EP): Restore Spellpower EP instead.

Upgrade (1 EP): Grant the ally that thanked you the same Effect.

Upgrade (Bonus): Restore both Spell Result EP and HP.

Upgrade (1 EP): Increase the Spell Chance by 1d4.

Range: 5 + Focus Metres

Cast Type: Movement

Cost: 1 EP

Cooldown: 1 round

8 – Cure Curse

Lower the Curse value of any Curse on a Person by Spell Result.

Spell Chance: Wisdom + Focus + 10

Upgrade (1 EP): Increase the Spell Chance by 2d6.

Upgrade (2 EP): Use as Reflex Movement when a Spell Caster tries to bestow a Curse on you or an ally close by and you are aware of it.

Upgrade (Ritual): Receive additional Information about the Curse, like who conjured it and who else might be affected. Cast Cure Curse twice without upgrades: Once at the beginning of the Ritual, once at the End with a Bonus of 2d6.

Range: Touch

Cast Type: Normal

Cost: 2 EP

Cooldown: 5 rounds

8 – Blade of Mercy

Bless a Weapon. It can not kill. It is ruled that targets who receive blows that would be lethal by a Weapon blessed by this Spell can not fall below -1 HP.

Upgrade (Ritual): Pay X EP, bless X Weapons this way.

Upgrade (3 EP): The wielder of the Weapon may not be killed either.

Upgrade (2 EP): The wielder of a blessed Weapon is healed for 1+1d4 with each attack with the blessed Weapon.

Range: Touch

Cast Type: Long

Cost: 2 EP

Cooldown: 6 hours

9 – Bond of the shining Reflection

Form a Bond with a Person of mutual trust. You put a mark on their skin, through which you may invoke the Spell to talk and appear to them as a shining reflection of light.

Upgrade (1 maximum EP): The bonded Person has a Bonus of +1 to all Healing received.

Upgrade (1 maximum EP): You and the bonded Person will know when any one of you is in trouble.

Upgrade (Ritual, X maximum EP): Bond with X additional People.

Upgrade (2 maximum EP): The bonded Person may invoke the Spell as well.

Range: Touch

Cast Type: Normal

Cost: 2 maximum EP

Cooldown: 1 day

9 – Blessing of Understanding

Cure a target of Mental Ailments when tell you about them. If they chose to Relief them from Guilt, Greed, Envy, the sense of loss or similar feelings, or at least the pain that they may cause. Counsel them and take away their fears.

Upgrade (2 EP): Gain a Bonus of 1+1d8 to any applicable social check.

Upgrade (1 EP): Reveal any Wounds, Poisons, Sickesses or Curses plaguing the Person.

Upgrade (1 EP): Increase the range by Focus + 3 Metres.

Upgrade (1 EP): Cast as Normal Spell.

Upgrade (1 EP): Grant an ally in Range the Effects you would receive from this Spell.

Range: Touch.

Cast Type: Ritual

Cost: 2 EP

Cooldown: -

10 – Greater Healing

Heal a target for Spell Result.

Spell Chance: Wisdom + Focus + 15

Upgrade (X EP): The bonded Person has a Bonus of +1 to all Healing received.

Upgrade (1 EP): Increase the Targets Sickness Resistance for one round by Spell Result.

Upgrade (1 EP): Increase the Poison Resistance for one round by Spell Result.

Upgrade (Long, 3 EP): Attempt to fix broken Bones, cut off limbs, destroyed eyes and other crippling wounds that have been sustained in the immediate past immediately.

Upgrade (Ritual): You may recast the Spell on the same target for as many rounds as you see fit, paying the Cost -1 each time.

Range: Touch

Cast Type: Normal

Cost: 3 EP

Cooldown: 1 hour

11 – Rite of the Blessed Ground

Bless a House, Tent, Cave or similar Place that is intended for inhabitation. The Place must be properly prepared in an acceptable way and be clean as well as non-dangerous. Enchant the Place for Spell result hours; it is filled with magical light. You and other healers receive a Spell Result/3 + 1 Bonus that must be determined when the Spell is cast to all Actions that cure illnesses, wounds and other ailments, heal or protect people from harm. Any person inside receives half the Bonus when resisting ill effects or defending against attacks.

Spell Chance: Wisdom + 6

Upgrade (1 EP per hour): The place and anyone inside receive the Bonus against any negative or damaging Spell Effects.

Upgrade (1 EP per hour): Anyone with ill intentions to people inside may not enter the building.

Spell Chance: Wisdom + Focus + 2

Upgrade (1 EP per hour): The Place grants protection against any weather effects outside of it.

Upgrade (15 Light Spells learned): Once in your life you may designate a certain place that is not a tent or another movable building or place to be a Temple. You may designate this Temple to a god of your choosing. The Temple receives all Bonuses of a Blessed Ground forever or until the Spell is lifted or the Building destroyed.

Range: Touch

Cast Type: Ritual

Cost: 2 EP per hour

Cooldown: 1 day

12 – By your Site

Teleport besides an Ally that has taken damage or is otherwise in imminent danger.

Spell Chance: Wisdom + 6

Upgrade (1 EP): Cast as Reflex Movement

Upgrade (1 EP): Increase the Range by Wisdom Metres.

Upgrade (1 EP): Heal the Ally for 1+2d6

Range: Focus + 10 Metres.

Cast Type: Bonus

Cost: 2 EP

Cooldown: 3 rounds

13 – Dimming

When a Person is dead or dying you may slow the transition of their Spirit and Body into Death, granting you Spell Result/2 hours to bring them to a Healer that may be able to bring them back from the brink of death or heal the body first if revival is out of question in the immediate time. While a Person is affected by this Spell they take no Damage from Curses, Poisons and Sicknesses, but physical Harm might still destroy their Body beyond repair.

Spellpower: Wisdom + Intelligence

Upgrade (2 EP): Protect the Dimmed Person from any magical Damage

Upgrade (1 EP): The Person is lighter, making them easier to carry.

Upgrade (2 EP): Grant any Healer or Doctor that will attempt to heal the dimmed Person a Bonus of Spell Result/2.

Upgrade (1 EP): Extend the Duration of the Dimming by 1+1d4 hours.

Range: Touch

Cost: 3 EP

Cast Type: Ritual

Cooldown: 1 hour

15 – Carrier of the Light

Gain a Bonus of +1 to your next Spell Result for every active Bond you are engaged in.

Spellpower: Wisdom + Intelligence

Upgrade (1 EP): Gain an additional 2d6 Bonus if you have healed or cured someone this day.

Upgrade (X EP): Also grant the Bonus to X bonded Allies .

Range: Touch

Cost: 10 EP

Cast Type: Movement

Cooldown: 5 rounds

15 – Keeper of the Light

Each time you heal or cure someone per day gain +1 healing value for all future heals or cures. This effect ends once Dawn arises.

Spell Chance: Wisdom + Focus + 10

Upgrade (2 maximum EP): End the Duration of the Spell prematurely. Increase your next Heal or Cure by Spell Chance.

Upgrade (1 maximum EP): Any Person healed or cured by you while this Spell is active receives a Bonus of +1 to all their Actions, once, until Dawn.

Upgrade (1 maximum EP): You receive a Bonus of +1 to all Actions, once, until Dawn.

Range: Self

Cost: 5 maximum EP

Cast Type: Normal

Cooldown: 1 day

15 – Intervention

Intervene on behalf of a Person that is in imminent danger. Protect them from all damage they would receive for one round.

Spell Chance: Wisdom + Intelligence + 10

Upgrade (1 EP): Increase their Poison and Sickness Resistance by Spell Result.

Upgrade (2 EP): Heal them for Spell Result.

Upgrade (10 EP): Teleport them to you if you share a Bond with them.

Range: Unlimited

Cost: 10 EP

Cast Type: Reflex Movement

Cooldown: 1 Day

15 – Everlight

Unite the Spirit of a Person that has just died with their body once again. The Body must be intact, wounds sealed and poison extracted.

Spell Chance: Wisdom + Intelligence

Upgrade (3 EP, normal): You are able to try again in case you should fail the first time.

Range: Touch

Cost: 10 EP

Cast Type: Ritual

Cooldown: 1 Day

20 – Wonder

Attempt to Cure a permanent Ailment that has befallen a Person. Give Vision to the Blind, Hearing to the Deaf, Light to those haunted by Darkness. The Ailment may be expressed in a Value representing its Strength and Effect. Lower the Effect by Spell Result. You completely cure the Ailment if its Value reaches 5 or lower, as the Patient will be part of the Wonder, healing what is left themselves.

Spellpower: Wisdom + Intelligence

Upgrade (1 EP): The Person you seek to heal may grant you their Wisdom or Toughness to your Spellpower.

Upgrade (X*5 EP): Cure X additional People from the same ailment. Their Ailment Values add up.

Range: Touch

Cost: 10 EP

Cast Type: Ritual

Cooldown: 1 Day

7.4.3 Glimmer of Hope

Some Spells can only be found in the hearts of the brave.

0 – Look what I found!

Refill 1 supportive Potion that ran out.

Upgrade (2 EP): Refill 2 Potions instead.

Upgrade (2 EP): Cast as Normal.

Upgrade (1 EP): Find some old but usable Rations in your backpack.

Upgrade (1 EP): Find a bandage, rope or similar useful item in your backpack.

Range: Ritual

Cost: 2 EP

Cast Type: Ritual (3 Rounds)

Cooldown: 4 Rounds

1 – We really need this Rest..

Upgrade your Rest to the next higher one.

Upgrade (+ 1 day Cooldown): Upgrade the Rest twice.

Upgrade (+ 1 day Cooldown): Lower all Sickness and Poison Values in the party by Spell Result.

Spell Chance: Wisdom + Toughness + 10

Range: -

Cost: -

Cast Type: Ritual

Cooldown: 1 Day

2 – Fate smiles upon us today!

Negate a critical failure of any ally. The target may roll again.

Upgrade (1 EP): Negate the critical success of an enemy instead.

Upgrade (3 EP): Ignore the Cooldown

Upgrade (1 EP): The target receives a positive (ally) or negative (foe) modifier of 4 on the reroll.

Range: Focus + 10 Metres

Cost: 3 EP

Cast Type: Movement Reflex

Cooldown: 1 day

3 – I believe in you!

Grant an ally a Bonus of +4 to the Action you believe in..

Upgrade (2 EP): Increase the result modifier by +4.

Upgrade (2 EP): If the ally succeeds they automatically score a critical success.

Range: Focus + 10 Metres

Cost: 2 EP

Cast Type: Movement Reflex

Cooldown: 6 hours

4 – You are gonna be ok, i just know it!

When the result of a healing action (by spell, action, potion or similar) was insufficient, roll it again with a result modifier of +5 and use the higher result. This also works for the removal of poison and the curing of sicknesses.

Upgrade (1 EP): Increase the result modifier by +5.

Upgrade (1 EP): Also close a wound.

Upgrade (Bonus): Use it on an EP restoration Action instead-

Range: Focus + 10 Metres

Cost: 1 EP

Cast Type: Movement Reflex

Cooldown: 3 rounds

4 – Faith of Friends

When an ally receives a blow that would kill them it will put them exactly on -1 HP instead.

Upgrade (1 maximum EP): Double the range.

Upgrade (1 EP): Your ally will stay conscious at -1 HP until the end of Combat or until they are healed.

Upgrade (3 EP): Ignore Initiative. You have the next turn.

Range: Focus + 10 Metres

Cost: 3 maximum EP

Cast Type: Movement Reflex

Cooldown: 1 Week

7.4.4 Carriers of the Holy Aura

Symbol: A holy figure transmitting a holy, illuminating Aura

0 – Ritual of the Morning Sun

Prepare a Holy Aura of your Choice that is going to be active the entire day for no Costs. You pay for Upgrades on the chosen Aura with maximum 1 EP each instead.

Upgrade (1 max EP): Increase the Strength of the chosen Holy Aura by 1.

Upgrade (1 max EP): You have +1 Spell Chance while the chosen Aura is active.

Upgrade (1 max EP): Increase the Range of the chosen Aura by Focus Diameter.

Range: Self

Cost: 2 max EP

Cast Type: Ritual

Cooldown: 1 day

1 – Aura of Hope

While Aura of Hope is active, allies in Range have +1 to all checks where someone supports them or they support someone else. Only one Holy Aura can be active at a time.

Upgrade (1 EP per round): The positive Effects from Resting, Potions and Scrolls are increased by +2.

Upgrade (1 EP per round): All allies in range except you have +5 maximum HP while the Aura is active.

Upgrade (1 EP per round): All allies in range except you have +2 maximum EP while the Aura is active.

Upgrade (1 EP per round): All allies in range have Nightvision.

Range: Focus + 2 Metres Diameter

Cost: 3 EP, 1 EP per round

Cast Type: Long

Cooldown: 12 hours

1 – Aura of the Holy Warrior

While Aura of the Holy Warrior is active, allies in Range have 2 magical armor. Only one Holy Aura can be active at a time.

Upgrade (1 EP per round): All allies in range also have +1 Bonus Defense Chances.

Upgrade (1 EP per round): All allies in range also have +1 Bonus Attack Chances.

Upgrade (1 EP per round): All allies also have +2 movement range towards allies.

Upgrade (1 EP per round): All allies in range also take 1 damage less from all active damage sources.

Range: Focus + 2 Metres Diameter

Cost: 3 EP, 1 EP per round

Cast Type: Long

Cooldown: 12 hours

2 – Aura of Cleansing

While Aura of Cleansing is active allies in Range have Spell Chance/3 Bonus to all Sickness and Poison Resistance Chances. Only one Holy Aura can be active at a time.

Upgrade (1 EP per round): All allies in range may also remove one negative effect once per Combat.

Upgrade (1 EP per round): All allies in range also lower the Initial Poison or Sickness value they are submitted to by Spell Chance/2 once per day.

Upgrade (1 EP per round): All allies in range also gain the Spell Chance/3 Bonus when resisting mental and magical influence on their mind.

Spell Chance: Wisdom + Focus + 6

Range: Focus + 2 Metres Diameter

Cost: 3 EP, 1 EP per round

Cast Type: Long

Cooldown: 12 hours

3 – Aura of the Healer

While Aura of the Healer is active, allies in Range heal 2 HP more from all sources. Only one Holy Aura can be active at a time.

Upgrade (1 EP per round): All allies in range have a Bonus of +2 to all Healing Actions.

Upgrade (1 EP per round): All allies in range also regain 1 EP every time they are healed.

Upgrade (1 EP per round): All allies in range can close one wound once per Combat.

Range: Focus + 2 Metres Diameter

Cost: 3 EP, 1 EP per round

Cast Type: Ritual

Cooldown: 12 hours

4 – Ritual of the Traveling Sun

Prepare a Holy Aura you have not yet prepared. It is not active immediately, when you activate the Holy Aura you may pay for its Upgrades with maximum EP instead. You may replace an already active Holy Aura with the one prepared during this Ritual at any time during a Bonus Action. You only pay the maximum EP Costs of the Holy Aura currently active. As with Ritual of the Morning Sun you may pay for Upgrades with maximum EP.

Upgrade (Bonus Action): You may switch back to the Aura active before during another Bonus Action.

Upgrade (Normal Action): You may take a Normal Action to switch your active Auras Regain 1+1d6 EP if you do this.

Upgrade (1 max EP): Increase the Strength of the prepared Holy Aura by 1.

Upgrade (1 max EP): You have +1 Spell Chance while the chosen Aura is active.

Upgrade (1 max EP): Increase the Range of the chosen Aura by Focus Diameter.

Range: Focus + 2 Metres Diameter

Cost: 1 max EP

Cast Type: Ritual

Cooldown: 12 hours

4 – Aura of the Cleric

While Aura of the Cleric is active, enemies in range have -1 Attack Chance.

Upgrade (1 EP per round): You may daze any one enemy in range once per using a movement Action.

Upgrade (1 EP per round): You may blind anyone enemy in range once per Combat using a movement Action.

Upgrade (1 EP per round): You may deal Spell Result unblockable damage to anyone enemy in range

once per Combat using a movement Action.

Spell Chance: 2+2d6

Range: Focus + 2 Metres Diameter

Cost: 3 EP, 1 EP per round

Cast Type: Ritual

Cooldown: 12 hours

6 – Aura of the Scholar

While Aura of the Scholar is active, allies in Range have a Bonus of +2 to all Knowledge based Chances.

Upgrade (1 EP per round): All allies in range have the ability to read.

Upgrade (1 EP per round): All allies in range also have +1 Spell Chance.

Upgrade (1 EP per round): All allies in range also have a Bonus of +1 to Charisma Chances.

Range: Focus + 2 Metres Diameter

Cost: 3 EP, 1 EP per round

Cast Type: Ritual

Cooldown: 12 hours

8 – Aura of the Priest

While Aura of the Priest is active, allies in Range have a Bonus of +1 to all non Combat Chances.

Upgrade (1 EP per round): All allies in range have +2 Defense against any Magic.

Upgrade (1 EP per round): All allies in range also have +1 Spell Chance.

Upgrade (1 EP per round): All allies in range also have +3 Defense against Dark Magic.

Upgrade (1 EP per round): All allies in range may ignore a critical failure once a day.

Upgrade (1 EP per round): All allies in range heal for 1d4 when they take damage from an active source.

Range: Focus + 2 Metres Diameter

Cost: 3 EP, 1 EP per round

Cast Type: Ritual

Cooldown: 12 hours

10 – Aura of the Martyr

While Aura of the Martyr is active all allies in Range might transfer 1-5 damage that they would take to you instead.

Upgrade (1 EP per round): You may deny the motion to transfer damage or only accept a part of it.

Upgrade (1 EP per round): Any transferred damage is lowered by 1.

Upgrade (1 EP per round): Allies may transfer up to 10 damage instead.

Upgrade (1 EP per round): All allies in range may transfer 1-5 damage to the attacker instead once per fight.

Upgrade (1 EP per round): All allies in range heal for 1d4 when they take damage from an active source.

Range: Focus + 2 Metres Diameter

Cost: 3 EP, 1 EP per round

Cast Type: Ritual

Cooldown: 12 hours

14 – Ritual of the Zenith Sun

Choose a Holy Aura. It will be active on you forever until you die or the Spell is removed by other, manual means, for example should you lose the ability to cast magic at all. You cannot switch the Aura chosen with Ritual of the Zenith Sun. You may not stop the Aura. Ritual of the Zenith Sun may not be used while its effects are active.

You are now allowed to have a second active Aura additionally to your permanent one that you have chosen with Ritual of the Zenith Sun. You pay for Upgrades on the Holy Aura chosen with Ritual of the Zenith Sun using maximum EP instead.

Upgrade (1 max EP): You have +1 Spell Chance.

Upgrade (1 max EP): You gain +2 to all Social Chances.

Upgrade (1 max EP): You may activate and deactivate the Aura at any given Moment without receiving back the costs you have paid.

Upgrade (1 max EP): Increase the Range of the permanent Aura by Focus Diameter.

Range: Focus + 2 Metres Diameter

Cost: 2 max EP

Cast Type: Ritual

Cooldown: 12 hours

7.5 Elemental

7.5.1 Elemental Rites

Symbol: Multiple Rivers Merging to one

1 – Circle of Runes

Create a Circle of runes. If you stand in it you gain +2 Bonus to your Spell Chance. You can combine your circle with circles of other mages, combining the effects. The Circle can be destroyed by physical means.

Upgrade(1 EP): Gain +2 Defence against all Magical Attacks while inside the Circle.

Upgrade(1 EP per turn): Double the Circles Effects while inside the Circle.

Upgrade(Ritual): Gain +10 Spell Chance to Rituals.

Upgrade(Once): Create a permanent Circle. If its destroyed you may create another one.

Upgrade(2 EP): Accelerate the Cast.

Upgrade(Long): Gain 1d4 Spell Result on each Spell.

Cast type: Normal

Range: 5 Metres diameter

Cooldown: 1 hour

Cost: 1 EP, Coal, Ash or any other Powder which could form runes.

3 - Meditation

Regain Spell Result HP and Spell Result/2 EP. Regain Manoeuvres Uses and half Cooldowns.

Spell Chance: Wisdom + 12

Upgrade(1 maximum EP): Gain +2 Spell Chance for the day after you meditate.

Upgrade(1 maximum EP): Gain +2 Bonus to a specific non-Combat Action until the end of the Day.

Upgrade(1 maximum EP): Gain +1 Bonus to Defences and Attacks until the end of the Day.

Upgrade(2 maximum EP): Cast it as a Long Cast.

Upgrade(1 maximum EP): Ignore the Cooldown of Meditation once per day.

Upgrade(1 maximum EP): Instead of its usual Effects the Meditation allows you to prepare a Spell of your Choice in a way that you can cast it as an Movement cast once until the end of the day.

Cast type: Ritual

Range: Self

Cooldown: 1 day

Cost: -

3 - Elemental Connection

Form a new or call upon an existing connection with a friendly Elemental Spirit or Creature. They may assist you and perhaps they may let you summon them.

Spell Chance: Wisdom + 12

Upgrade(X EP): For X connection you call upon you gain +1 Spell Chance for one round.

Upgrade(1 EP): Cast as Normal.

Upgrade(1 EP): For each Elemental you have formed a connection with that is near you gain +1 Bonus to all Chances while they are nearby.

Upgrade(1 EP): Ignore the Cooldown of this Spell.

Cast type: Ritual

Range: Self

Cooldown: 1 day

Cost: 1 EP

4 – A gift for the Elementals

Gift a Sacrifice to the Elements. Gain Spell Result Spell Chance on your next Spell.

Spell Chance: Wisdom + 10

Upgrade(1 EP): Gain an additional 1d8 to your Spell Chance.

Upgrade(1 EP): Cast as Movement.

Upgrade(1 day Cooldown): Have the Elements protect your from Spell Result damage instead.

Upgrade(Ritual): Gain +2 Bonus to a Action of your Choice until the end of the day aswell.

Cast type: Bonus

Range: Self

Cooldown: 5 Rounds

Cost: 1 EP, A proper gift, for example a magical crystal, Blood, Coins - depends on Element called upon

7.5.2 The Living Flame

Symbol: A single eyed Flame. The Spells are often distributed in burned, incomplete books or on individual Stoneplates

0 - Create Flame

Create a Flame. Set something on fire or create a flame close to you which you can control with Spell Result. The Flame deals 1d6 Damage to anything it sets afire.

Spell Chance: Wisdom + 10

Upgrade (3 HP): Add 1d6 to the damage.

Upgrade (1 EP): Increase the range by Focus, even if its originally touch.

Upgrade (Touch, 1 EP): Enchant a Weapon with the fire until the end of Combat or until you extinguish it. Does not damage the Weapon.

Upgrade (1 EP, 1 HP): The Spell becomes an Movement Cast.

Range: Focus + 1 Metres

Cost: 1 EP, 1 HP

Cast Type: Normal

Cooldown: 1 rounds

0 - Control Flame

Control a Flame or Fire with Spell Result. The larger the Fire, the more difficult it may be to control it. You may form and move the flames with this spell.

Spell Chance: Wisdom + 12

Upgrade (Long): If the flame is of your Creation, extinguish it and regain 1+3d4 EP.

Upgrade (1 EP): If the flame is of your Creation, extinguish it and regain 1d6 HP.

Upgrade (X EP): Extinguish the Flame or Fire immediately, where X is given by the size of the Fire and the urgency of the issue.

Upgrade (Ritual): You may give control to the flames and receive a Vision.

Range: Focus + 5 Metres

Cost: 1 EP, 1 HP

Cast Type: Normal

Cooldown: -

1 - Feeding Flame

When damaging a Person or an Object with fire of your creation, you can set them Aflame. Each turn they are burning, they will take 1d6 unblockable damage. They can be aflame multiple times.

Extinguishing a fire can be attempted by anyone via a Toughness + Wisdom Check in a Bonus Action.

Upgrade (X EP): Also set X targets next to the original one afire. Cannot hit more than 3 additional targets.

Upgrade (Bonus): If a target is already afire, set them afire again.

Upgrade (1 EP): You can set a target afire even if it is damaged by any other source.

Upgrade (2 HP): While in Combat, for each person you have set on fire, receive a Bonus of +2 to your next Spells Spell Chance.

Range: Focus + 10 Metres

Cost: 1 EP to trigger

Cast Type: Reflex Movement

Cooldown: -

1 - Emittance

Deal unblockable Spell Result damage to X targets in range.

Spell Chance: 1 + 2d4

Upgrade (2 EP): Deal an additional amount of 1d4+1 to targets in range set afire by you.

Upgrade (Spell Result HP): Each target hit takes the Spell Result as damage again.

Upgrade (1 EP): Ignore the Cooldown of this Spell.

Upgrade (Normal): Cast the Spell twice.

Range: Focus + 1

Cost: X EP, X HP

Cast Type: Movement

Cooldown: 2 rounds

1 - Flamethrower

Emit a damaging flame from any part of your body that reaches up to Range Metres wide, damaging anyone in a straight line for Spell Result. This is a ranged attack.

Spell Chance: Wisdom + 15

Upgrade (Bonus): Use it as a Melee Attack.

Upgrade (1 EP): Increase the Spell Chance by 1+1d10.

Upgrade (2 HP): Increase the Spell Chance by 1+1d12.

Upgrade (2 EP): If you already cast the Spell this round, ignore the cooldown, cast it again, accelerating it.

Range: Focus + 2

Cost: 2 Ep, 2 HP

Cast Type: Normal

Cooldown: 1 round

2 - Heat Increase

If you damage an opponent with elemental fire magic gain 1+1d10 Spell Chance to your next Spell.

Upgrade (1 EP): Ignore the Cooldown of the Spell this round.

Upgrade (Bonus): Double Bonus to the Spell Chance of your next Spell.

Upgrade (2 EP): Gain 2d6 Armour for one round instead.

Upgrade (4 HP): Cast as Reflex Movement. Gain a movement Action.

Range: Self

Cost: 1 EP

Cast Type: Movement

Cooldown: 1 round

2 - Warmth

If you deal damage to a target with elemental fire magic heal yourself for Spell Result/2.

Spell Chance: Wisdom + 12

Upgrade (2 EP): Heal yourself for an additional 2d6.

Upgrade (Long): Heal an additional 2+2d10 HP and restore an additional 2+2d4 EP.

Upgrade (5 HP): Restore Spell Result/3 EP instead.

Range: Self

Cost: 2 EP

Cast Type: Bonus

Cooldown: 2 rounds

2 - Smokesign

Control the smoke of a fire with Spell Effect. You can create Smoke Signs or make the smoke disappear completely and hide the flame this way or make it less dangerous indoors. You can create very intricate Smoke forms with this Spell. The Effect can last for up to Spell Result/2 hours.

Spell Chance: Wisdom + 15

Upgrade (5 EP): Anyone who is resting by the enchanted fire is protected from cold or wet weather.

Upgrade (5 EP): Only allies may identify and understand the smoke signs.

Upgrade (5 EP): You may use the Smoke to grant you Spell Result/4 Bonus to a Social Chance.

Range: Touch

Cost: 5 EP

Cast Type: Ritual

Cooldown: 1 day

3 - Smokeburst

Attack a target, deal 3d4 unblockable damage and blind them.

Upgrade (1 EP): Also daze the target for one round.

Upgrade (2 EP): Stun the target instead.

Upgrade (X EP): Hit X targets instead.

Upgrade (5 HP): Deal 2d4 additional damage.

Range: Focus + 5

Cost: 2 EP

Cast Type: Normal

Cooldown: 4 rounds

3 - Cooldown

If you have set someone on fire, extinguish that fire completely. Regain 1 + 1d4 EP for each time you

have set the person on fire..

Upgrade (2 HP): Regain additional 1d4 EP.

Upgrade (5 HP): You can put the target on fire again after extinguishing the prior ones.

Upgrade (2 HP): Remove the Cooldown restriction of one of your Spells

Range: Focus + 10

Cost: -

Cast Type: Bonus

Cooldown: 2 rounds

4 - Burst

Increase the range of your next Attack Spell by Spell Result.

Spell Chance: Wisdom + 10

Upgrade (1 EP): Also increase the Spell Chance of the next Spell by 1+1d10.

Upgrade (3 HP): Also increase the Spell Chance of the next Spell by 1+1d10.

Upgrade (1 EP): If the enchanted Spell deals damage also cause another target close to the damaged target to catch fire.

Upgrade (Normal): Ignore the Cooldown of this Spell.

Range: Self

Cost: 2 EP, 3 HP

Cast Type: Movement

Cooldown: 2 rounds

4 - Flame Bolt

Shoot a Flaming Bolt at any target in range dealing 7+2d10 damage.

Spell Effect: Wisdom + 15

Upgrade (1 EP): Shoot two Bolts instead, each with a new different Spell Effect.

Upgrade (Long): Shoot an additional Bolt, each with a new different Spell Effect..

Upgrade (1 EP): Each damaging Bolt heals you for 1+1d6 HP.

Range: Focus + 10

Cost: 2 EP, 3 HP

Cast Type: Normal

Cooldown: 2 Rounds

4 - Mark of Ash

Mark a target. Any marked target can be set aflame multiple times.

Upgrade (1 EP): Mark an ally instead. They are immune to your damage.

Upgrade (1 EP): Marking a target deals 1+1d6 damage to them.

Upgrade (1 EP): Dealing damage to a marked target heals you for 1d4.

Range: Focus + 10

Cost: 1 EP

Cast Type: Movement

Cooldown: -

5 - Overheat

Gain a Bonus Action. Your next Spell has +5 Spell Chance.

Upgrade (Bonus): Gain a Combat Action Instead.

Upgrade (2 EP): Increase the Spell Chance Bonus by +5.

Upgrade (X EP): Deal 1d4 Damage to X targets in range.

Range: Focus + 5

Cost: 5 HP, 1 EP

Cast Type: Movement

Cooldown: 3 Rounds

5 - Heat Aura

Any target in range takes 1+1d4 unblockable damage. You can use this Spell multiple times in one round.

Upgrade (1 EP): Deal another 1d4 damage each round.

Upgrade (1 EP): Gain 2 Magical Armour while the Spell is active.

Upgrade (1 HP): Lower the Cooldown of the Spell by 1 round.

Range: Focus + 10

Cost: 1 EP, 2 Hp Per round

Cast Type: Bonus

Cooldown: 3 Rounds

6 - Sparking Steps

Gain 1+1d8 movement range for this turn. You may pass through one target as a melee attack, dealing Spell Result damage to them if the attack succeeds.

Spell Chance: Wisdom + Mobility + 8

Upgrade (X EP, X HP): Pass through X+1 targets in your pass instead.

Upgrade (10 HP): The damage becomes unblockable.

Upgrade (Normal): Pass through smaller Objects and Walls.

Upgrade (5 HP): Set everything you pass through afire.

Range: Self

Cost: 2 EP, 3 HP

Cast Type: Bonus

Cooldown: 3 rounds

6 - Flaming Armour

Gain Spell Result/2 Armour.

Spell Chance: Wisdom + 8

Upgrade (1 EP, 1 HP per round): Deal 1+1d8 unblockable damage to anyone attacking you in Melee.

Upgrade (1 EP, 1 HP per round): Deal 1+1d4 unblockable damage per round to anyone in Melee Range.

Upgrade (Long): Restore Spell Result HP when ending the Spell.

Upgrade(3 EP, 5 HP): When ending the Spell have it explode, damaging anyone in a Radius of 1 + Focus Metres for Spell Result/2 unblockable damage. You may use this Upgrade when ending the Spell

Range: Self

Cost: 1 EP, 1 HP per round

Cast Type: Normal

Cooldown: 10 Rounds

6 - Smoke Mantle

Cover your Form in a Mantle of Smoke. You receive Spell Result/2 Bonus to Hiding and Sneaking Chances.

Spell Chance: Wisdom + 12

Upgrade (2 EP per round/minute): Grant the Smoke Mantle to someone else.

Upgrade (1 EP per round/minute): While your Smoke Mantle is active you have Spell Result/2 Bonus Dodge Chance.

Upgrade (1 EP per round/minute): While your Smoke Mantle is active you take 1d4+1 damage less from all forms of damage.

Range: Self

Cost: 2 EP per round in combat or 1 EP per minute outside of combat

Cast Type: Normal

Cooldown: 3 rounds

7 - Burning Fury

Your Melee and Ranged attacks deal 1d6 additional burn damage.

Upgrade (1 HP per round): Your Attack Chance is increased by 1d4 while the Spell is active.

Upgrade (1 EP per round): Your Defence Chance is increased by 1d4 while the Spell is active.

Upgrade (1 HP per round): When you deal the additional burn damage you may also deal the same damage to up to two targets adjacent to the original target.

Upgrade (1 EP per round): Increase the Burn damage by 1d4.

Range: Self

Cost: 1 EP + 1 HP per round

Cast Type: Bonus

Cooldown: 3 rounds

7 - Wildfire

Each turn a random Object in range of you starts to burn.

Upgrade (1 EP per round): The effect is limited to enemies.

Upgrade (Normal): You can activate or deactivate the Upgrades of this Spell while it is active.

Upgrade (1 EP per round): Hit an additional target.

Upgrade (1 HP per round): Hit an additional target.

Upgrade (1 EP, 1 HP per round): Increase the Range by Wisdom.

Range: Focus + 8

Cost: 1 EP + 1 HP per round

Cast Type: Movement

Cooldown: -

8 - Fireball

Hurl a Fireball. It will Explode on impact, dealing Spell Result damage to anyone in its Radius.

Spell Chance: Wisdom + 20

Upgrade (Long): The damage becomes unblockable

Upgrade (2 EP): All damaged targets are knocked prone.

Upgrade (3 HP): Increase the Spell Chance by 2d8.

Upgrade (3 HP): Increase the Diameter by 1+1d6 Metres.

Upgrade (1 EP, 1 HP): Set all targets afire once.

Upgrade (10 HP): Cast as Bonus Spell.

Range: Focus + 10, Wisdom/2 Diameter

Cost: 3 EP, 5 HP

Cast Type: Normal

Cooldown: 5 Rounds

9 - Crisp

Remove a fire from a target that is burning. You may also deal 2d10 unblockable damage to that same target.

Upgrade (1 EP): Also heal yourself for 1d10.

Upgrade (X EP): Remove X fires.

Upgrade (1 EP): Set one other target afire.

Upgrade (1 EP): Cast as Movement.

Range: Self

Cost: 2 EP

Cast Type: Bonus

Cooldown: 1 Round

10 - Firelink

Whenever a target removes a fire you caused from any target you may Movemently reignite the fire.

Upgrade (1 EP): Additionally set the target that attempted to remove the fire afire.

Upgrade (1 EP): Let them remove the fire, but heal for 4d4.

Upgrade (1 EP): Let them remove the fire, but gain 1d10 to your next Spell Result.

Upgrade (1 EP): Remove a fire yourself.

Range: Focus + 5 Metres

Cost: 2 EP

Cast Type: Reflex Movement

Cooldown: -

10 - Melting Point

Your next Spell can melt Metal. Ignore any armour and destroy any non magical Metal. Destroy it with Spell Result.

Spell Chance: Wisdom + 10

Upgrade (2 EP per round): Continuously create the Metal melting effect on one of your fires.

Upgrade (Ritual): Create a smelting blaze that can be used to forge the finest metals in.

Upgrade (2 EP): Melt or destroy any Material, not just Metal, if your Spell Result is sufficient.

Upgrade (2 EP): Increase the Spell Chance by Intelligence.

Range: Touch

Cost: 2 EP

Cast Type: Normal

Cooldown: 5 Rounds

12 - Smokewall

Create a Wall of Smoke that Covers Spell Result Square Metres and $2d4+1$ Metres of Height. All Terrain inside the Somewall is counted as difficult and all Perception in and through the Smoke Wall is impaired by -8. You are not affected by the negative effects of the Smokewall.

Spell Chance: Wisdom + 10

Upgrade (1 EP per round): Anyone but you inside the Smokewall takes 1d6 damage per turn.

Upgrade (2 HP per turn): Your allies are not affected by the Smokewall.

Upgrade (1 EP per round): Any Magic inside the Smoke is cast with -4 Spell Chance.

Upgrade (1 EP per round): All Strength and Combat checks inside the Smoke are rolled with -4.

Range: Touch

Cost: 2 EP per round

Cast Type: Normal

Cooldown: 5 Rounds

12 - Embodiment of Fire

Gain X Bonus Health on top of your Maximum Health where X is the amount of active fires caused by your magic * 2 + 1. This Bonus Health can not be restored by healing, but you can use it to cast spells.

Spell Effect: Wisdom + 5

Upgrade (Bonus): Restore X EP instead.

Upgrade (1 EP): Set yourself on fire, damage anyone in Range for 1d4 each round.

Upgrade (1 EP): Increase X by 1 for any fire you cause after you have cast this Spell.

Range: Wisdom/2 Metres

Cost: 2 EP

Cast Type: Normal

Cooldown: 5 Rounds

12 - Firewalker

You ignore any damage your own Fire Spells cause while this Spell is active.

Upgrade (1 EP per round): Ignore any non-magical Fire damage.

Upgrade (1 EP per round): Heal for 2 HP every time you cause a fire.

Upgrade (1 EP per round): You are also immune from the HP costs you must make to conjure your Spells.

Range: Self

Cost: 1 EP per round.

Cast Type: Normal

Cooldown: 5 Rounds

17 - Ember Flow

Teleport to any one of your Flames that is burning right now.

Upgrade (X*5 EP per round): Take X willing targets with you.

Upgrade (3 EP): Cast as Bonus cast.

Range: -

Cost: 2 EP, 5 HP

Cast Type: Long

Cooldown: 1 Day

17 - Eternal Fire

Create a Flame that will burn for Spell Result Days.

Spell Chance: Wisdom + 25

Upgrade (5 EP): If it burns for over 60 Days it may burn forever. You may only have 1 Flame that burns forever. Gain 2 Wisdom.

Upgrade (10 EP): While the flame burns you have +2 Spell Chance.

Upgrade (15 EP): Increase your Spell Chance by Intelligence.

Range: Touch

Cost: 5 EP

Cast Type: Ritual

Cooldown: 10 Days

21 - Fireform

Turn your Form into Fire. Take half damage from all sources.

Upgrade (2 EP per round): Grow wings of Fire while in Fireform, granting you the ability to fly.

Upgrade (1 EP per round): Gain +3 Spell Chance while in Fireform.

Range: Self

Cost: 3 EP, 3 HP per round

Cast Type: Normal

Cooldown: 1 Day

23 - Phoenix

Die in a fire. Remove all negative Effects. Get reborn the next round at full HP.

Upgrade (1 maximum EP): Cast as reflex Movement.

Upgrade (Ritual): Gain +1 Wisdom.

Upgrade (5 maximum EP): If it burns for over 60 Days it may burn forever.

Range: Self

Cost: 6 EP maximum EP

Cast Type: Normal

Cooldown: 1 Day

7.5.3 Earthen Soul

Symbol: A Waystone in front of an Archway that has been carved into a Mountain

0 – Ritual of Earthen Whispers

Use your active Perception to detect a target you are searching for in Range if they are on the ground.

You may get approximate information on their position if you can find them. Gain a small Bonus to your active Perception if they want to be found.

Upgrade (2 EP): Cast as Long Cast.

Upgrade (2 EP): Ignore the Cooldown.

Upgrade (1 EP): Increase the Range by Spell Result.

Upgrade (2 EP): Gain Visions of their Location and Circumstances.

Upgrade (1 EP): Also damage all targets for 2+2d6, halved if they succeeded the resistance Chance.

Spell Chance: Wisdom + 8

Range: Focus +1 Kilometre Radius

Cost: 1 EP

Cast Type: Ritual

Cooldown: 12 hours

0 – Dust of Times long gone

Create Images from clouds of Dust, move and change them to your will.

Upgrade (1 EP): Ignore the Cooldown of the Spell.

Upgrade (Normal, X EP): Cover yourself and X others in a Cloud of Dust. Each target gains a Spell Result/3 Modifier to Stealth. The Dust Cloud you create may still be visible.

Upgrade (2 EP): Gain Visions from the Ground you stand upon. What has happened here?

Spell Chance: Wisdom + 15

Range: 2 + Focus Metres

Cost: 3 EP

Cast Type: Ritual

Cooldown: 1 Day

1 – Spear of Sand

Create a Spear of Sand floating by your side. You may use it to attack a target in Range with a ranged attack chance of Spell Result any time during your turn without spending an Action. Deals $6 + 2d8$ damage.

Upgrade (Bonus): The Spear will immediately emerge from the Ground in front of the target as a melee Attack.

Upgrade (1 EP): Increase the Spell Chance by Focus.

Upgrade (1 EP): Increase the Damage by $1 + 1d8$.

Upgrade (1 EP): Increase the Spell Result by 2 for each Spear of Sand you currently have.

Spell Chance: Wisdom + 13

Range: 20 + Focus Metres

Cost: 1 EP

Cast Type: Normal

Cooldown: -

1 – Eternal Power Below

Grant yourself Spell Result/2 Bonus Movement Range for 2 hours. Any target may only benefit from Eternal Power Below one time.

Upgrade (X EP): Grant the Effect to X additional targets.

Upgrade (Ritual): The Effect lasts until the end of the day.

Upgrade (X EP): Also grant X targets Spell Effect/2 Bonus Spell Chance for the duration of the Spell.

Upgrade (1 EP): Increase the Spell Chance by 1d4.

Spell Chance: 1 + 1d4

Range: Touch

Cost: 1 EP

Cast Type: Normal

Cooldown: 1 hour

1 – Earth Forming

Form a Small Stone, Mud, Earth or Sand to a Statue or Rune. You may inscribe writing onto the surface this way.

Upgrade (2 EP): Mend Earthen Structures or combine other Structures you have created.

Upgrade (1 EP): Transform a small area of Earth by erecting a small barrier or creating a small ditch.

Upgrade (1 EP): Cast as Bonus.

Range: Touch

Cost: 1 EP

Cast Type: Ritual

Cooldown: 1 hour

2 – Sandwave

Unleash a Wave of Sand travelling for range Metres. Everyone in its Path must succeed a Wisdom + Toughness Chance against Spell Result or be blinded.

Upgrade (1 EP): You may travel with the Sandwave to any Point it can reach.

Upgrade (1 EP): Increase the Spell Chance by Focus.

Upgrade (1 EP): Cast as Bonus Spell.

Upgrade (1 EP): Also damage all targets for 2+2d6, halved if they succeeded the resistance Chance.

Spell Chance: Wisdom + 10

Range: Focus + 6 Metres length, Focus Metres Width, Focus + 2 Metres height.

Cost: 2 EP

Cast Type: Normal

Cooldown: -

2 – Earthen Home

Enchant the Earth below. You may heal a target placed on it for Spell Result.

Upgrade (X EP): Heal X targets the same way.

Upgrade (1 EP): If you rest on the enchanted earth the Rest is upgraded.

Upgrade (1 EP): Increase the Spell Chance by Focus.

Upgrade (2 EP): All healing Chances in the enchanted Area is increased by 6.

Upgrade (1 EP): If a Target has died give them a proper burial in the enchanted ground and let their soul rest in peace.

Spell Chance: Wisdom + 15

Range: Focus Metre Radius Area

Cost: 3 EP

Cast Type: Ritual

Cooldown: 12 hours

3 – Stone Shield

Create a shield of stone. It blocks Spell Result damage before it is destroyed. Any target can have multiple Stone Shields active.

Upgrade (1 EP): Give the shield to another target instead.

Upgrade (Normal): Regain 1+1d4 EP when the Stone Shield is destroyed.

Upgrade (1 EP): Ignore the Cooldown of the Spell

Upgrade (1 EP): Cast as Movement reflex.

Upgrade (1 EP): Increase the Spell Chance by Focus.

Upgrade (2*X EP): Grant the shield to X additional targets.

Spell Chance: Wisdom + 12

Range: Focus + 10 Metres

Cost: 2 EP

Cast Type: Bonus

Cooldown: 2 rounds

3 – Mudblood

Heal for 2 + 1d8 HP for as long as the Spell is active.

Upgrade (1 EP per turn): Heal for an additional 2 + 1d8 per turn.

Upgrade (X EP): You can pay X EP per turn to ignore the effects of X Wounds.

Upgrade (1 EP): You take 1 less damage from all sources.

Upgrade (1 EP): Ignore the Cooldown of the Spell if it is not active.

Upgrade (Ritual): You are fully healed and may close all Wounds you have received. Combat Sickness and Poison with a Bonus of Spell Result.

Upgrade (Ritual, 4 max EP): Instead of paying EP every hour or round you lower your maximum EP by 4. The Effect without upgrades will last until the end of the day.

Spell Chance: Wisdom + 20

Range: Self

Cost: 2 EP, 1 EP per turn

Cast Type: Bonus

Cooldown: 1 day

4 – Pathways

Gain a Spell Result/2 Bonus to an Orientation Check.

Upgrade (1 EP): Automatically know the location of the nearest Road or Pathway.

Upgrade (1 EP): Also gain the same Bonus to your next Perception Check.

Upgrade (Ritual): You are well prepared for the next journey. It may not cost you any EP or at least the EP costs of travelling are greatly reduced.

Upgrade (1 EP): Automatically know the location of the nearest Location.

Upgrade (2*X EP): Grant the Bonus of this Spell to X allies as well.

Spell Chance: Wisdom + 12

Range: Touch

Cost: 1 EP

Cast Type: Normal

Cooldown: 6 hours

4 – Ritual of Stone Carving

Carve elemental Symbols into a large Stone. They may last a very long time and you may know when they are no more.

Upgrade (1 max EP): Gain +1 Spell Chance for as long as the Carving is active. You may not gain more than +5 Spell Chance this way.

Upgrade (1 max EP): You may always automatically succeed an orientation Chance towards this Carving.

Upgrade (1 max EP): Anyone reading the Carving may understand its meaning.

Upgrade (2 EP): The Carving may appear in the dreams of a Person you know.

Upgrade (1 max EP): Place the Carving into a small Stone that you or someone else can carry with them. You may gift them the Effects the Stone has on you otherwise.

Range: Touch

Cost: 2 EP

Cast Type: Ritual

Cooldown: 2 rounds

5 – May the Ground Split

Create a pit or hole filled with sharp stones that is at maximum Focus/2 Metres wide and deep. Anyone who falls into it takes Spell Result/2 unblockable damage. The ground where you create the pit must be free of obstacles. You cannot create the pit directly below someone.

Upgrade (2 EP): The pit is hidden for Spell Result/3.

Upgrade (Long): Create two pits instead.

Upgrade (Ritual): Create a small cave instead. It upgrades your rest. If you rest in it you are immune to weather effects.

Spell Chance: Wisdom + 20

Range: Focus + 10 Metres

Cost: 3 EP

Cast Type: Normal

Cooldown: 5 rounds

5 – Blessed Treading

If a target is positively affected by one of your Spells you may grant them 1+1d4 EP.

Upgrade (2 EP): Also grant them a Movement Action.

Upgrade (1 EP): They may take 2 damage less from all sources until the end of combat. Does not stack.

Upgrade (Bonus): Grant the effect to two targets affected positively by any of your Spells instead.

Range: Focus + 10 Metres

Cost: 1 EP

Cast Type: Movement

Cooldown: -

6 – Stone Skin

Enchant your skin to resemble the resilience of Stone. You have Spell Result magical Armor until the Spell ends.

Upgrade (1 EP per turn): Gain Spell Result/2 bonus damage to all Martial Attacks.

Upgrade (2 EP): Cast as Reflex Movement.

Upgrade (1 EP per turn): You have +2 Spell Chance while Stone Skin is active.

Upgrade (1 EP): Heal yourself for a Chance of Wisdom + 12.

Upgrade (1 EP): Increase the Spell Chance by 2 + 1d4.

Spell Chance: 1 + 2d4

Range: Focus + 10 Metres

Cost: 2 EP, 1 EP per turn or hour out of combat

Cast Type: Bonus

Cooldown: 2 hours

7 – Strength of the Mountain

Gain a Bonus of Spell Result/2 to any Strength Chance.

Upgrade (1 EP per turn): Gain a Bonus of Spell Result/4 to all Attacks.

Upgrade (1 EP per turn): All Attacks deal 3 + 1d6 Bonus damage.

Upgrade (1 EP): You take 2 less damage from all sources.

Upgrade (Long): Regain 3 + 1d6 EP

Spell Chance: 1+3d4

Range: Focus + 10 Metres

Cost: 2 EP

Cast Type: Bonus

Cooldown: 2 hours

8 – Waystone

Raise a large Stone or Menhir from the Ground. You can enchant it further and its effects may be called upon once a day until the tides of time have swept it away.

Upgrade (2 EP): The Menhir will grant those who touch it Spell Result Bonus to their next Sickness or Poison Resistance.

Upgrade (2 EP): The Menhir will grant those who touch it Spell Result Bonus to their next healing Chance.

Upgrade (2 EP): The Menhir will grant those who touch it 3 Spell Chance for one day.

Upgrade (2 EP): The Menhir will grant those who touch it 1 Bonus to all positive Social Chances for one day.

Upgrade (2 EP): The Menhir will grant those who touch it 1 damage less from all sources for one day.

Upgrade (2 EP): The Menhir will grant those who touch it 3+2d4 EP regeneration.

Upgrade (2 EP): The Menhir will let those who touch it ignore one critical failure for one day.

Upgrade (Pay 2 EP instead, will not create Menhir): Instead of creating a new Menhir channel the Power of a Menhir you have created before into a nearby Stone or Pebble you possess. The channeled stone may grant the same benefits as your Menhir one time per Person touching it, until the end of the day. This only has 1 day Cooldown.

Spell Chance: Wisdom + 12

Range: Touch

Cost: 3 EP, 1 max EP

Cast Type: Ritual

Cooldown: 1 week

9 – Spirit of Sand

Engulf yourself in a whirling Spirit of Sand. Everyone in range is dazed.

Upgrade (1 EP per turn): Allies are unaffected by the negative effects of the Spell.

Upgrade (1 EP): Gain +1 Spell Chance while the Spell is active.

Upgrade (1 EP per turn): Gain Spell Result Bonus Defence for as long as the Spell is active.

Upgrade (1 EP per turn): Targets inside the area take Spell Result/2 unblockable Damage per turn.

Spell Chance: $1 + 2d6$

Range: Focus/3 + 1 Diameter

Cost: 2 EP, 1 EP per turn

Cast Type: Normal

Cooldown: 10 rounds

9 – Mudslide

Create a slide of Mud. Anyone in its way may be stuck unless they surpass Spell Result with a Wisdom + Toughness check.

Upgrade (Long): Anyone in its path also takes $2+2d8$ unblockable damage.

Upgrade (1 EP): Anyone who fails the resistance check is also thrown to the ground

Upgrade (1 EP): Anyone who fails the resistance check also takes $2+2d6$ unblockable damage.

Upgrade (1 EP): Increase the Spell Chance by Focus.

Spell Chance: Wisdom + 12

Range: Focus + 10 length, Focus width.

Cost: 3 EP

Cast Type: Normal

Cooldown: 4 rounds

12 – Wall of Earth

Create a Wall of Earth or Mound that can be Spell Result Square Metres in Size. You may divide this size into Width, Height and Depth as you see fit and mold it into form as well.

Upgrade (1 EP): Any ally mounting the Wall has +1 to all Combat Chances.

Upgrade (1 EP): Instead enhance an existing Wall.

Upgrade (1 EP): Any ally mounting the Wall will heal for 2 each turn.

Spell Chance: Wisdom + 9

Range: Touch

Cost: 4 EP

Cast Type: Ritual

Cooldown: 5 rounds

12 – Boulder

Throw a large Boulder or Ball of Earth or Clay at your target with Spell Result ranged Attack Chance. It will deal Spell Result damage, ignoring armor and throw the target to the ground.

Upgrade (1 EP): Increase the Spell Chance by Focus.

Upgrade (1 EP): Increase the damage by 2+2d6.

Upgrade (Long): Throw 2 boulders instead.

Spell Chance: Wisdom + 14

Range: Focus + 15 Metres

Cost: 4 EP

Cast Type: Normal

Cooldown: 3 rounds

12 – Fortified Stone

Fortify an Earthen or Stone Construction. It receives Spell Result additional Armor.

Upgrade (1 EP): Increase the Spell Chance by Focus.

Upgrade (1 EP): Instead mend the construction for Spell Result should it already be damaged.

Upgrade (4 EP): Instead repair the construction should it already be partially ruined.

Spell Chance: Wisdom + 12

Range: Touch

Cost: 3 EP

Cast Type: Ritual

Cooldown: 1 hour

14 – A Way with the Land

Create a small Tunnel or a Path through otherwise impassable Terrain. You may keep casting the Spell until you reach your goal, it is no longer necessary to cast the Spell or until you decide the cost is too great.

Upgrade (1 EP per Spell Result Metres): The Way will be safe enough that you and your allies may tread it without fearing missteps.

Upgrade (1 EP): You will be aware of sudden dangers that may appear ahead as Visions of the

surrounding Landscape fill your mind.

Upgrade (1 EP per Spell Result Metres): The Passageway is so resilient it may last long after you have finished your journey.

Spell Chance: Wisdom + 11

Range: Touch

Cost: 4 EP, 1 EP per Spell Result Metres

Cast Type: Ritual

Cooldown: 6 hours

14 – Secret Passage

Create a Secret Passage. It is hidden by Spell Result or may require a Key or Riddle to unlock and open. It remains for Spell Result days.

Upgrade (Long): Instead create a Temporary Passage through a wall. Remains for Spell Result Minutes.

Upgrade (1 EP): Increase the Spell Chance by Focus.

Upgrade (1 EP): The Secret Passage may warn you when someone tries to pass through it.

Upgrade (1 max EP): Remains until it is destroyed or you end the Spell.

Spell Chance: Wisdom + 11

Range: Touch

Cost: 4 EP

Cast Type: Ritual

Cooldown: 6 hours

17 – Moved by the Earth

Instead of moving on the Earth, the Earth moves below your feet. Increase your Movement range by Spell Result/2.

Upgrade (Ritual, 2 EP, 2*X EP): Instead teleport yourself and X Allies to one of your active Carvings or Waystones.

Upgrade (1 EP): Increase the Spell Chance by Focus.

Upgrade (2 EP): Ignore the Cooldown.

Upgrade (1 EP per turn): You have an additional Movement Action while the Spell is active.

Spell Chance: Wisdom + 7

Range: Touch

Cost: 2 EP, 1 EP per turn

Cast Type: Normal

Cooldown: 1 day

18 – Earthquake

Create a small Earthquake around a target. Anyone in the area must succeed a Resistance Chance against Spell Result each turn or be thrown to the ground. Every time a target is thrown to the ground they take 2+2d6 unblockable damage.

Upgrade (Ritual): Buildings and Structures take Spell Result magical damage each turn. Increase the Range and the affected area by Wisdom*2.

Upgrade (1 EP): Each affected target has their movement range decreased by 2+1d4.

Upgrade (2 EP): Increase the Spell Chance by Focus + 5.

Upgrade (X EP per turn): X Allies are immune to the effects of the Spell.

Upgrade (1 EP): All affected targets are dazed.

Upgrade (1 EP): The Spells damage is increased by 2+1d6.

Range: Focus + 20 Metres, Focus + 2 Radius Area Effect

Cost: 5 EP, 2 EP per turn

Cast Type: Long

Cooldown: 1 day

7.5.4 Knowledge of the Forest Protector

Symbol: A Network of Roots, Leaves, Eyes, Thorns and Branches

0 - Rite of the Forest Tongue

Gain a Bonus of Spell Effect when speaking to the animals or the trees of the forest and when trying to understand their communication.

Spell Effect: Wisdom + 10

Upgrade(Ritual): Gain an understanding of the History of the land on which you tread.

Upgrade(Ritual, 3 hours): Take a long rest.

Range: Self

Cost: 1 EP, 1 EP per 5 minutes, A leaf or animal boon

Cast Type: Normal

Cooldown: 3 hours

0 - Transformation: Senses

Gain a Bonus Spell Effect when detecting natural lifeforms (Animals, Beasts and Monsters) in their habitat. Gain half this Bonus when detecting hidden attacks.

Upgrade(1 EP): While active increase your Passive Perception by 3.

Upgrade(Ritual): Negate the negative effects of darkness.

Spell Effect: Wisdom + 5

Range: Self

Cost: 1 EP for 5 minutes, recastable, 1 EP per round in Combat

Cast Type: Long

Cooldown: 3 hours

1 – Rite of Growth

Speed up the growth process of a plant by Spell Result. Your next Transformation becomes an Movement Spell.

Spell Effect: Wisdom + 8

Upgrade(1 EP): Harvest a part of the plant immediately without damaging it.

Upgrade(Ritual): When close to the Plant you have +3 Spell Effect. Does not stack and must be renewed.

Upgrade(1 EP): Increase the quality of the Plant and its resistance to the elements.

Range: Touch

Cost: 2 EP

Cast Type: Normal

Cooldown: -

1 – Thorn Storm

Unleash a storm of thorns on one target with Spell Result as a Ranged Attack. Deal 3+2d10 in damage.

Spell Effect: Wisdom + 15

Upgrade(2 EP): Gain Focus to the Spell Effect.

Upgrade(1 EP): Use the Spell as a Melee Attack instead and cast it accelerated.

Upgrade(Normal): Gain 2+1d10 damage, if the target is not fully armoured ignore any armour

Upgrade(5 HP): If you had cast the Spell in your previous Action gain 1d10 damage and +5 Spell Effect.

Range: 10 + Focus Metres

Cost: 1 EP

Cast Type: Bonus

Cooldown: -

2 – Guided by Nature

Find food that sustains you when you are in a forest. Does not grant provisions but will still your own hunger every time.

Spell Effect: Wisdom + Focus + 3

Upgrade(X*2EP): Find enough food to sustain X more normal people where X cant be greater than 5.

Upgrade(1EP): The food found restores Spell Result/3 EP.

Upgrade(1EP): You can keep the food as a Ration that lasts for 3 days..

Range: Self

Cost: 1 EP

Cast Type: Ritual (4 Rounds)

Cooldown: 6 hours

2 – Rite of the Forest Friend

If a beast or animal tries to attack you, make it choose another target instead, make it flee or turn it friendly by convincing or intimidating them with a Bonus of Spell Result. You can also turn beasts or animals friendly which do not attack you. If you turn one friendly with this spell, gain their form for your animal forms.

Spell Effect: Wisdom + 5

Upgrade(1EP): The target may assist you in your endeavours.

Upgrade(Long): Other Beasts and Animals in the area may turn non aggressive as well.

Upgrade(Ritual): You may accept the Beast as a Companion

Range: 10 + Focus Metres

Cost: 2 EP

Cast Type: Normal

Cooldown: 10 Rounds

3 – Rooting

Root an enemy for one round by catching their feet in fast growing roots. They cannot leave the spot.

They must succeed a Strength + Toughness Check against the Spell Result to escape. This is a hidden melee attack.

Spell Effect: Wisdom + 15

Upgrade(1 EP): They cannot escape.

Upgrade(1 EP): Increase the duration by 1 round.

Upgrade(Normal): Deal 2+2d6 damage to the target.

Range: 15 + Focus Metres

Cost: 2 EP

Cast Type: Bonus

Cooldown: 2 Rounds

3 – Silent Steps

When moving on grassy or forestry grounds you may make no sounds when stepping.

Upgrade(1EP): You will not scare birds or other animals if they notice you.

Upgrade(1EP): Gain a +2 Movement Modifier while the Spell is active.

Range: Self

Cost: 2 EP, 1 EP per 5 minutes, 1 EP per round in Combat

Cast Type: Bonus

Cooldown: 1 hour

4 – Transformation: Pelt/Bark

Grow a Pelt or Bark that protects you from cold weather for up to Spell Result Hours. Also grant Spell Result/3 light(Pelt) or heavy(Bark) armour everywhere.

Spell Effect: Wisdom + 10

Upgrade(1EP): You are immune to the next wound you would receive.

Upgrade(1EP): Gain a +2 Movement Modifier while the Spell is active.

Upgrade(1EP): Heal for Spell Result/2

Range: Self

Cost: 2 EP, 1 EP per hour, 1 EP per round in Combat

Cast Type: Long

Cooldown: 4 hours

4 – Rite of Morning Dew

Collect Morning Dew. You can collect 1 Portion (1 sip). Whoever drinks it restores Spell Result EP. It lasts 2 Days. You may never store more than 2 Portions. If you drink the Portion immediately you will restore 1 EP each hour until Nightfall.

Spell Effect: Wisdom + 8

Upgrade(-): It heals for the amount instead.

Upgrade(2 EP): It will also Lower Poison or Sickness Values by Spell Result.

Upgrade(2 EP): Add Focus to the Spell Effect. Collect more Portions, but divide the Spell Result by the Amount you have collected.

Range: Wisdom + Focus + 20 Metres

Cost: 3 EP

Cast Type: Ritual

Cooldown: 1 Day

4 – Lifevision

Detect lifeforms around you, even through walls or if they are invisible with a Bonus of Spell Result.

Spell Effect: Wisdom + 5

Upgrade(Normal, 1 EP per 5 minutes): You can keep the effect active for Spell Result Minutes.

Upgrade(2 EP): Also detect traces of magic on these life forms.

Upgrade(Ritual): Detect lifeforms that have been in the area for up to Spell Result/2 hours since the spell cast has begun.

Range: Wisdom + Focus + 20 Metres

Cost: 2 EP

Cast Type: Bonus

Cooldown: 3 hours

5 – Transformation: Claws

Gain Claws. They grant you Spell Result/2 Bonus Attack Chance for Martial (weaponless) Attacks and 3 + 1d6 Bonus Damage.

Spell Effect: Wisdom + 10

Upgrade(1 EP): Gain + 10 Spell Chance

Upgrade(1 EP): Gain 3 + 1d6 Bonus Damage

Upgrade(2 EP): If you already have transformed Claws you may cast the Spell again without Upgrades, ignoring the Cooldown.

Range: Self

Cost: 2 EP, 1 EP per hour

Cast Type: Long

Cooldown: 6 hours

5 – Animal Form: Small Animal

Turn into a small animal of your choice and knowledge for Spell Effect minutes. You keep your HP and EP and lose the ability to speak. You can not turn into complex intelligent lifeforms with this. You may keep an identifying object on you that takes the animal form with you, like a small hat for example.

You may not use the hat when you are in animal form. You keep your inventory.

In any case: you are still able to perform Spells as your non physical Attributes stay the same.

You must know the animal form you turn into.

Spell Effect: Wisdom + 5

Upgrade(2EP): You may still be able to speak with a *slightly* more squeaky voice.

Upgrade(1EP): You do not become prey to animals that would typically hunt the animal you turn into.

Upgrade(3EP): Hide the magic traces the Spell leaves.

Range: Self

Cost: 2 EP, 1 EP per 5 minutes

Cast Type: Ritual

Cooldown: 1 day

5 – Pack Leader

Empower an animal companion. They gain Spell Effect/2 as Bonus on their Attack and Defence Chances until the Spell ends.

Spell Effect: Wisdom + 10

Upgrade(Normal): Increase their damage by 2d6.

Upgrade(1 EP): Each time they cause damage they will cause an additional wound.

Upgrade(1 EP): Increase their Mobility Modifier by 4.

Upgrade(1 EP): Ignore the Cooldown if the target is another Companion.

Range: 5 + Focus Metres

Cost: 2 EP, 1 EP per round

Cast Type: Bonus

Cooldown: 3 Rounds

6 – Mutate from Memory

Prepare a Transformation as if you would cast it now. It becomes an Movement Spell the next time you use it.

Upgrade(1 EP): Gain Spell Effect Bonus on its Spell Effect.

Spell Effect: Wisdom + 5

Range: Self

Cost: 2 EP, 5 HP

Cast Type: Ritual

Cooldown: 3 rounds

6 – Moon Howling Rite

All Spells targeting your Companions are free the next day.

Upgrade(Full Moon Cast): Gain +2 Spell Result on any Spell targeting your Companions the next day.

Upgrade(No rest taken that night): Your Companions gain +1 HP permanently.

Range: Self

Cost: -

Cast Type: Ritual

Cooldown: 3 Days

7 – Transformation: Strength of the Protector

Transform your Muscles. Gain Spell Effect Bonus EP for the Duration of the Spell. Loose the Bonus EP after the Effect Ends.

Upgrade (2 EP): Gain 1 + 2d4 Strength while the Spell is active

Upgrade (Reflex Movement): Cast the Spell immediately. It only lasts two Rounds. Half the Cooldown.

Upgrade (1 EP): Grow in Size by up to 50 cm.

Spell Effect: 3 + 2d6

Range: Self

Cost: 1 EP per hour, 1 EP per round in Combat

Cast Type: Long

Cooldown: 1 Day

7 – Rites of shared Vision

Watch the world through the eyes of an ally instead of yours for Spell Result in minutes. You can also choose any ally for this but you must touch them and they must stay in range. The ally is not inhabited by this, but must allow the Spell Effect to take place. Both you and your ally gain Spell Result/2 Active Perception.

Spell Effect: Wisdom + Focus + 1

Upgrade (1 EP): Your chosen ally may also see through your eyes.

Upgrade (Ritual): The Range will not matter while the Ritual is active.

Upgrade (1 EP): Share the Vision with all of your Companions.

Range: Touch to Cast, Wisdom + Focus + 50 Metres after that

Cost: 3 EP, 1 EP per 5 minutes

Cast Type: Long

Cooldown: 12 hours

8 – Seed of Disruption

Your next Attack will mark the target if it deals damage. The Seed of Disruption will grow with each subsequent hit and has a Disruption Value of Spell Result. When cast the Seed is on Stage 1. Every time it grows it will move to a subsequent stage and the target will receive an additional Malus of -2 on *all* Results. The target can remove the Seed by lowering the Disruption value with Toughness + Wisdom checks to 0. The Disruption Value is increased by 6 every time the Seed grows. You can remove the Seed at any time. The Seed of Disruptions can be removed by Spells that would remove Curses.

Spell Effect: Wisdom + 10

Upgrade (1 EP): Place the Seed on a target without attacking them. You must Touch the target for this.

Upgrade (Reflex Movement, 2 EP): When a seed of Disruption grows spread it to an additional target in Focus + 7 Metre Range

Upgrade (1 EP): The Seed begins on Stage 2.

Upgrade (Movement): Remove a Seed. Deal Xd6 damage to the target where X is equal to the Seeds Stage.

Upgrade (-): Place the Seed on an ally. It has no effect. When this ally is attacked, the Seed will immediately move to the Attacker.

Range: -

Cost: 2 EP

Cast Type: Bonus

Cooldown: 10 Rounds

8 – Frightening Roar

Roar with the voice of a dozen animals combined. All enemies in Range are dazed if they cannot resist the Spell Result with their own Wisdom + Toughness.

Spell Effect: Wisdom + 12

Upgrade(-): Your Companions join you. Gain +6 Spell Chance for each Companion.

Upgrade(1 EP): Deal 1 + 2d6 psychic damage to all Targets.

Upgrade(1 EP): All allies in Range receive +2 to all Combat Chances for 2 rounds.

Range: Focus + 5 Metres

Cost: 2 EP

Cast Type: Movement

Cooldown: 5 Rounds

8 – Cycle

End a Transformation with this Spell, double its Cooldown. Regain Spell Result/4 EP.

Spell Effect: Wisdom + 8

Upgrade(Bonus): Gain an additional 1+2d4 EP.

Upgrade(Ritual): Gain Spell Result Temporary EP until the next Rest instead.

Upgrade(2 EP): Regain HP instead.

Range: Focus + 5 Metres

Cost: -

Cast Type: Movement

Cooldown: 8 hours

9 – Transformation: Leaves of the Forest

Grow 1+1d4 Magical Leaves on your Body. Mark each leaf for a specific Elemental Spell except for this one. You can cast each marked Spell accelerated, consuming the leaf. You may only cast 1 individual Spell per round this way. The leaves will fall with each new Dawn.

Upgrade(1 EP): Cast the Spell with Spell Result Bonus (if applicable). Pay the Upgrade Cost when casting the Spell.

Upgrade(1 Leaf): Mark one special Leaf from those available. When all other leaves are spent you may use this marked leaf to regain all maximum EP immediately.

Upgrade(2 Maximum EP): Gain 1 Magic Resistance for each Leaf.

Upgrade(1 EP): Gain 1 additional Leaf.

Spell Effect: Wisdom + 5

Range: Self

Cost: 2 EP, 1 Maximum EP. Maximum EP is restored during the first rest after all leaves are spent

Cast Type: Ritual

Cooldown: 1 day

9 – Create Encampment

Create an Encampment in nature that protects from wind and rain and gives a hiding Bonus of Spell Result/2 while you are inside of it.

Spell Effect: Wisdom + 10

Upgrade(1 additional Day Cooldown): The Encampment protects you from all environmental Effects including the Cold.

Upgrade(1 additional Day Cooldown): The Encampment provides nourishment for up to 4 persons.

Upgrade(1 additional Day Cooldown): Automatically upgrade your Rest to the next highest one. You are protected from Nightmares and similar Effects by Spell Result.

Upgrade(5 EP): The Spell becomes an Movement Cast.

Range: Touch, up to 5 + Focus Metres Radius

Cost: 3 EP

Cast Type: Ritual

Cooldown: 1 Day

10 - Animal Form: Large Animal

Turn into a large, empowered animal of your choice and knowledge for Spell Result minutes. You gain the Stats of the Animal with Spell Result additional HP. You can increase one of your physical attributes by 2+1d8, choose the attribute according to the chosen animal form. You can turn back at any time with the current or adequate HP.

If you lose all HP points during the Animal form you turn back into your usual self, stunned and on half HP or with as much HP as you had before.

You can not turn into complex intelligent lifeforms (language bearing lifeforms) with this. You may keep an identifying object on you that takes the animal form with you, like a big hat for example. You may not use the hat or any other Item when you are in animal form.

You keep your inventory but may not use it.

You are still able to perform Spells as your non physical Attributes stay the same.

You must know the animal form you turn into and have a boon of that animal.

Spell Effect: Wisdom + 12

Upgrade(1 EP): Gain 2+2d8 additional Bonus HP.

Upgrade(2 EP): Heal for Spell Result once the Transformation ends.

Upgrade(1 EP): Retain the ability to Speak.

Upgrade(1 EP): Add 2 damage dice to your unarmed attack.

Upgrade(2 EP): Increase an additional of your physical Attributes of the Animal Chosen by 2+1d8.

Upgrade: Keep the Animal Form for 12 hours. Add 2d6 to the Spell Result. You may not turn at will. If you lose your HP as the Animal you will die.

Upgrade(Nighttime Cast): Your Companions gain +1 to all their Stats while you are in the Animal Form

Range: Self

Cost: 4 EP

Cast Type: Ritual

Cooldown: 24 hours

10 – Transformation: Tail

Gain a tail. Gain Spell Result/3 as Bonus during your Athletic and Acrobatic checks. Gain Spell Result/2 HP while the Transformation is active.

You can use the Tail to perform an additional (regular) Martial Attack during your Bonus Actions.

Spell Effect: Wisdom + 15

Upgrade(1 EP): Add Spikes to your tail. All Attacks with it cause a Bleeding Wound if they deal damage.

Upgrade(1 EP): Add 4d4 to the Spell Result.

Upgrade(1 EP): You may Sacrifice the tail to ignore any attack completely.

Upgrade(1 EP): Any attack with the tail poisons the target. The poison has a Value of Spell Result and deals 1d8+1 damage each round. The Effect stacks up to 2 times, the Value cannot exceed 25.

Range: Self

Cost: 2 EP, 1 EP per hour, 1 EP per round in Combat

Cast Type: Long

Cooldown: 6 hours

11 – Transformation: Poison Skin/Thorns

Grow Poison Glands or Poisonous Thorns. Anybody that attacks or touches you successfully will be poisoned with a poison value of Spell Result. The poison Value stacks which each time it is applied. They take 1+1d8 damage each round as long as they are poisoned.

Spell Effect: Wisdom + 15

Upgrade(2 EP): The poison value grows stronger by 5 each turn until the poison is removed from the inflicted person.

Upgrade(2 EP): The poison inflicts damage twice per turn.

Upgrade(2 EP): You may exclude anyone from being poisoned by you if they merely touch you.

Upgrade (1 EP): Take 1 less damage from all attacks.

Range: Self

Cost: 3 EP, 3 EP per hour, 1 EP per round in Combat, A Frogs Eye or similar

Cast Type: Ritual

Cooldown: 12 hours

11 – Transformation: Camouflage

Gain a Camouflage that keeps you hidden in the current Environment. Gain Spell Result/2 Bonus on Stealth rolls in the current Environment.

Spell Effect: Wisdom + 10

Upgrade(2 EP): You are also stealthed against magical means of detection.

Upgrade(X EP, Ritual): Choose X targets. They will all gain half your Bonus on their Stealth checks. If the target is a Companion of yours the Upgrade is free for them and they receive the same Bonus as you.

Upgrade(Ritual, free of Cost): You may use the Spell during your sleep and appear as a common inanimate natural object of similar size.

Range: Self

Cost: 2 EP, 3 EP per Hour, 1 EP per round in Combat

Cast Type: Normal

Cooldown: 10 hours

12 – Transformation: Blood of the Forest

Transform your Blood to Tree Sap. Noone can wound you as long as this transformation is active. Gain Spell Effect temporary HP. You lose this temporary HP once the Spell is over.

Spell Effect: Wisdom + 10

Upgrade(2 EP): Gain 3d8 additional temporary HP.

Upgrade(1 EP per Combat Turn/Hour): You are also immune to being dazed and stunned.

Upgrade(2 EP): During Combat you may cast the Spell as a Bonus cast - if you already received a Wound.

Upgrade(2 HP per Turn): Anyone who would cause a wound to you takes 5 damage. Anyone who damages you takes 2 damage.

Upgrade(Ritual, 5 EP): Harvest Sap from a friendly tree - or your own. You receive two Portions of Healing Sap that will heal, reduce poison OR combat illness by Spell Result each when consumed.

Range: Self

Cost: 2 EP, 1 EP per hour, 1 EP per round in Combat

Cast Type: Long

Cooldown: 12 hours

12 – Pack Leader

Try to turn any animal or beast close to you into an ally in a fight with Spell Result (if they are able to assist). Significantly harder with animals that are hostile. The Spell may break when the animal takes damage.

Spell Effect: Wisdom + 5

Upgrade(1 EP): If you are victorious the Animal has an increased chance of becoming a Companion.

Upgrade(1 EP): All Animals and beasts that fight on your side in range gain a Bonus of 2d6 on their Actions for 1 round.

Upgrade(X EP): Heal X animals in range for 1d8 + Spell Result.

Upgrade(Normal): Add 2d8 to your Spell Result.

Range: Wisdom + 25 Metres

Cost: 1 EP

Cast Type: Bonus

Cooldown: 3 rounds

14 – Transformation: Retransform

Ignore the Cooldown of any Transformation that is already active on you. You may only Retransform any active Transformation once. You may not Retransform this Spell.

Spell Effect: Wisdom + 8

Upgrade(1 EP): The retransformed Spell receives Spell Result/2 Bonus Spell Effect.

Upgrade(1 EP): The retransformed Spell will be accelerated.

Upgrade(Long Cast): Retransform 2 Spells instead of one.

Range: Self

Cost: 5 EP

Cast Type: Bonus

Cooldown: 6 hours

14 - Animal Form: Flight

Turn into a flying animal for Spell Result minutes. You lose the ability to speak somewhat. You can not turn into complex intelligent lifeforms with this. You may keep an identifying object on you that takes the animal form with you, like a big hat for example. You may not use the hat or any other Item when you are in animal form. You keep your inventory. In any case: you are still able to perform Spells as your non physical Attributes stay the same.

You must know the animal form you turn into.

Spell Effect: Wisdom + 10

Upgrade(1 EP): Add 2d6 to the Spell Result

Upgrade(1 EP): Retain the ability to Speak

Upgrade(2 EP): Increase the Base Stats of the Animal Chosen by Spell Result/3.

Upgrade: Keep the Animal Form for 12 hours. Add 2d6 to the Spell Result. You may not turn at will. If you lose your HP as the Animal you will die.

Upgrade(Nighttime Cast): Your Companions gain +1 to all their Stats while you are in the Animal Form

Range: Self

Cost: 3 EP, something that identifies the Animal your will turn into

Cast Type: Ritual

Cooldown: 6 Hours

16 – Transformation: Wings

Grow Wings for Spell Result minutes. You may fly with a Movement Bonus of Spell Result/2. You may Exceed the usual Movement restrictions. Targeted Attacks against your Wings may cause you to fall.

Spell Effect: Wisdom + 5

Upgrade(2 EP per 10 minutes): You may fly as long as you are able to pay for it.

Upgrade(1 EP): Your Wings grant you 5 light armour.

Upgrade(1 EP): You gain a Bonus of +2 to all physical attacks and all observation checks while in the air.

Range: Self

Cost: 4 EP, 1 EP per 10 Minutes, A feather

Cast Type: Ritual

Cooldown: 12 hours

16 – Transformation: Size

Increase your size by a few Metres(1-4). Gain Spell Effect Temporary HP. All other Transformations, active or not, become 1d12 more Powerful.

Spell Effect: Wisdom + 10

Upgrade(1 EP): Increase the Spell Result by 2d8.

Upgrade(2 EP): Increase other Transformations Power by one additional d12.

Upgrade(1 EP per round): Increase all your Combat Stats by 2.

Upgrade(1 EP): Your presence strikes fear into your foes, granting you Spell Result/2 Bonus to intimidation checks.

Range: Self

Cost: 3 EP, 1 EP per hour, 1 EP per round in Combat, A Bone

Cast Type: Ritual

Cooldown: 12 hours

18 - Transformation: Permanent Change

Choose a Transformation you know and used before. Cast it during the Ritual. It will be permanent. When you use the Transformation again afterwards it will increase your permanent Transformation. You may cast the Spell 3 times in your life.

Range: Self

Cost: 20 EP, A blessing of Nature

Cast Type: Ritual (multiple hours)

Cooldown: Undefined

18 - Animal Form: New Life

Choose an Animal that you can turn into permanently. You must have turned into this animal each day for at least an hour. Once performed all transformations in this Animal Form will at the most be a normal cast. Gain Spell Effect HP. You may only cast this Ritual once in your Life. You retain Speech, but may lose the ability to use certain items.

Range: Self

Cost: 20 EP, A blessed Animal Heart of the Animal you want to turn into

Cast Type: Ritual (multiple hours)

Cooldown: Forever

7.5.5 The Iceborn

“In our Veins run the Essence of Frost, in our chest the heart of winter beats in unison. Your tears will turn to hail from freezing eyes and your cries to ice on your bleeding tongues. We will have Vengeance.”

- Harmarr the Ancient after the Traitor-Tragedy on Sweoland

Symbol: An iridescent Snowflake, ever changing in form.

7.5.6 Flowing Waters

Symbol: Rain Cloud over misty Waves

The Spells of this School are etched into copper plates that are bound together to create complete Teachings.

0 - Lifesource

Create one portion of water, no matter the circumstances. When consumed it Heals Spell Result/2 HP.

Spell Chance: Wisdom + 10

Upgrade (1 EP): The Portion also restores 1d4 EP when used.

Upgrade (Ritual): Safe up to 5 portions of Water for later use. You can not ever store more than 5 Portions this way.

Upgrade (1 EP): The Effects of the Water are transferred when used in Alchemical Processes.

Range: Touch

Cost: 1 EP

Cast Type: Bonus

Cooldown: 1 hour

0 - Everflow

You can control Water with Spell Result.

Spell Chance: Wisdom + 15

Upgrade (1 EP): Find the nearest source of Water.

Upgrade (24 h Cooldown): Enchant drinking Water. Everyone who consumes it has 1 Bonus Maximum EP that day.

Upgrade (1 EP): Enchant drinking Water with Spell Chance. It will be clean and freed of poison.

Range: Focus + 5

Cost: 1 EP

Cast Type: Ritual

Cooldown: 1 hour

1 - Water Surge

Surge nearby Water towards a target and knocks them prone in as a Ranged Attack with Spell Result.

Spell Chance: Wisdom + 15

Upgrade (1 EP): Increase the Spell Result by 2+1d12.

Upgrade (1 EP): Also deal 2d6 damage to the target.

Upgrade (1 EP): Daze the target for two rounds if you successfully hit them.

Range: Focus + 10

Cost: 2 EP

Cast Type: Bonus

Cooldown: -

1 - Rain

Create a raincloud above with you at the centre. It has a radius of range and creates will rain water unto the area for Spell Result Minutes. Only one rain can be active at a time. Each turn one Portion of Water is created this way.

Spell Chance: Wisdom + 10

Upgrade (1 EP): All allies inside the range have +1 Defence against all magical effects.

Upgrade (1 EP): Cast as Normal.

Upgrade (2 EP): Double the radius and the amount of Water created.

Upgrade (1 EP): Double the duration.

Upgrade (1 EP): Gain +2 Spell Chance while inside your own rain.

Upgrade (1 EP): All enemies' movement range is decreased by 2.

Range: Spell Effect

Cost: 2 Ep

Cast Type: Ritual

Cooldown: 1 hour

1 - Evaporate

Evaporate some nearby Water and shroud a target in the Mist. The target Gains Spell Result Bonus to hiding and sneaking.

Spell Chance: 5 +2d6

Upgrade (1 EP): Blind a target for one round instead.

Upgrade (Normal): Heal the target for Spell Result instead.

Upgrade (1 EP): Increase the Spell Result by 1 + 1d12.

Upgrade (2 EP): Grant the target Spell Result/2 magical Armour for one round instead.

Range: Focus + 5 Metres

Cost: 1 Ep

Cast Type: Bonus

Cooldown: -

2 - Dampen

Create Water on a target in range that covers them in it. The target takes 2 damage less from all sources.

Upgrade (X EP): Create Water on X additional targets.

Upgrade (1 EP): The target instead takes 2 damage more from all sources.

Upgrade (1 EP): The target can not be set afire.

Upgrade (1 EP): Decrease the targets movement range by 2.

Upgrade (1 EP): The target has a higher chance of getting sick.

Range: Focus + 10

Cost: 1 Ep

Cast Type: Movement

Cooldown: 1 round

2 - Liquid Blade

Enchant a Weapon or Shield 1 fight..

Upgrade (1 EP): Increase the Bonus Defence of the enchanted Item by 2.

Upgrade (Ritual, X EP): Enchant X Equipment Pieces this way.

Upgrade (Reflex Movement): Increase the Bonus Defence of an already enchanted Item by 1+1d6 for one round.

Range: Touch

Cost: 1 Ep

Cast Type: Bonus

Cooldown: 1 round

3 - Wash Away

Heal a target for Spell Result.

Spell Chance: Wisdom + 10

Upgrade (1 EP): Also Remove a Wound.

Upgrade (1 EP): Also Lower Poison, Sickness or Magical Ailments by Spell Result.

Upgrade (1 EP): Increase the Spell Result by 2d6.

Upgrade (2 EP): Cast as Bonus Spell.

Range: Focus + 10

Cost: 2 Ep

Cast Type: Long

Cooldown: 3 rounds

3 - Water Whip

Create a Whip from nearby Water Attack a target with Spell Result as a ranged attack. Deal 3d12 damage to them if you hit them. Cause a Small Slashing Wound

Spell Chance: Wisdom + 15

Upgrade (1 EP): Cause 2 Wounds instead.

Upgrade (X EP): Hit X targets more where X can not be higher than 3.

Upgrade (1 EP): Increase the Spell Chance by 4d4.

Upgrade (1 EP): Increase the damage by 1d12.

Range: Focus + 1

Cost: 2 EP

Cast Type: Normal

Cooldown: 1 round

4 - Tide

Create some Water around you. Increase the Spell Chance of the Spell that consumes it by 2d6.

Upgrade (1 EP): Increase the Range of the consuming Spell by 1d6.

Upgrade (2 EP): Accelerate the consuming Spell once. Does not stack.

Upgrade (1 EP): Increase the Spell Chance of the consuming Spell by an additional 1d6.

Range: Self

Cost: 1 EP

Cast Type: Bonus

Cooldown: -

4 - Water Skin

Create some Water and weave it around a target as a second skin. The target gains Spell Result Armour for 2 Rounds.

Spell Chance: $3 + 2d6$

Upgrade (Long, X EP): Increase the Range of the consuming Spell by 1d6.

Upgrade (2 EP): Instead heal the target for 2 rounds for the same result.

Upgrade (1 EP): Increase the Spell Chance an additional 1d6.

Upgrade (1 EP): The result lasts one round longer.

Upgrade (X*2 EP): Target X people more where X cannot be greater than 3.

Range: Self

Cost: 2 Ep

Cast Type: Normal

Cooldown: 2 rounds

4 - Endless Thirst

Consume some Water around you: gain a Bonus Action.

Upgrade (1 EP): Grant another target a Bonus Action.

Upgrade (1 EP): Cast as Movement.

Upgrade (1 EP): Lower the Cooldown of one of your Spells by 3 rounds.

Upgrade (Normal): Regain $1+1d4$ EP instead.

Range: Focus + 10

Cost: 1 EP

Cast Type: Bonus

Cooldown: -

5 - Be Water

Reduce the Costs of all your Spells by 1 EP while you are near a Water Source.

Upgrade (1 EP per round): Also gain +2 Spell Chance.

Upgrade (3 EP per round): All your Spells are accelerated once.

Upgrade (1 EP per round): Cast as Bonus Spell.

Spell Effect: Wisdom + 5

Range: Focus + 10

Cost: 1 EP per round

Cast Type: Ritual

Cooldown: 12 hours

5 - Healing Waters

Use nearby Water to Heal a target in range for Spell Result.

Spell Chance: Wisdom + 8

Upgrade (X EP): Use more Water to hit X targets instead.

Upgrade (1 EP): Increase the Spell Chance by 2d6.

Upgrade (1 EP): Bestow the Healing Waters upon the target. They may choose when to activate its healing capabilities.

Range: Focus + 10

Cost: 2 EP

Cast Type: Bonus

Cooldown: 3 rounds

6 - Waterbreathing

Grant a target the ability to breath underwater for Spell Result Minutes.

Spell Chance: Wisdom + 16

Upgrade (Ritual): Grant the Ability until dawn.

Upgrade (X EP): Grant the Ability to X additional targets.

Upgrade (2 EP): Also grant them the ability to swim until the end of the day.

Range: Touch

Cost: 2 EP

Cast Type: Normal

Cooldown: -

7 - Spring to life

Create a small spring that will sprawl with water for Spell Result hours. It creates one Portion of Water every Minute.

Spell Chance: Wisdom + 12

Upgrade (10 EP): If your Spell Result exceeds 50 the Spring will be eternal.

Upgrade (1 EP): Gain +2 Spell Chance while the Spring is active.

Upgrade (1 EP): Increase the Spell Chance by 3d6.

Upgrade (1 EP): Water from the Spring restores 1 EP.

Range: Focus + 10

Cost: 4 EP

Cast Type: Ritual

Cooldown: 1 day

7 - Mist

Create a field of Mist from nearby water with yourself at the centre in which all targets have a 1+1d6 Malus on Perception.

Upgrade(1 EP): Increase the range of the Spell by 2d6.

Upgrade(1 EP): All allies inside the Mist are not affected by its negative effects.

Upgrade(1 EP per round): All allies inside the Mist are healed by 1d4 per round.

Upgrade(1 EP per round): All targets inside the Mist lose 1 EP per turn.

Upgrade(1 EP): All targets inside the Mist take 1d4 damage per turn.

Upgrade(1 EP): Gain +1 Spell Chance while the Mist is active.

Range: Focus + 5 diameter

Cost: 3 EP, 1 EP per round

Cast Type: Normal

Cooldown: 10 rounds

8 - Waterwalking

Grant the ability to walk on Water for Spell Effect minutes.

Spell Chance: Wisdom + 10

Upgrade(1 EP): Grant the Ability to an additional target.

Upgrade(1 EP): Gain +1 Spell Chance while the Spell is active.

Range: Touch

Cost: 2 EP

Cast Type: Normal

Cooldown: -

8 - Water Beam

Create a Beam of Water. While you are firing the Water Beam upon a target they must succeed a Toughness + Wisdom check against the Spell Result or they will not be able to move into your direction.

Spell Chance: Wisdom + 20

Upgrade(X*2 EP, X EP per round): Create X additional Water Beams. You may not have more than 4 Water Beams at the same time.

Upgrade(1 EP): You may change the targets of one Water Beam in a Movement Action.

Upgrade(1 EP): Deal 1d8 unblockable damage per round to a target.

Upgrade(1 EP): Target an ally with a Water Beam. Heal them for 1+1d8. They may ignore the negative effects.

Upgrade(1 EP): Knock any target prone that fails the Toughness + Wisdom check.

Range: Focus + 7 Metres

Cost: 2 Ep, 1 EP per round

Cast Type: Normal

Cooldown: 10 rounds

8 - Depth Charge

Hurl a crushing amount of nearby Water onto a target. They take Spell Result/2 unblockable damage.

Spell Chance: Wisdom + 15

Upgrade(1 EP): Also knock the targets prone.

Upgrade(1 EP): Your allies are immune to the effects of the Spell

Upgrade(Long): Hit target in a Focus/2+1 Diametre.

Range: Focus + 10 Metres

Cost: 3 EP

Cast Type: Normal

Cooldown: 4 rounds

11 - Water Prison

Create a Ball of Water from a nearby Source that you attempt to trap a target in with Spell Result as a ranged Attack. If you successfully trap a target they are not able to move as if they were shackled until they break free. Each turn the can lower the Spell Result by Toughness + Wisdom. They also may use Movement Actions to lower the Spell Result with a Toughness + Wisdom check.

You Increase a Water Prisons Spell Result by casting another Water Prison unto it.

Spell Chance: Wisdom + 25

Upgrade(1 EP): Cast as Bonus Spell.

Upgrade(2 EP): A Successful Water Prison will gain 1+1d10 Spell Chance each turn as long as nearby Water is available.

Upgrade(1 EP): You can deal 1+1d10 unblockable damage to the target each time they attempt to break free.

Upgrade(2 EP): You can deal 2d10 unblockable damage to the target each turn.

Range: Focus + 10

Cost: 3 EP

Cast Type: Normal

Cooldown: 2 rounds

12 - Watery Reflection

Create a Water Reflection of you from nearby Water. You may control it like a Puppet. It accurately reflects your actions and is virtually indistinguishable from you but may be identified with Magic and Perception Checks that succeed your Spell Result/2. Puppets are destroyed when they take any damage.

Spell Chance: Wisdom + 10

Upgrade(1 EP): Increase your Spell Chance by 1 for each Puppet you control this way.

Upgrade(1 EP): Regain 1+1d4 EP when a Puppet is destroyed.

Upgrade(1 EP): Create Water when a Puppet is destroyed.

Upgrade(2 EP): Create two Puppets at once.

Upgrade(2 EP): See through the upgraded Reflections Eyes. You are able to control the Reflection only by Pantomime.

Upgrade(2 EP): The Reflection may open doors and perform other miniscule interactions.

Range: Focus + Spell Effect

Cost: 2 EP, 3 EP per hour, 1 EP per round

Cast Type: Normal

Cooldown: -

14 - Flooding

Flood a Field of Range Square Metres with Water from a nearby Source. It becomes difficult Terrain.

Upgrade(2 EP): Increase the Range by Focus.

Upgrade(1 EP): Allies ignore all negative effects of the Flood.

Upgrade(1 EP): Enemies in the Flood take 1d6 unblockable damage per turn.

Upgrade(1 EP): Enemies in the Field have a Malus of -2 on all Combat Chances.

Upgrade(1 EP): Allies are healed for 1d6+1 HP each turn while in the Flood.

Range: Focus + 3 Metres

Cost: 4 EP

Cast Type: Long

Cooldown: 15 rounds

16 - Crushing Wave

Create a massive Wave from Water around you. It will charge forward from your position and hits everything in its way. It deals Spell Result unblockable damage to anything in its path. The damage is halved against creatures, but they are knocked prone. The effects can be negated by succeeding a Wisdom + Toughness check against Spell Result.

Spell Chance: Wisdom + 20

Upgrade(2 EP): Double the damage against buildings.

Upgrade(1 EP): Increase the Spell Chance by $2 + 2d8$.

Upgrade(1 EP): All targets hit are dazed.

Upgrade(2 EP): Allies are not affected.

Upgrade(1 EP): All targets damaged are swept for up to $2d8$ Metres in the direction of the wave.

Range: Focus + 10 Width: Focus/2

Cost: 5 EP

Cast Type: Long

Cooldown: 3 rounds

16 - Split the Ocean

Split a Body of water with the range and depth of this spell in Metres. Objects inside and on top the Split Water are moved with it.

Spell Effect: Wisdom + 20

Upgrade(1 EP per round): The Effect is around you in a circle. The water might close above the circle, as if you are in a bubble.

Upgrade(2 EP, 1 EP per round): Increase the Range by Wisdom.

Upgrade(20 Max EP per day): The effect will last until you stop it.

Range: Focus + $3d6$

Cost: 8 EP, 1 per round

Cast Type: Ritual

Cooldown: 1 Day

18 - Water Form

You become immune for one round. Immune: The target can not take physical damage or be inhibited by negative effects.

Spell Chance: $2 + 2d6$

Upgrade(1 EP): Gain Spell Result Spell Chance on all Water Spells while Water Form is active.

Upgrade(1 EP): Also half all magical damage.

Upgrade(1 EP): Ignore all Wound damage.

Upgrade(1 EP): Triple your movement range in water. If you move through water you may teleport through it instead.

Upgrade(1 EP per round): If the spell targets yourself you may keep it active outside of Combat.

Upgrade(Touch): Target an ally if they are willing.

Upgrade(2 EP): Cast as reflex Movement.

Range: Self

Cost: 5 EP

Cast Type: Normal

Cooldown: 3 rounds

20 - Lifegiving Source

Completely mend the Body of a living water based creature. Replace broken bones and cut of body parts wherever the cut of part still exists. Close all Wounds.

Spell Chance: Wisdom + Focus + 10

Upgrade(2 EP): Heal the target for Spell Result + 3d8.

Upgrade(10 EP): The target may be dead for up to Wisdom/10 days.

Upgrade(2 EP): Lower Poison Values by Spell Result.

Upgrade(2 EP): Lower Sickness Values by Spell Result.

Upgrade(10 EP): Mend crippled body parts like blinded eyes. Completely replace missing Body Parts.

Range: Self

Cost: 10 EP

Cast Type: Ritual

Cooldown: 2 Days

7.5.7 Seekers of the Storm (WorkInProgress)

Symbol: A thundering Cloud with an Eye inside

0 - Lifegiving Source

Completely mend the Body of a living water based creature. Replace broken bones and cut of body parts wherever the cut of part still exists. Close all Wounds.

Spell Chance: Wisdom + Focus + 10

Upgrade(2 EP): Heal the target for Spell Result + 3d8.

Upgrade(10 EP): The target may be dead for up to Wisdom/10 days.

Upgrade(2 EP): Lower Poison Values by Spell Result.

Upgrade(2 EP): Lower Sickness Values by Spell Result.

Upgrade(10 EP): Mend crippled body parts like blinded eyes. Completely replace missing Body Parts.

Range: Self

Cost: 10 EP

Cast Type: Ritual

Cooldown: 2 Days

7.5.8 Runic Stones (WorkInProgress)

Symbol: Antlers which is Decorated with various Elemental Symbols

All Spells in this Book require the Runic Oath spell to be learned first! Spells of this Book can not be put onto a runic stone.

3 - Runic Oath

You must know how to create a Young Runic Stone

Once you have completed this ritual you may only cast Spells by using a Rune Stone. Increase your maximum EP by Spell Effect. You may only succeed in casting this ritual once. You can not use a Perfection or Resolve to perform this Ritual. You are granted a Young Runic Stone after completing the Ritual.

Spell Effect: Wisdom + 2

Spell Effect: Wisdom/2 + 1d4

Range: Self

Cost: 2 HP

Cast Type: Ritual

Cooldown: 1 hour

3 - A Young Stone

You must have performed the First Runic Oath to use this Spell.

Create a runic stone made from any material. It must have at least 8 sides. You may enchant each side of the Stone with any Spell of elemental magic; no spell can be enchanted onto the Stone twice. You

can put a spell onto the stone at any time, ignoring the cooldown of this spell.

The Stone will forever save the Spell with the Spell Result and Effect of the enchantment cast.

You can use the Stone as a Bonus Cast by rolling it, scoring one of the enchanted Spells. Add Spell Result of this Spell and Spell Effect of this Spell to the stored Spell Result and Spell Effect. You must cast the stored spell as an Movement immediately.

Sides of the Stone can be left empty. If you roll empty sides when using the Stone nothing happens.

Spell Effect: Wisdom + 5

Spell Effect: Spell Result/2 + 2d6

Range: Touch

Cost: 2 HP + 1 EP + EP of the scored Spell

Cast Type: Ritual on creation, Bonus when used

Cooldown: 1 week for creation of a stone, no Cooldown for using it

4 - Capture Spell

When another mage is casting an elemental or light type Spell you may copy it with its Spell Result and Spell Effect onto an empty side of any of your runic stones, if your Spell Effect is higher than the one of the spell you want to capture. The usual rules of the runic stone in question apply.

Spell Effect: Wisdom + 15

Spell Effect: Spell Result + 5d10

Range: Focus + 15

Cost: 2 EP + EP of the scored Spell

Cast Type: Reflex Movement

Cooldown: 2 rounds

6 - Purge Spell

Delete a Spell from one of your Runic Stones. Gain Spell Effect Bonus on your next Spell Effect.

Spell Effect: Wisdom + 5

Spell Effect: Spell Result + 2d10

Range: Self

Cost: 2 EP

Cast Type: Bonus

Cooldown: 6 hours

8 - Scholar Stone

Create a runic stone made from any material. It must have at least 6 sides. You may enchant each side of the Stone with any Spell of elemental magic; one spell can be enchanted onto the Stone twice individually. You can put a spell onto the stone at any time, ignoring the cooldown of this spell.

The Stone will forever save the Spell with the Spell Result and Effect of the enchantment cast.

You can use the Stone as a Bonus Cast by rolling it, scoring one of the enchanted Spells. Add Spell Result of this Spell and Spell Effect of this Spell to the stored Spell Result and Spell Effect. You must cast the stored spell as an Movement immediately.

Sides of the Stone can be left empty. If you roll empty sides when using the Stone nothing happens.

Spell Effect: Wisdom + 5

Spell Effect: Spell Result/2 + 2d6

Range: Touch

Cost: 5 HP + 1 EP + EP of the scored Spell

Cast Type: Ritual on creation, Bonus when used

Cooldown: 1 week for creation of a stone, no Cooldown for using it

8 - Protection

Destroy one of your Runic Stones. Nullify any spell immediately. Heal any target in range for Spell Effect.

Spell Effect: Wisdom + 5

Spell Effect: Spell Result + 3d10

Range: Touch

Cost: 5 EP

Cast Type: Reflex Movement

Cooldown: 1 week

10 - Self Determined Fate

Determine the Outcome of any runic stone but a Blackened Stone. You may unleash the spell as usual,

but you only gain the Bonus Spell Effect of this Spell's Spell Effect, not of the Stone's Spell Effect.

Spell Effect: Wisdom + 10

Spell Effect: 2d6

Range: Self

Cost: 5 HP + 1 EP

Cast Type: Movement

Cooldown: -

12 - Elder Stone

Create a runic stone made from any material. It must have at least 4 sides. You may enchant each side of the Stone with any Spell of elemental magic; two spells can be enchanted onto the Stone twice individually. You can put a spell onto the stone at any time, ignoring the cooldown of this spell.

The Stone will forever save the Spell with the Spell Result and Effect of the enchantment cast.

You can use the Stone as a Bonus Cast by rolling it, scoring one of the enchanted Spells. Add Spell Result of this Spell and Spell Effect of this Spell to the stored Spell Result and Spell Effect. You must cast the stored spell as an Movement immediately.

Sides of the Stone can be left empty. If you roll empty sides when using the Stone nothing happens.

Spell Effect: Wisdom + 5

Spell Effect: Spell Result/2 + 3d6

Range: Touch

Cost: 5 HP + 2 EP + EP of the scored Spell

Cast Type: Ritual on creation, Bonus when used

Cooldown: 4 weeks for creation of a stone, no Cooldown for using it

12 - Blackened Stone

Create a runic stone made from any material. It must 5 sides. One side must be empty. If you roll an empty side you must pay 6 life and roll again. Your Spell Effect rises by 5 if this happens. You may enchant each side of the Stone with any Spell of elemental magic; no spells can be enchanted onto the Stone twice or more. You can put a spell onto the stone at any time, ignoring the cooldown of this spell.

The Stone will forever save the Spell with the Spell Result and Effect of the enchantment cast.

You can use the Stone as a Bonus Cast by rolling it, scoring one of the enchanted Spells. Add Spell

Result of this Spell and Spell Effect of this Spell to the stored Spell Result and Spell Effect. You must cast the stored spell as an Movement immediately.

Blackened Stones allow you to capture or cast black magic spells onto them.

Spell Effect: Wisdom + 10

Spell Effect: Spell Result/2 + 3d6

Range: Touch

Cost: 5 HP + 2 EP + EP of the scored Spell

Cast Type: Ritual on creation, Bonus when used

Cooldown: 4 weeks for creation of a stone, no Cooldown for using it

14 - Premonition

Predict the outcome of a Runic Stone being thrown. Gain a Combat Action if you were right. Restore Spell Effect HP.

Spell Effect: Wisdom + 10

Spell Effect: Spell Effect + 2d6

Range: Self

Cost: -

Cast Type: Movement

Cooldown: -

16 - Shattered Stone

Permanently destroy one of your Stones. Roll it four times and unleash all effects in any order. You may bind this spell onto a runic stone.

Spell Effect: Wisdom + 10

Spell Effect: -

Range: Touch

Cost: 8 EP

Cast Type: Long

Cooldown: -

7.6 Darkness

7.6.1 The Dark Kabal

Symbol: Black Wings, but other Symbols may be used by different Practitioning Cycles

Curses: Curses do not stack unless stated otherwise. If you pay for Curses with maximum EP you will always regain them once the Curse ends.

0 - Shadow Play

Move and transform up to Spell Result Square Metre of Shadows on a suitable surface around you to as you wish.

Upgrade(1 EP): Create the Shadows when there are none.

Upgrade(1 EP): You may give the Shadows (limited) colours and feint sounds.

Upgrade(1 maximum EP, Ritual): Create a Shadow Crystal, saving the Shadow Play you created. The shadow crystal can be activated by other people to watch it. You may destroy it, even remotely, at any time.

Upgrade(1 EP per round): Cast as Bonus. AS long as the Shadows dance you have +1 Spell Chance.

Upgrade(1 EP): Gain an additional +2 Bonus to Social Checks that involve the use of the Shadow Play.

Cast type: Ritual

Range: Intelligence + 20 Metres

Spell Chance: Intelligence + Focus + 7

Cooldown: -

Cost: 1 EP, 1 EP per Minute

0 – Evil Gaze

Your target suffers Spell Result negative Modifier on the next action of your choosing.

Upgrade(1 EP): The Effect last one round.

Upgrade(1 EP, per round): The effect last for as long as you look upon the target.

Upgrade(Long): The Effect last the entire day. The target is cursed.

Upgrade(1 EP): Cast as Reflex Movement.

Upgrade(1 EP): The target has a small Vision of your Evil Gaze.

Cast type: Movement

Range: Focus + 20 Metres

Spell Chance: 1 + 1d4

Cooldown: 1 Round

Cost: 1 EP

1 – Boon of Protection

If your target makes a Sacrifice that is related to something it wishes to be protected from you can grant them Spell Result Bonus against the threat for one day. You can end the effect any time you wish.

Upgrade(1 EP): Grant the Protection to yourself as well or cast the Ritual for yourself.

Upgrade(X EP): Also grant the Protection to X additional targets.

Upgrade(X maximum EP): Instead of taking the Sacrifice, enchant the object or person, permanently granting the Protection to X targets.

Upgrade(1 EP): Gain a small Vision of the potential threat.

Cast type: Ritual

Range: Touch

Spell Chance: 1 + 1d4

Cooldown: 2 hours

Cost: 2 EP

1 – Aura of dark deeds

Gaze upon a target to see visions of their darkest deeds. They may try to hide them with Wisdom + Toughness and be granted a Bonus, if they try to hide those deeds. The target will know you have attempted to see into their soul if you don't hide the Spell.

Upgrade(Ritual): You need not have Vision on the target of your choosing.

Upgrade(1 EP): When cursing a target, have the target see you cursing them, no matter the distance between you.

Upgrade(2 EP): Gain additional Information about the deed.

Upgrade(1 maximum EP): Save the Vision of the dark deeds on a shadow crystal.

Cast type: Ritual

Range: -

Spell Chance: Wisdom + Focus + 4

Cooldown: -

Cost: 2 EP, not usable on targets you have already cursed

1 – Curse of Debt

Put a curse of debt on a target that you have assisted very recently with your magic. You have a Bonus of +2 on all Actions against the target. When you demand Payment, and they deny you the agreed upon Price or if their time has run out, cast this Spell again. Receive 1 maximum EP from the target. They will know you have stolen power from them regardless if you hide the cast.

Upgrade(Ritual): If the target is already in debt to you, curse them another time. You may demand each Price of debt to be paid separately.

Upgrade(1 EP): When you demand Payment deal 3+2d4 unblockable damage and heal for the same amount.

Cast type: Bonus

Range: -

Cooldown: -

Cost: 1 maximum EP

2 – Curse of Accusation

If you know a target has done a dark deed you may curse them. You have +1 on all Chances against the target. The Accusation may automatically be removed if the target repents for the deed, for example if the person damaged by the deed forgives them.

Upgrade(1 EP): Cast as Bonus.

Upgrade(1 EP): Deal 1d4 Bonus Damage to the target each time you deal damage.

Upgrade(X EP): Accuse X People of the same Deed.

Upgrade(Ritual): While accused the target has a -1 on all Chances (maximum -3). You do not need to see the target to accuse it.

Cast type: Normal

Range: Focus + 10 Metres

Cooldown: 1 Round

Cost: 2 EP

2 – Claws of Damnation

Deal Wisdom/2 unblockable damage to a target cursed by you.

Upgrade(1 EP): Accelerate the Spell.

Upgrade(X EP): Target X cursed People.

Upgrade(2 EP): The Effect of the Spell is triggered for each curse on the target.

Cast type: Normal

Range: Focus + 10 Metres

Cooldown: 1 Round

Cost: 2 EP

3 – Cursed Dreams

Curse a target: they may not experience the benefits of their next Encampment but only those of a Long Rest. Curse their dreams with Visions of your choosing.

Upgrade(1 maximum EP): The Effect lasts until the curse is lifted.

Upgrade(1 maximum EP): You do not need to have vision of the target.

Upgrade(1 EP): You may know where the cursed target is sleeping.

Upgrade(X EP): Cast on X targets.

Cast type: Ritual

Range: -

Spell Chance: Wisdom + Focus + 10

Cooldown: -

Cost: 2 EP

3 – Shadowlash

Attack a target with a Spell Result ranged Attack Chance. Deals 5+2d8 damage.

Upgrade(1 EP): Accelerate the Spell.

Upgrade(1 EP): Increase the damage by 2+1d8.

Upgrade(1 EP): Increase the damage by 5.

Upgrade(1 EP): Increase the Spell Chance by 8.

Upgrade(1 EP): For each of your curses on the target Increase Spell Chance by 2.

Upgrade(1 EP): Hit an additional target.

Upgrade(2 EP): The Spell roots the target for one round if it damages it.

Cast type: Normal

Range: Focus + 15

Spell Chance: Wisdom + Focus + 7

Cooldown: 2 Rounds

Cost: 1 EP

3 – Curse of Dependence

Curse a target in Sight. You gain +1 Bonus Chance on all Action that assist them for the rest of the day and vice versa.

Upgrade(Ritual, 1 maximum EP): The curse lasts until it is lifted. You may only have seen the target very recently(on the same day for example).

Upgrade(X EP): Target X people instead.

Upgrade(1 EP): If you target a person that you already cursed with this Spell you may curse them a second time, but never a third time.

Upgrade(1 EP): You gain +1 Bonus Chance when assisting the target.

Upgrade(2 EP): Ignore the Cooldown of this Spell.

Cast type: Normal

Range: -

Cooldown: 1 day

Cost: 1 EP

4 – Curse of bad Luck

If your target fails its next check it counts as a critical failure.

Upgrade(Long): The effect lasts an entire day.

Upgrade(1 EP): The cursed target has an additional -1 modifier on all Chances.

Upgrade(1 EP): The cursed target has an additional -1 modifier on all Chances.

Upgrade(1 maximum EP): The curse lasts until it is removed.

Upgrade(1 EP): The target takes 2 damage every time the curse is triggered. This may not kill them.

Cast type: Bonus

Range: Focus + 20 Metres

Spell Chance: Intelligence + Focus + 10

Cooldown: 5 Rounds

Cost: 2 EP

4 – Visions of the Abyss

Evoke fear in your target by showing them Terrible Visions. They are stunned for one round if they cannot resist the Spell Result with Wisdom + Toughness.

Upgrade(1 EP): Remove the Cooldown on a target you have already hit with this Spell.

Upgrade(1 EP): When the stun ends the target is blinded for one round.

Upgrade(3 EP): Cast as Movement Reflex.

Upgrade(Ritual): Gaze into the Darkness and reveal the biggest threat to your target. They may participate in the Ritual.

Cast type: Normal

Range: Focus + 10 Metres

Spell Chance: Intelligence + Focus + 5

Cooldown: 2 Rounds

Cost: 2 EP

5 – Boon of the Companion

Channel Magic into a magic Companion of yours. They may hold onto the magic powers you store in

them until you cast this spell again to release them. Store Spell Result in your Companion.

Upgrade(1 EP): Cast as Movement. Release the magic to accelerate your next Spell.

Upgrade(1 EP): Cast as Movement. Release the magic to increase the Spell Chance of the next Spell by Spell Result/2.

Upgrade(1 EP): Cast as Movement. Restore 1+1d6 EP.

Upgrade(2 EP): Cast as Normal. Curse a target. Your Companions and your Spells have a +2 Bonus on Attack Chances against the target for one day.

Cast type: Ritual

Range: Touch

Spell Chance: Wisdom + Focus + 5

Cooldown: 1 Day per Companion

Cost: 2 EP

5 – Disturbing Whisper

Send an almost silent Message to a target you see or hear. Only they may hear the message.

Upgrade(Ritual, 1 day Cooldown): Curse the target wherever they are, you do not need to see or hear them. They will hear the Message over and over again, until the curse is removed.

Upgrade(1 EP): If the message would provoke a social check you may take the Chance and roll for it. Gain a 1+1d6 Bonus.

Upgrade(X EP): Target X targets.

Cast type: Normal

Range: Focus + Charisma + 30 Metres

Cooldown: 1 Round

Cost: 3 EP, 2 maximum EP until the Companion returns

6 – Vengeful Bolt

Cast Vengeful Bolt onto targets you have cursed or that have dealt damage to you. Attack the target with Spell Chance as a ranged attack and if you hit them deal 5 + 2d6 damage.

Upgrade(1 EP): If the target has dealt damage to you deal 2 + 2d6 Bonus damage.

Upgrade(1 EP): For each of your curses on the target Increase Spell Chance by 2.

Upgrade(2 EP): Increase the Spell Chance by 8.

Upgrade(1 EP): Heal yourself for half of the damage.

Upgrade(1 EP): After you take damage from an Attack or Spell cast Vengeful Bolt as a Reflex Movement.

Cast type: Bonus

Range: Focus + 20 Metres

Spell Chance: Intelligence + Focus + 8

Cooldown: 1 Round

Cost: 3 EP, 2 maximum EP until the Companion returns

6 – Curse of Revenge

If a target has dealt damage to you or otherwise wronged you significantly in recent times you may bestow the curse of revenge upon them. You gain +2 Bonus on all actions harmful towards the target. Last 1 day.

Upgrade(1 EP): Cast this Spell for another Person if they agree, assisting them. The positive effects of this Spell are for this Person.

Upgrade(1 EP): Whenever you actively deal damage to the target deal 2 more.

Upgrade(X EP): Target X targets if they are guilty of the same deed.

Upgrade(1 maximum EP): Lasts until the curse is removed.

Upgrade(1 EP): If you take damage from a target cast as a reflex Movement.

Cast type: Ritual

Range: -

Cooldown: -

Cost: 2 EP

6 - Shadow Curse

Curse a target. They take 1d4 unblockable damage each round until the fight is over or the curse is lifted.

Upgrade (Normal): Hit an additional target.

Upgrade (1 EP): The target takes 1d4 additional damages every time you deal damage to them with a

new attack or spell.

Upgrade (1 EP): Ignore the Cooldown of the Shadow Curse.

Upgrade (2 EP): You may curse a target with this curse a second time.

Cast type: Bonus

Range: Focus + 20 Metres

Cooldown: 2 Rounds

Cost: 2 EP

7 – Boon of Salvation

Heal a target for Spell Result/2. The target receives a Curse of Debt.

Upgrade(1 EP): Accelerate the Spell.

Upgrade(2 EP): Accelerate the Spell.

Upgrade(1 EP): Instead of healing the target remove a targeted Poison, Sickness or Curse with Spell Result.

Upgrade(1 EP): Increase the Spell Chance by 10.

Cast type: Ritual

Range: Focus + 10 Metres

Spell Chance: Intelligence + Focus + 10

Cooldown: 1 Round

Cost: 3 EP, 2 maximum EP until the Companion returns

8 – Dark Messenger

You may engulf a message in a Shadow Crystal you create with this Ritual. A companion of yours may grow black wings(if they don't have any) and deliver the message to a target you know - no matter where they are, if they are reachable at all.

Upgrade(3 EP, 1 week cooldown): The Companion may teleport.

Upgrade(3 EP): The Companion may return a message.

Upgrade(1 EP): The message will put a curse of bad luck on the target.

Upgrade(1 EP): Decipher the message with Spell Result so that potentially only the Recipient may read it.

Upgrade(2 EP): Send out multiple Companions to different targets carrying the same message at the same time.

Cast type: Ritual

Range: -

Spell Chance: Wisdom + Focus + 2

Cooldown: 1 Day

Cost: 3 EP, 2 maximum EP until the Companion returns

8 - Dark Mercy

Lift one of your curses. Heal for Spell result.

Upgrade (Normal): Also regain 3 + 1d6 EP.

Upgrade (1 EP): The target of the curse takes 2 + 2d6 additional damage.

Upgrade (1 EP): Ignore the Cooldown of this Spell.

Upgrade (1 EP): Reduce the Cooldown of a Spell of your Choice to 0.

Cast type: Bonus

Range: Focus + 20 Metres

Spell Chance: Wisdom + 12

Cooldown: 2 Rounds

Cost: 1 EP

10 – Frightening Form

Change your aura or physical form to a frightening Form. Gain Spell Result maximum HP until the effect ends.

Upgrade(1 EP per round): Everyone has a -2 negative modifier when attacking you.

Upgrade(2 EP): Cast as Reflex Movement.

Upgrade(3 EP): Stun a target in Vision.

Cast type: Normal

Range: Self

Spell Chance: 2+1d6

Cooldown: 5 Rounds

Cost: 2 EP, 2 EP per minute/round

12 - Shadowstorm

Attack all targets in a straight area in front of you with a hail of Shadow Missiles. All targets in the area are attacked in ranged 1d4 times each with Spell Result and take 3+3d6 damage for each time they have been hit.

Upgrade (2 EP): Add another Missile to each affected target.

Upgrade (2 EP): Accelerate the Spell.

Upgrade (1 EP): The Spell ignores Physical Armour.

Upgrade (1 EP): Exclude allies.

Upgrade (2 EP): Increase the Spell Chance by 6.

Cast type: Long

Range: Focus + 20 Metres length, Focus Metres Width.

Spell Chance: Wisdom + Focus + 12

Cooldown: 2 Rounds

Cost: 3 EP

14 – Deadly Presence

Every turn steal 1 HP from every target in range

Upgrade(1 EP per turn): Exclude allies from the effect of this Spell.

Upgrade(2 EP): Cursed targets lose 1 additional HP.

Upgrade(1 EP per turn): Gain all HP and EP absorbed.

Upgrade(2 EP per turn): Also steal 1 EP from every target in range.

Cast type: Normal

Range: Focus + 4 Metres

Cooldown:10 Rounds

Cost: 2 EP, 1 EP per round

14 - Curse of Equal Fate

Mark a target in sight. When the marked target deals damage to you, they suffer the same amount.

When you deal damage to the marked target, you suffer the same.

Upgrade (1 EP): When you are attacked cast as Reflex Movement on the attacker.

Upgrade (Ritual, 1 maximum EP): You may not need to see the target. The effect remains until the curse is lifted. You always know where the target is while the curse is active.

Upgrade (3 EP): Ignore the Cooldown of this Spell.

Cast type: Normal

Range: Focus + 20 Metres

Cooldown: 1 day

Cost: 3 EP

14 – Curse of Damnation

Lift X of your curses from a target. For each curse you lift this way the target takes 2+1d6 unblockable damage.

Upgrade (1 EP): Increase the base damage by 6.

Upgrade (Damage greater than 80% of the targets EP): Turn the target into a toad or similar creature. They remain such until the curse is lifted.

Upgrade(X EP): Target X targets individually.

Upgrade(2 EP): For each maximum EP regained, increase the damage by 2.

Upgrade (1 EP): Accelerate this Spell if you only target one person.

Cast type: Ritual

Range: Touch

Cooldown: 1 Week

Cost: 4 EP

18 - Shadowform

Turn your form into the Shadow for up to Spell Result rounds. You become untargetable and may not cast Spell or take Actions. You may move as if you had 3 movement Actions worth of teleportation through shadows. Your movement is cloaked by Spell Result.

Upgrade (Ritual): Teleport to a single Location you have marked before. You can only have one

location marked at a time.

Upgrade (5 EP): Cast as Reflex Movement after you take damage.

Cast type: Normal

Spell Chance: Wisdom + Focus + 6

Cooldown: 1 day

Cost: 1 EP

7.6.2 Weapons of Shadow and Hate

Symbol: A black Morningstar in front of a bleeding Moon.

2 – Marked for Death

Mark a target. Whenever the marked target takes damage they take Spell Chance unblockable Bonus Damage. You may only mark a target once.

Upgrade (1 EP): If the target takes damages you may consume the mark instead and restore Spell Chance EP.

Upgrade (2 EP): If the target takes damages you may consume the mark instead and gain a Bonus Action.

Upgrade (Accumulated Cost max EP): The mark on the target remains until you remove it.

Upgrade (1 per round EP): Every time the target takes damage from the mark heal yourself for the same amount.

Spell Chance: 1d8

Cast type: Bonus

Range: Focus + 20 Metres

Cooldown: -

Cost: 1 EP per round

2 – Pain Increase

Deal Spell Chance unblockable damage to a target where X is the amount of wounds they currently have.

Upgrade (Bonus): The damage is dealt at the end of the round, where X is every time they took damage

in that round.

Upgrade (1 EP): Increase X by every critical effect currently on the target.

Spell Chance: Xd4

Cast type: Movement

Range: Focus + 20 Metres

Cooldown: -

Cost: 2 EP

5 – Gift of Darkness

Bestow the Gift of Darkness onto a target. They take Spell Result/3 damage every turn until they reduce the original Spell Chance with Wisdom + Toughness Chance to 0 0 each time they take damage or when they took damage 4 times. They take the damage on your turn and must throw the Resistance Chance before the damage is resolved.

Upgrade (1 EP): Heal for 2d6 HP every time they take damage.

Upgrade (1 EP): Increase Spell Chance by Wisdom.

Upgrade (X*3 EP): Hit X additional targets.

Spell Chance: Intelligence + 10

Cast type: Normal

Range: Focus + 20 Metres

Cooldown: 3 rounds

Cost: 2 EP

5 – Shadow Blade

Project your Shadow in front of a Person. Attack them for Spell Result melee Attack Chance and deal Spell Result damage.

Upgrade (1 EP): If you have already cast Shadow Blade this round accelerate it.

Upgrade (1 EP): If you have already cast Shadow Blade gain +5 Spell Chance.

Upgrade (2 EP): The attack becomes hidden.

Upgrade (1 EP): Increase the Spell Chance by 5.

Spell Chance: Intelligence + Focus + 8

Cast type: Normal

Range: Focus + 12 Metres

Cooldown: -

Cost: 2 EP

7 – Voidshield

Summon a Voidshield to protect you from any Spell for Spell Result before it disappears.

Upgrade (Ritual): You have a Voidshield prepared that appears automatically when you are targeted by what it can protect against to hurt you without costing an Action. Regain 1d4 EP when the Voidshield completely nullifies an attack.

Upgrade (1 EP): The Voidshield also protects against physical Attacks.

Upgrade (1 EP): Increase the Spell Chance by Wisdom.

Upgrade (2 EP): Cast as Movement Reflex.

Upgrade (2 EP): The Voidshield will linger until it has protected you a second time. You can only have one lingering Voidshield at a time.

Spell Chance: Intelligence + Focus + 10

Cast type: Normal

Range: Self

Cooldown: 3 rounds

Cost: 2 EP

8 – Circle of hallowed Ground

Curse the Ground for Spell Chance and summon a Circle of Hallowed Ground with Range Diameter.

You may stand at the Edge of it. Every target inside the Circle of Hallowed Ground takes 2+1d6 unblockable damage per turn unless they succeed a Wisdom + Toughness check against Spell Result.

Upgrade (1 EP per turn): Regain 1 EP for every target damaged.

Upgrade (1 EP per turn): Heal 3 HP for every target damaged.

Upgrade (1 EP): You have +2 Spell Chance while the Circle is active.

Upgrade (1 EP per turn): You may exclude allies from the effects.

Upgrade (1 EP per turn): All targets that cannot resist the Circle also lose 1 EP per turn.

Spell Chance: Intelligence + Focus + 10

Cast type: Normal

Range: Focus + 8 Metres

Cooldown: 3 rounds

Cost: 2 EP, 1 EP per turn

8 – Spreading Doom

Mark a target. They take $Xd4$ unblockable damage each turn, where X is the amount of affected targets including themselves unless they succeed a Wisdom + Toughness Chance against Spell Result.

Whether they take damage or not, all affected targets cannot remove Spreading Doom for as long as you pay the Costs. Every time target takes damage from Spreading Doom choose an additional target. The damage is resolved on your turn.

Upgrade (1 EP): Increase X by 1.

Upgrade (1 EP): Increase the Spell Chance by Wisdom.

Upgrade (1 EP): You may choose 1 additional target of Spreading Doom per turn.

Upgrade (2 EP): Increase the damage by X.

Spell Chance: Intelligence + Focus + 7

Cast type: Normal

Range: Focus + 15 Metres

Cooldown: 3 rounds

Cost: 2 EP, 2 EP per turn

10 – Voidshard

Attack a target in Range for Spell Result ranged Attack. If they cannot defend the Attack they take $8+2d8$ damage and all targets in Focus Diameter take $6+2d6$ unblockable damage as the Voidshard explodes.

Upgrade (1 EP): The target may not defend the Voidshard with physical means. Half the damage it deals to each target.

Upgrade (1 EP): Increase the Spell Chance by Wisdom.

Upgrade (1 EP): Blind all targets that take damage from the Voidshard.

Upgrade (Long): Double the Explosion Diameter and add a damage dice.

Upgrade (1 EP): Whether it has dealt damage or not the Voidshard will linger in Place and explode (again) on your next turn, damaging everyone in its Diameter for $6+2d6$ unblockable damage.

Spell Chance: Intelligence + Focus + 10

Cast type: Normal

Range: Focus + 15 Metres

Cooldown: 3 rounds

Cost: 3 EP

7.6.3 Bane of the Wrathblade

Symbol: A Blood Dripping Blade in front of a shrinking Half Moon.

0 – Gaze of Scorn

Gaze upon a target. Throw an intimidation Check with Spell Result Bonus. If they are intimidated, also daze the target.

Upgrade (1 EP): If you intimidate the target you have a Bonus of +1 to all Combat rolls against the target.

Upgrade (1 EP): If you intimidate the target also deal Spell Result unblockable damage.

Upgrade (1 EP): If you intimidate the target gain +1 Spell Chance till the end of Combat against the target.

Spell Chance: 1+1d8

Range: Focus + 8 Metres

Cost: 1 EP

Cast type: Bonus

Cooldown: 1 round

0 – Curse of Seeking Steel

Curse a target. Your weapon will deal 2 Bonus damage against the target. You may only have one active Curse of Seeking Steel at a time. You only end Curse of Seeking Steel by changing the target or by bringing death to the target.

Upgrade (1 max EP): Your Weapon also has +2 Attack Chance against the target.

Upgrade (1 max EP): You may sense your target if they are near. They cannot hide from you.

Upgrade (2 max EP): Curse a small group of people as the target instead.

Upgrade (5 HP, Movement): If you meet a cursed target cast the Spell as Movement instead, increase all active Effects of Curse of Seeking Steel by 1.

Upgrade (2 EP): When casting the ritual you may gain Visions of your targets for Spell Chance.

Spell Chance: Intelligence + 15

Range: 2+2d6

Cost: 3 EP, 1 max EP

Cast type: Ritual

Cooldown: 1 day

1 – Burning Mark

Choose a wound you have caused on a target. Place a Burning Mark on the target if no Burning Mark was active for that Wound this round.

Upgrade (1 EP): Cast as Movement Reflex.

Upgrade (Bonus): Place a Burning Mark on any target in range no matter if you caused a wound.

Upgrade (1 EP): The burning mark deals 1d4 unblockable damage each turn when the target is in Combat with you.

Range: Focus + 15 Metres

Cost: 1 EP

Cast type: Movement

Cooldown: -

1 – Deathbringer

Enchant your Weapons. It deals Spell Result Bonus Damage whenever it deals damage to a target.

Upgrade (1 EP per round): Increase the Spell Chance by 1d4.

Upgrade (1 EP per round): Increase the Bonus damage by 1 each time you deal damage but lose 1 HP every time.

Upgrade (1 EP): Cast as Bonus.

Upgrade (1 EP per round): Gain +2 Spell Chance while Deathbringer is active.

Spell Chance: 1d6

Range: Touch

Cost: 1 EP per round

Cast type: Normal

Cooldown: 5 rounds

2 – Drag to Damnation

If a target damaged you, damage them for Spell Result/2 bonus damage the next time you damage them with an attack.

Upgrade (1 EP): Gain Spell Result/2 Bonus Spell Chance against the target for your next Attack Spell against them instead.

Upgrade (1 EP): Cast as Reflex Movement and make an offer to the target that neither take any damage. If they deny the offer they take Spell Chance unblockable damage but you may not use any other Upgrades of Drag to Damnation.

Upgrade (1 EP): Movemently cause 2 magical wounds on the target instead.

Spell Chance: Intelligence + 15

Range: Focus + 15 Metres

Cost: 1 EP per round

Cast type: Bonus

Cooldown: 1 round

3 – Bloodthirster

Enchant your Weapons. Cause a wound the next time you deal damage with them.

Upgrade (2 EP, 5 HP): Each attack that deals damage this round will cause one wound instead.

Upgrade (1 EP): Cast as Movement.

Upgrade (1 EP): If you cause a wound with this Spell, Bloodthirsters Cooldown becomes 0.

Upgrade (1 EP): Use Bloodthirster to enchant a Spell Attack instead.

Range: Self

Cost: 1 EP

Cast type: Bonus

Cooldown: 2 rounds

4 – Spiritthief

Remove a Burning Mark from a target. Regain Spell Chance EP.

Upgrade (1 EP): Gain 2 Spell Chance until the end of Combat instead.

Upgrade (1 EP): The target has -1 on all Defence Chances against you until the end of Combat instead.

Upgrade (Remove 2 Marks): Remove 2 Marks from the target, steal Spell Chance EP from them instead.

Upgrade (4 HP): Increase the Spell Chance by 1d4.

Upgrade (1 EP): Gain a movement Action instead.

Upgrade (1 EP): Also gain +3 movement Range towards the target.

Spell Chance: 1d6

Range: Focus + 15 Metres

Cost: -

Cast type: Bonus

Cooldown: 1 round

4 – Essencethief

Remove a Burning Mark from a target. Regain Spell Chance HP.

Upgrade (1 EP): Gain 2 Bonus Weapon damage until the end of Combat instead.

Upgrade (1 EP): Increase the Spell Chance by 1d8.

Upgrade (Remove 2 Marks): Remove 2 Marks from the target, steal Spell Chance HP from them instead.

Upgrade (1 EP): Gain a movement Action instead.

Spell Chance: 2d8

Range: Focus + 15 Metres

Cost: -

Cast type: Bonus

Cooldown: 1 round

5 – Trickster Blade

Enchant your next attack and hide your weapon it in the shadowing Flames of your Wrath. Your next attack will be hidden and deal magical damage.

Upgrade (1 EP): Increase the range of your attack by Range.

Upgrade (1 EP): Increase the damage of the Attack by Spell Chance.

Upgrade (2 EP): Ignore defensive Spells and Manoeuvres of other Combatants than those of your target.

Upgrade (2 EP): The enchanted attack will hit an additional target in range.

Spell Chance: 3d4

Range: Focus

Cost: 1 EP

Cast type: Bonus

Cooldown: 1 round

7 – Curse of the damned Blade

Curse your Weapon. Any Weapon may only have one curse on it. When you deal damage with them once per round gain a Movement Action that you may only use to cast Burning Mark. If you do not cast Burning Mark during that turn take 5 damage. Curse of the damned Blade is only active once, no matter how many Weapons you have cursed with it.

Upgrade (1 max EP): The Weapons grant you +2 Spell Effect when any of them are equipped.

Upgrade (2 EP): You may also gain the cursed movement Action if you deal damage with a Spell.

Upgrade (2 EP): Curse a Weapon that is not yours. The effect is active for anyone who uses it.

Spell Chance: 3d4

Range: Focus + 20 Metres

Cost: 2 EP, 1 max EP

Cast type: Ritual

Cooldown: 1 round

7 – Withering Whispers

If you are attacked or targeted by a spell by a combatant with a burning mark on them remove the burning mark and lower their attack or spell chance by Spell Chance/3.

Upgrade (1 EP): Also daze them afterwards.

Upgrade (1 EP): You may use Withering Whispers even if you are not the target of the attack or spell.

Upgrade (1 EP): Deal 2d4 unblockable damage to the target.

Spell Chance: Wisdom + Focus + 8

Range: Focus + 20 Metres

Cost: 2 EP

Cast type: Movement Reflex

Cooldown: 1 round

9 – Black Flames of Wrath

Remove a Burning Mark from a target. Deal Spell Result unblockable damage to them.

Upgrade (Remove +1 Mark): Also gain a Bonus Action.

Upgrade (2 EP): Also gain a movement Action.

Upgrade (1 EP): Also Gain Spell Chance/2 Bonus to your next Action.

Upgrade (1 EP): Cast as Movement Reflex

Spell Chance: 3d4

Range: Focus + 20 Metres

Cost: 2 EP

Cast type: Bonus

Cooldown: 1 round

9 – Reapers Scythe

Hurl a Curved Blade of Magical Energy at a target with Spell Result ranged Attack Chance. Deals 6+2d12 damage.

Upgrade (1 EP): Increase the Spell Chance by 6.

Upgrade (3 HP): Increase the Damage by 3+1d12

Upgrade (2 EP): The Blade will instead attack anything in its Path and have 2 Metres width.

Upgrade (1 EP): If you have already cast this Spell this turn ignore its Cooldown and accelerate it.

Upgrade (1 EP): Causes a magical wound if it deals damage.

Spell Chance: Intelligence + Focus + 10

Range: Focus + 20 Metres

Cost: 2 EP, 3 Hp

Cast type: Normal

Cooldown: 1 round

12 – Cursed Runes of Hatred

Curse a Weapon. Runes of Hatred are carved into it. You may pay 4 HP anytime you cause damage with the Weapon to also cause a magical wound. You may only use one Weapon with this curse at a time.

Upgrade (1 max EP): The Curse and all its effects become permanent and cannot be removed by any means. You may put another curse on the Weapon that is not Runes of Hate.

Upgrade (1 max EP): You have +2 Spell Chance while the Weapon is equipped.

Upgrade (1 max EP): You may teleport or manifest the Weapon into your hands from where ever it is. You may store the Weapon in your soul.

Range: Touch

Cost: 2 EP, 1 max EP

Cast type: Ritual

Cooldown: 1 round

12 – Effigy of Vengeance

Veil yourself in an Aura of materialized Wrath. Any target that damages you receives a magical wound. You take 2 damage less from all sources.

Upgrade (2 EP per turn): Gain Spell Chance/3 magical armour.

Upgrade (1 EP per turn): Gain +3 Attack Chance.

Upgrade (1 EP per turn): Gain +2 Spell Chance.

Upgrade (1 EP): Cast as Movement Reflex

Upgrade (2 EP per turn): You have an additional Movement Action each turn.

Spell Chance: Wisdom + 11

Range: Focus + 20 Metres

Cost: 2 EP, 1 EP per turn

Cast type: Normal

Cooldown: 1 round

15 – Sealer of Fates

Curse an enemy in Sight. The target may only receive damage from you and you may only receive damage from the target. This effect only ends if either of you die or the curse is otherwise Removed. You will still take environmental and self damage. You can only curse one target with this Spell at a time.

Upgrade (Long): Teleport to the target.

Upgrade (2 EP): Movemently Place 2 Burning Marks on the target.

Upgrade (1 EP per turn): Gain +3 Bonus Damage to all Attacks and Spells.

Range: Focus + 20 Metres

Cost: 2 EP

Cast type: Normal

Cooldown: 1 round

16 – Soulcage

Remove a Burning Mark from a target. Place them into a Soulcage with Spell Result*2 HP. They are trapped in place until the Soulcage is destroyed. The Soulcage only takes magical damage and may only be destroyed by magical damage, a Curse Removal, or if you banish it.

Upgrade (2 max EP): The Soulcage may forever be in place if it is not destroyed.

Upgrade (2 EP): Trap a targets Soul in the cage if they die in it.

Upgrade (2 EP): Increase the Spell Chance by 12.

Upgrade (2 EP): The target takes 1d6 unblockable damage while they are in the soulcage. They cannot die from this damage.

Upgrade (2 EP): If the target is cursed by you cast Soulcage as Bonus.

Upgrade (2 EP per turn): You have +3 Attack Chance and Spell Chance against the target inside the Soulcage.

Spell Chance: Focus + Intelligence + 20

Range: Focus + 20 Metres

Cost: 4 EP

Cast type: Long

Cooldown: 1 round

7.6.4 Hexenring

Symbol: A Ring with a golden Eyed Raven inside, often the raven will have many eyes.

0 – Shadowspeaking

Twist your Words. Only someone with Shadowspeaking can understand you. Deciphering your Shadowspeech is only possible if their Deciphering Chance succeeds Spell Result.

Upgrade (1 EP, 1 EP per 5 minutes): Chosen targets may understand you as well.

Upgrade (Long, 2 EP): You may write in Shadowspeech.

Upgrade (1 EP per 5 minutes): Gain +1 Spell Chance while you use Shadowspeech.

Upgrade (1 EP): Increase the Spell Chance by Intelligence.

Spell Chance: Wisdom + Charisma + 5

Cast type: Bonus

Range: Focus + 20 Metres

Cooldown: -

Cost: 1 EP, 1 EP per 5 minutes

1 – Veil of false Innocence

Gain Spell Result Bonus to Chances that hide your Dark Magic.

Upgrade (2 EP): Gain the Bonus when trying to hide anything you do or yourself.

Upgrade (Ritual, 1 max EP): Gain +1 the Stealth Chances until the next dawn.

Spell Chance: 1d6

Cast type: Bonus

Range: Self

Cooldown: -

Cost: 1 EP

2 – False Gaze

You may conceal your Gaze as if you were looking somewhere you are not, hiding your watchful eyes from those who would rather not be watched with Spell Result.

Upgrade (1 EP, 1 EP per 5 minutes): Also gain 1+1d6 active Perception.

Upgrade (1 EP): Gain Nightvision for the duration of the Spell.

Upgrade (1 EP): You may reveal your false gaze to a target that sees you at any point as a movement Action. If they have not detected your false gaze, stun them and gain 2+1d8 to an Intimidation Chance.

Spell Chance: Wisdom + Focus + 8

Cast type: Normal

Range: Self

Cooldown: 2 hours

Cost: 1 EP, 1 EP per 5 minutes

2 – Ravenstrike

Summon a Black Bird that will attack an enemy in Range with Spell Result ranged Attack Chance, dealing 4+4d4 Damage.

Upgrade (1 EP): Cast as Bonus.

Upgrade (1 EP, 1 EP per turn): The raven will daze the target for as long as you pay the costs or until the raven is dispelled or hit by an attack. The Raven has Spell Result/2 dodge against all attacks.

Upgrade (1 EP): If the target is already affected by a Raven the Spell deals 6+6d6 damage instead.

Upgrade (1 EP): Increase the Spell Chance by Intelligence.

Spell Chance: Wisdom + Focus + 8

Cast type: Normal

Range: Focus + 20 Metres

Cooldown: -

Cost: 1 EP

3 – Curse of minor Inconvenience

Curse a target for Spell Result. They are plagued by a minor inconvenience of your choice.

Upgrade (2 EP): Cast as Long if the target can hear you.

Upgrade (1 max EP): The target has an additional -1 to all chances.

Upgrade (1 max EP): The target has an additional -1 to all chances.

Spell Chance: Wisdom + Focus + 8

Cast type: Ritual

Range: -

Cooldown: 6 hours

Cost: 2 EP

3 – Vision of greater Fears

Gaze into a targets soul with Spell Result. If they fail a resistance chance with wisdom + toughness you may be granted a vision of some of their greatest fears. They may not resist you.

Upgrade (2 EP): Cast as Normal.

Upgrade (3 EP): Cast at a target you have seen today without them being necessarily anywhere near you.

Upgrade (1 EP): Have the target experience their greatest fear. You may inflict 5+2d8 unblockable damage.

Spell Chance: Wisdom + Focus + 10

Cast type: Ritual

Range: -

Cooldown: 6 hours

Cost: 2 EP

4 – Deaths Harvest

When finding a Corpse you may harvest the powers of Death and bind them to an Artefact of yours.

You may harvest several Corpses this way. For each Corpse harvested gain 2+1d8 Spell Chance bound to the Artefact. You may call upon the for 2 Spell Chance of the available reserve each Spell you cast without spending an Action.

Upgrade (1 max EP): Instead of calling for 2 Spell Chance call for 2 EP, draining 6 Spell Chance from the reserve.

Upgrade (5 max HP): Instead of calling for 2 Spell Chance call for 6 HP, draining 6 Spell Chance from the reserve.

Upgrade (3 EP): You may grant the dead a proper passage to the afterlife.

Upgrade (3 EP): You may stir the dead, increasing the chances of them staying as Ghosts, gaining +1 Spell Chance to the Spell Chance Reserve per Corpse.

Spell Chance: Wisdom + Focus + 10

Cast type: Ritual

Range: -

Cooldown: 6 hours

Cost: 1 max EP

4 – Dark Facade

Hide your true Looks for one day with Spell Result. You may still look like yourself, but perhaps less identifiable, younger or more beautiful. You may hide Scars and other hideous features this way.

Upgrade (1 max EP): Gain +2 Chance to all positive social Interactions.

Upgrade (1 max EP): Gain +2 Chance to lying Chances.

Spell Chance: Wisdom + Focus + 10

Cast type: Ritual

Range: -

Cooldown: 1 day

Cost: 1 max EP

5 – Crowstorm

Unleash a Storm of Crows into an area with Range Diameter. All targets are attacked by Spell Result ranged Attack Chance. The Spell deals 6+3d6 damage.

Upgrade (1 EP): Also blind all targets, regardless if they take damage or not.

Upgrade (1 EP): Also daze all targets, regardless if they take damage or not.

Upgrade (2 EP per round): The Crowstorm stays active in the are for as long as you pay the costs. You can move the Crowstorm in a movement action once per turn by spending 2 EP.

Spell Chance: Wisdom + Focus + 10

Cast type: Long

Range: Focus

Cooldown: 3 rounds

Cost: 3 EP

5 – Unholy Circle Ritual

Cast this with other mages who have this Spell. If you perform it with at least 1 other mage all who cast it gain +1 Spell Chance for the next 6 month. Mages who perform the Ritual may join your circle if the

majority of the circle approves. You can only be part of one circle.

Upgrade (1 EP): Gain +1 additional Spell Chance for 6 month if a sacrifice is made.

Upgrade (1 EP): For each participating mage you may accelerate 1 Spell on the night of the Ritual.

Upgrade (1 EP): You may form a circle with the mages who performed the ritual with you. You will always know when you are close to each other as a special bond is formed.

Spell Chance: Wisdom + Focus + 10

Cast type: Long

Range: Focus + 20 Metres

Cooldown: 3 rounds

Cost: 3 EP

5 – Deaths Messengers

You may talk to Vultures and other Animals that follow Death. They may have interesting Information for you. Gain Spell Result/4 Bonus Chance of conversing with them.

Upgrade (1 EP): Gain +1 Spell Chance when an Animal of this kind is nearby.

Upgrade (1 EP): You may watch through the eyes and perhaps even the memories of a Deaths Messenger that you have (temporarily) befriended.

Upgrade (1 EP): If you have a Companion they automatically become a Deaths Messenger. You may summon them or send them to their Home at any time.

Spell Chance: Wisdom + Focus + 10

Cast type: Long

Range: Focus + 20 Metres

Cooldown: 3 rounds

Cost: 3 EP

6 – Mysterious Cauldron

You may cook a mysterious Soup in your trusty cauldron. It can have many wonderful and dreading effects, or all of the combined. The soup must be consumed fresh or it loses its power.

Upgrade (2 EP): The soup may heal anyone who consumes it for Spell Result/2.

Upgrade (2 EP): The soup may lower poison or sickness values by Spell Result/2.

Upgrade (X EP): Incorporate X potions into the soup. Each potion counts as an individual effect.

Upgrade (2 EP): The soup will grant +1 to all Chances for one day.

Upgrade (2 EP): The soup may grant +2 max EP for one day.

Upgrade (2 EP): The soup may grant +5 max HP for one day.

Upgrade (2 EP): The soup deals Spell Result/2 unblockable to anyone who consumes it.

Upgrade (2 EP): The soup may put anyone who consumes it to sleep if they don't resist Spell Result with a wisdom + toughness Chance.

Upgrade (2 EP): If your brew has multiple effects, you may decide which effects affect which people who consume it.

Upgrade (2 EP): You may activate all the effects or some of the effects not immediately but at any time during the day of consumption using a Bonus Action.

Upgrade (X EP): You may chose one effect of the cauldron that you may activate on any target who drank the soup at any time in a Bonus Action. The target is cursed with this effect for Spell Chance.

Upgrade (2 EP): The soup may increase the Spell Chance of those who consume it by 1 for the rest of the day.

Upgrade (5 EP): The soup may actually taste good.

Upgrade (1 EP): The soup will violently purge those who consume it.

Upgrade (1 EP): Increase Spell Chance by Focus.

Spell Chance: Wisdom + Intelligence + 10

Cast type: Ritual

Range: Touch

Cooldown: 1 day

Cost: 3 EP

7 – Unsettling Knowledge

Gaze into the mind of a Person. They may resist Spell Result with wisdom + toughness. If you succeed you may gain knowledge of them that you otherwise could not have: their name, the name of their family members, what they had for breakfast yesterday, such things.

Upgrade (2 EP): Also gain obscured visions about the darker things they might do.

Upgrade (2 EP): See their greatest goals in life.

Upgrade (Ritual): Ignore the range of the Spell. Cast it on any target you have seen and can remember.

Spell Chance: Wisdom + Focus + 10

Cast type: Normal

Range: Focus + 20 Metres

Cooldown: 1 hour

Cost: 2 EP

7 – Storm of Black Feathers

Veil yourself in a shroud of black feathers. Gain Spell Result Defence Chance until the effect ends.

Upgrade (2 EP per turn): Also gain Spell Result magical Armor.

Upgrade (1 EP per turn): Deal 2d6 unblockable damage to all targets of your choice in Melee Range.

Upgrade (2 EP): Cast as reflex Movement.

Upgrade (2 EP): Increase the Spell Chance by Intelligence.

Spell Chance: 1+3d4

Cast type: Normal

Range: Self

Cooldown: 1 hour

Cost: 2 EP, 1 EP per turn

8 – Curse of unnatural Power

Curse a target for Spell Result. You may grant them Spell Result/3 Bonus to Strength and Toughness Chances during the day, but they take Spell Result unblockable damage at the end of it. The damage is increased by an additional 1d4 for every Chance increased by unnatural Power that they took. If the target took this Curse willingly then it cannot be removed by any means.

Upgrade (1 EP): The damage is increased by an additional 1d4 for every Chance increased by unnatural Power that they took.

Upgrade (2 EP): Also increase Dexterity and Mobility Chances by Spell Result/3.

Upgrade (2 EP): If the target was not informed of the inevitable damage the curse will cause but took it on willingly you may save them from certain death or increase the damage by 10.

Spell Chance: Wisdom + Intelligence + 10

Cast type: Ritual

Range: Touch

Cooldown: 1 hour

Cost: 2 EP

8 – Call of the Circle

Call upon those mages you call your inner circle and allies. Send them a short message that they may receive no matter where they are.

Upgrade (2 EP): They may answer with a short message immediately.

Upgrade (3 EP): Chose one target of your circle. They may teleport to you when they receive this message.

Spell Chance: Wisdom + Intelligence + 10

Cast type: Ritual

Range: -

Cooldown: 1 hour

Cost: 3 EP

9 – Ritual of Blackened Ground

Curse a place where you and your Circle perform Rituals. It permanently becomes a blackened Ground until it is dispelled. You and your Circle may have one Blackened Ground per Member plus one. Rituals performed on a Blackened Ground have +5 Spell Chance. You may cast Ritual of the Blackened Ground at the site of one of your Circles Blackened Grounds to converse with members of your circle that answer your Ritual Call.

Upgrade (2 EP): Gain +1 Spell Chance if you have created a Blackened Ground for your Circle.

Upgrade (3 EP): If a Ritual of Blackened Ground is performed on a Blackened Ground members of the Circle that answer your call may teleport to you.

Upgrade (2 EP): If a Ritual of Blackened Ground is performed on a Blackened Ground gain +3 Spell Chance until the next morning.

Spell Chance: Wisdom + Intelligence + 10

Cast type: Ritual

Range: Touch

Cooldown: 1 Day

Cost: 3 EP, 2 max EP if you create a new Blackened Ground

9 – Ravenflight

Teleport yourself for Spell Result Metres.

Upgrade (2 EP): Ignore the Cooldown if you cast this Spell the round before.

Upgrade (Normal): Instead of teleporting pass through obstacles and targets in a straight line. All targets you pass through must defend against Spell Result ranged Attack Chance or take $5+3d8$ damage. You cannot be targeted while in Ravenflight.

Spell Chance: Wisdom + Focus + 8

Cast type: Bonus

Range: Touch

Cooldown: 5 rounds

Cost: 3 EP

9 – Mercy of Shadows

Heal and Cure a target for Spell Result if they have drank from your Cauldron.

Upgrade (2 EP): Also lift a Curse for Spell Result.

Upgrade (2 EP): Increase Spell Chance by Intelligence.

Spell Chance: Wisdom + Focus + 8

Cast type: Long

Range: Touch

Cooldown: 5 rounds

Cost: 3 EP

12 – Ritual of Spiritflight

You may enable a target or yourself to temporarily leave their body and fly towards the heavens or through the neighbouring area.

Upgrade (4 EP, Touch): If the target just died you may preserve their Spirit for up to Spell Result/2 hours. If their Body is mended and their HP restored in time they may return to their Body.

Upgrade (2 EP): You may detect nearby sources of magic with Spell Result during Spiritflight.

Upgrade (2 EP): The target of Spiritflight receives 2 Spell Chance until the next morning.

Upgrade (X*2 EP): You may Spiritflight with X additional targets, however they may not benefit from the Upgrades.

Spell Chance: Wisdom + Focus + 12

Cast type: Ritual

Range: Focus Kilometres Diameter

Cooldown: 1 day

Cost: 3 EP

13 – Ravenform

You may disappear in a Shroud of Black Feather or the form of a Raven. You can fly for up to Spell Result hours. You cannot be targeted physically during Ravenform and you may not cast Spells during Ravenform.

Upgrade (2 max EP): You may prepare this Ritual and activate its effects in a Bonus Action.

Upgrade (2 EP): If you end Ravenform while in the air you can teleport yourself to the ground instead of falling.

Upgrade (2 EP): You gain a Spell Result/4 Stealth modifier while in Ravenform.

Spell Chance: Wisdom + Focus + 12

Cast type: Ritual

Range: Self

Cooldown: 2 days

Cost: 5 EP, 3 EP per hour.

7.6.5 The Art of Darkness and Death

Symbol: A Thorned golden Cup with a Skull on it

1 – Forbidden Words

Speak forbidden Words about a target in range. They take Spell Result/4 unblockable damage split over 4 days each morning.

Upgrade (1 EP): They also take Spell Result/4 unblockable damage immediately once.

Upgrade (Long, in Combat): The damage is not spread over 4 days but 4 rounds instead.

Upgrade (1 EP): Increase the Spell Chance by Wisdom.

Spell Chance: Intelligence + Charisma + 10

Cast type: Bonus

Range: Focus + 20 Metres

Cooldown: 2 hours

Cost: 2 EP

4 – Helpful Hand of Death

Extend your Arm with a Spectral Hand. Attack a target in range with Spell Result melee Attack Chance. Deals 5+2d12 damage.

Upgrade (Ritual): The range is unlimited.

Upgrade (1 EP): Increase the damage by 1d12.

Upgrade (1 EP): Increase the damage by 4.

Upgrade (1 EP): Accelerate the Spell if you have used it already this round.

Upgrade (1 EP): Increase the Spell Chance by Wisdom.

Upgrade (1 EP): Increase the Spell Chance by 6.

Spell Chance: Intelligence + 15

Cast type: Normal

Range: Focus + 20 Metres

Cooldown: -

Cost: 2 EP

4 – Ritual of unholy Trade

Cripple yourself permanently. Gain a permanent Injury of your choice from the permanent Injury table. You may only use each permanent Injury one time each for this Ritual. Permanently gain 2 Spell Chance.

Upgrade (1 max EP): Also permanently gain a Bonus of +3 to intimidation chances.

Upgrade (1 max EP): Gain +1 additional permanent Spell Chance for every Ritual of unholy Trade you have already undertaken.

Upgrade (1 max EP): You may accelerate one Spell Cast every day for free.

Upgrade (1 max EP): Cripple someone else instead. They must be helpless.

Cast type: Ritual

Range: Self

Cooldown: 1 day

Cost: 2 max EP

6 – Sacrifice for Power

Kill a helpless living Creature. Gain Spell Result Spell Chance/3 for one turn.

Upgrade (1 EP): Lose 10 of your own HP instead.

Upgrade (You kill a Creature): Cast this Spell as an Movement Reflex of the Person you just killed.

Upgrade (1 EP): Gain a Combat Action instead.

Upgrade (1 EP): Gain a Combat Action instead.

Spell Chance: Intelligence + 10

Cast type: Bonus

Range: Touch

Cooldown: 5 rounds

Cost: 1 EP

7 – Curse of Restless Spirit

Curse a target for Spell Result. If they die their Spirit will not be able to leave the mortal world and they must return as a Ghost.

Upgrade (1 max EP): You may know when the target has died.

Upgrade (1 EP): You may cast this as a Normal Spell if you see the target and they can hear you.

Upgrade (1 EP): Increase the Spell Chance by Wisdom.

Spell Chance: Intelligence + 15

Cast type: Ritual

Range: -

Cooldown: Bonus

Cost: 4 EP

8 – Ritual of Talking Dead

Talk to a Spirit of a Dead Person at their Grave or Corpse. You must command the dead to give you time with Spell Result. They may resist.

Upgrade (2 EP): You may gain some additional Information about the target under any circumstances.

Upgrade (2 EP): Gain Focus + Wisdom +10 Metres range. You may use this Spell to talk to an Evil Ghosts Presence nearby without them immediately acting against you for a while. If the exchange goes well you may guide them out of the mortal world.

Upgrade (Normal): Instead of talking to the Dead see Visions of a Corpses last moments.

Upgrade (1 EP): Ignore the Cooldown.

Spell Chance: Intelligence + Charisma + 8

Cast type: Ritual

Range: Touch

Cooldown: 1 day

Cost: 3 EP

8 – Curse of Unsettling Aura

Curse yourself. You are veiled in an unsettling Aura. Gain +3 to intimidation Chances and +1 resistance to resisting Social Chances.

Upgrade (1 max EP): The Aura becomes permanent.

Upgrade (1 max EP): Gain +3 to resisting magic.

Upgrade (1 max EP): Gain +2 Spell Chance.

Upgrade (1 max EP): Gain +2 to stealth and hiding checks.

Upgrade (1 max EP): Gain Nightvision. If you already have Nightvision or the Aura is permanent gain Darkvision.

Cast type: Ritual

Range: Focus Diameter

Cooldown: 1 day

Cost: 2 EP, 1 max EP

10 – Curse of Haunting

Curse a target for Spell Result. They will be haunted by a Poltergeist for a while.

Upgrade (2 EP): If the target has killed someone they will be haunted by the Ghost of a Person they killed.

Upgrade (2 max EP): The Ghost will haunt them until it is banished or the Curse is lifted, at which point you regain the costs.

Upgrade (1 EP): The Ghost may hurt the target actively.

Spell Chance: Intelligence + Charisma + 20

Cast type: Ritual

Range: -

Cooldown: 1 day

Cost: 4 EP

12 – Curse of Fleeting Time

Curse a target for Spell Result. Speed up a grown-up Persons aging Process. They may now age years in only a couple of weeks. The effects of the curse are reverted if it is lifted.

Upgrade (2 max EP): You reduce the Persons maximum life expectancy, causing them to approach death even quicker

Upgrade (1 EP): You may let the cursed Person know that it was you who cursed them and where they can find you.

Upgrade (1 max EP): Increase the Spell Chance by Wisdom.

Upgrade (1 max EP): The targets maximum HP are reduced by $3+1d10$.

Spell Chance: Intelligence + 20

Cast type: Ritual

Range: -

Cooldown: 2 days

Cost: 2 EP, 1 max EP

16 – Curse of Certain Death

Curse a target for Spell Result. They will die $50 - \text{Spell Result}$ mornings from now unless the curse is lifted.

Upgrade (1 EP): You may let the cursed Person know that it was you who cursed them and where they can find you.

Upgrade (1 max EP): Increase the Spell Chance by Wisdom.

Upgrade (1 max EP): Their maximum HP is reduced by 2 each passing morning.

Spell Chance: Intelligence + 20

Cast type: Ritual

Range: -

Cooldown: 2 days

Cost: 6 EP, 2 max EP

8. World Rules

8.1 Dawn

As beautiful as none before!

Dawn is essential in Midheim: with the rise of the Sun all special abilities that are limited to daily uses are reset. Spells end and spent magic returns. A new day begins. Time measurements therefore start at Dawn as well: the rise of the sun marks the first “Sunray” which are counted similarly to hours until night breaks and instead the “Moonspell” is counted. Typically people count 14 Sunrays and 8 Moonspells, the times in between being named Twilight and Dew. The day for most people ends as soon as Twilight has arrived and will slowly begin after Dew has arrived. With the changing of the Seasons Dew and Twilight might get longer and shorter, typically at the expense of Sunrays, with days getting longer and shorter.

If you are in areas with no visible Sunlight or you do not follow the Sun's Circadian Rhythm, dawn will be whenever your Long Rest or Encampment ends, it can be counted as the the moment when you open your eyes and get up after your rest, refreshed and ready for a new day of adventuring. Spells and other effects that have an effect or cooldown “until the next dawn” will essentially end when your rest ends. Rituals that last the entire day do so until you lay down to sleep or rest for the day and open your eyes again for the new day, at which point most Spells and Effects of this type can be restored.

8.2 Endurance Points

Endurance is measured in EP, similarly to how a character's health is measured in HP. Endurance Points are spent on long travels, Spells or in Combat. EPs are lowered when equipping armour or Shields. Unequipping such equipment pieces restores the EP only when resting. EP can also be affected by environmental effects or certain actions like running, travelling greater distances, climbing or other deeds of greater exhaustion. Lacking sleep or sustenance, being sick or injured can also negatively affect EP.

When the EP of a character are at 0 they gain a negative modifier of -8 on all actions. A character falls unconscious if their EP are below 0 for more than 2 rounds.

8.3 Stealth

Cloak and Dagger.

Stealth is a situation where someone tries to stay hidden against perception checks. The person in stealth must succeed a check to hide or sneak. If they do not manage this any successful perception check reveals their position. In case they did succeed their stealth check the check result serves as their stealth value: their position is only revealed if a perception check succeeds the stealth value. Characters that are on alert may use active perception checks to reveal hidden characters, in any other case they will only use their passive perception. Incapacitated or distracted characters may not even be granted a passive perception.

Keep in mind that a good hiding place may grant a bonus to the character in stealth while an environment where every step may cause a sound should result in a negative modifier.

8.4 Travelling

Following Table lists requirements on how Travelling longer distances should be ruled. Travelling always costs some exhaustion points, these should be adjusted to the terrain and other potential hardships that occur during travel. The Distance given in the List below is for good roads and without any trouble.

Travel by	Distance per Day	EP Cost
Foot	30 KM	18 EP
Horseback	40 KM	14 EP
Caravan	30 KM	10 EP
Flight	100 KM +	8 EP

8.5 Encampments and resting

Old Mornings Dawn...

To Rest and Camp is a necessity during all adventures. The list below provides how a certain rest can impact a character.

There is a difference in Rests and Encampments as the latter also provide a fire to warm on and a place to sleep. A rest may have only one or neither of those, while sleep is usually required during an encampment. Encampments required setting up camp, while a rest may only require a rudimentary resting place.

Rests and Encampments Quality benefit from high quality food and shelter, adequate protection and good company, but also the duration and sleep quality if there is any sleep.

Type	Duration	Low Quality	Normal Quality	High Quality
Short Rest	Around 30 Minutes	1 + 1d4 EP 3 + 1d8 HP	2 + 1d4 EP 6 + 1d8 HP	2 + 2d4 EP 8 + 2d8 HP
Normal Rest	Around 2 Hours	3 + 1d4 EP 6 + 1d8 HP	4 + 2d4 EP 9 + 1d10 HP	5 + 3d4 EP 10 + 2d10 HP
Long Rest	At least 3 Hours	5 + 2d4 EP 10 + 2d12 HP	6 + 2d6 EP 12 + 2d12 HP	8 + 2d8 EP 15 + 2d12 HP
Short Encampment	At least 5 hours	10 + 2d6 EP 15 + 2d12 HP	10 + 2d8 EP 20 + 2d12 HP	Regain until Full
Long Encampment	At least 8 hours	10 + 3d6 EP 20 + 3d12 HP	Regain until Full	Regain until Full Gain a Bonus of +1 to all Chances for the Day

8.5.1 Learning during Encampments

You can distribute your Attribute- Skill- Talent and Flexpoints during Encampments. There is no restriction on how many free points you can allocate during an Encampment.

8.5.2 Reallocating Points

Each Encampment you are allowed to redistribute **one** of your spent Flex or Skill Points. You must unlearn whatever you have bought with the Point and can then redistribute it into something else. Flexpoints can be reallocated into anything, Skill Points must be reallocated into Spells or Manoeuvres. You can only unlearn something that none of your other abilities or skills depend on: you can not unlearn a Manoeuvre of a lower Skill if that would mean you would lose the Manoeuvre of a higher Skill, same goes for Spells and their Spell Requirements.

8.6 Environmental Effects

Different environmental parameters can affect how a certain character can perform and will have an impact on certain skills. A list of the most important effects from things like climate or lighting is provided below:

<u>Environment</u>	<u>Effect</u>
Twilight	-2 to any Perception Check
Darkness	-4 to any Perception Check
Complete Darkness	-7 to any Perception Check
Cold Climate	Each day the Health of the Character is lowered by 1d8+2: the d6 is rethrown every day, the effect does not stack.
Extreme Cold	Each day the health of the Character is lowered by 2d8+3: the dice are rethrown every day, the effect does not stack.
Hot Climate	The Character has 2 EP less
Extremely Hot Climate	The Character has 4 EP less
Moor, Swamp, Sticky Ground	Movement Range is halved.
Close Quarters	Two handed and Ranged weapons have a -3 modifier on all Chances.

8.7 Poison

Every poison has a certain Poison Value, a Poison Effect and can have Poison Stealth and also a Timer its effects take hold more than one time.

- Poison Value: the Strength of the Poison. The Poison is only beaten when its Value reaches 0 or the Timer runs out. Any time the Poison takes effect the target must throw a Wisdom + Toughness Chance. The Poison Value is lowered by the Chance Result and additionally decreases by 5 every time it takes effect.
- Poison Timer: How quickly and often the Poisons effect takes place.
- Poison Stealth: The Threshold that needs to be passed for the Poison to be detected.
- Poison Effect: The specific effect of the poison acting every time its timer calls for it.

8.8 Traps

Like poison, each Trap has a trap value. This is like the stealth value, in that the Trap can only be revealed by a perception check that matches or exceeds the trap value. Deactivating the Trap is also a check against the trap value.

A Trap may also have two trap values, one for how well it is hidden and one for how hard it is to deactivate.

Every Trap should also have a Trap Effect that is triggered when it is activated or when its deactivation fails.

8.9 Lockpicking

Each Lock has a certain Lock Value. To open it a lockpicking attempt must yield a check result higher than the Lock Value. A Lock may additionally have a second Value that indicates how resistant it is to blunt force. You may also apply a rule that defines how much Lockpicking Talent is required to be able to pick the Lock at all.

8.10 Fall damage

A Character will take damage from certain heights. A list with recommended damage values is provided below. Until a certain 10 Metres a successful movement check can potentially lower the incoming damage by its check result.

Hight	Damage
2 M	1d8
3 M	2d8
5 M	2d10
6 M	2d12
7 M	3d10
8 M	4d10
10 M	5d12
12 M	7d12
15 M	9d12
20 M	14d12
21 M	16d12
22 M	18d12
Falls into Water	No Damage until 10 Metres, halved damage until 40 Metres, full damage after 40 Metres.
Something breaks the Fall	-nd12, n = depended on the Situation

8.11 Wounds and Injuries

There are multiple types of wounds with different effects listed below.

Wound	Effect per Wound	Treatment
Piercing	2 Damage per Round, 1 EP	First Aid Check with Bandages
Slashing	3 Damage per Round	First Aid Check with Bandages
Projectile	-1 to all Combat Rolls	Medicine Check, proper Equipment

	1 damage per Round, 1 EP	
Magical	Lose 4 HP and 1 EP Once	Medicine Check
Broken Bone	Lose 3 Max EP, -2 on all Combat Rolls	First Aid Check and Splint
Severed Limb	See Severed Limb Table	Medicine Check, proper equipment
Internal Wound	2 Damage per Round	Medicine Check, proper equipment

The wounds effect is always caused additionally to the damage that caused them.

8.11.1 Permanent Injuries

What doesn't kill you..

The Effects of severed limbs are permanent, but broken bones may be healed. Some Limbs can potentially be replaced with magic or by a very skilled doctor, but do not count on it!

Limb	Effect	Max HP Loss
Eye	Mali of -4 to your passive perception. Becomes -2 over time. -10 for both Eyes, becomes -5 over time.	3
Hand	You lose 2 Dexterity. You lose all your fingers on that hand.	3
Arm	You lose 5 Strength. You also lose your Hand.	7
Shoulder	You also lose your Arm.	12
Foot	You lose 5 Mobility.	4
Knee	You lose 3 Mobility. You also lose your Foot.	8
Leg	You also lose your Knee.	15
Finger/Toe	You lose 1 Dexterity/Mobility.	1
Ear	Mali of -3 to passive perception. Becomes -1 over Time. You can't hear sounds without both ears, the mali becomes -3 over time.	2

Nose	Mali of -3 to passive perception. Becomes -2 over Time. Your sense of smell is impeded.	2
Tongue	You lose the Ability to make coherent noises. You can't taste without your Tongue for some time.	2
Head/Neck	Death	All
Broken Spine	Depends where you Break it. You lose all paralyzed affected Limbs with connected effects but without the HP loss.	0
Disfiguring Scar	-3 to all seduction chances.	0
Bad Scar	May also be disfiguring.	2
Terrible Scar	May also be disfiguring.	5

8.12 Infections and Disease

Each wound has a Chance to get infected if the wound remains effectively untreated or is dirty. The Infection Chance is applied at Dawn of each passing day where the wound has not been treated properly and rises with each passing day by 10%.

When a wound is Infected a the character is inflicted with an infectious disease, see next Chapter.

8.12.1 Diseases

Diseases have a Disease Value and an effect. Every time the effect is triggered a resistance check can lower the Disease Value. If the disease is in effect all the time the resistance check may be rolled three times a day. When the Disease Value reaches 0 its effects also cease.

8.13 Healing

There are three types of Healing:

- **First Aid:** A Medicine Check and Proper equipment or smart use of Tools is required to treat a wound in such a way that it may be able to heal. This includes cleaning the wound, stopping bleeding, applying bandages or splints and similar procedures. This process does not restore HP

but does increase subsequent medicine Checks and increases potential Healing as well as the reduction of Poison or Sickness Values by the First Aid Chance Result/2.

- **Professional Treatment:** A Medicine Check and Proper equipment or efficient use of Tools is required to treat a wound in a professional way, so that it may be able to heal quickly. This includes cleaning the wound, sewing and operating on the patient or applying drugs to remedy whatever has befallen the patient. This process does not restore HP but does increase subsequent Healing Chances as well as the reduction of Poison or Sickness Values by the Medical Chance Result/2. It is also required to prevent Scars and potentially save Limbs.
- **Magic and Magical Alchemy:** To restore HP instantly or at an increased rate, magic or alchemy can be used. Magic and Alchemy may also be able to treat wounds, infections or Poison, but often in a limited and expensive way. The high level treatment of patients is best prepared by a doctor for maximum efficiency. Pure magic or alchemy based healing often leaves scars or forces a difficult triage - it is however often also the quickest and best way to prevent immediate death and skilled mages will seem like the spirits of life themselves.

Sometimes Weapons need to be extracted from body parts to treat a wound. This must be done via a first aid or medicine check. Same goes for the sewing of (partially) cut off body parts and for potentially complex fracturing of bones, otherwise a wound or broken bone may not be able to be healed by alchemical or magical means.

8.14 Unconsciousness and death

The final journey..

When a character reaches 0 HP they become unconscious or incapacitated and fall to the ground, unable to move on their own. They may not heal themselves in this state. Being incapacitated means they are unable to move, however it can be ruled that they are still able to say or mutter a few words, groan, scream or watch the events unfold. When a character reaches $-\text{Max HP}/10 + 5$ they will immediately succumb to death. It may be ruled that they can say a few last words, but as soon as this threshold is reached death is inevitable by natural means.

8.15 Defencelessness

When a character is not able to defend themselves outside of combat against an attack because they are asleep, do not notice the attack or cannot move or react for some other reason like the target being tied up or surrendering and begging for mercy the damage of the attack is doubled. Hidden attacks do not count as defenceless, neither do stunned enemies.

8.16 Creature sizes

Large creatures often have more HP but are also easier to hit, while smaller creatures may be more fragile, but pose a target that is harder to track. These Modifiers are flexible and dont need to be applied for example when a target is huge and fast or tiny and slow. A creature's quickness lies in their Dodge Chance most of the time, so modifiers for this do not generally need to be applied.

Large (3m-5)	+3 Attack Chance against the target
Very Large(5m-8m)	+5 Attack Chance against the target
Monstrous 8m+	+7 Attack Chance against the target
Small (below 1.5m)	-1 Attack Chance against the target
Very Small (below 1.2m)	-3 Attack Chance against the target
Tiny (below 0.8m)	-5 Attack Chance against the target

8.17 Companions

The best of friends.

A wide variety of animal, beast, monster and even Spirit or Ghost companions can be found in Midheim. Companions have their own Character Sheet. On their Character Sheet you will find some of their stats as well as their Special abilities which unlock either through advancing the “Companion” Trait or, if you already have that trait for the companion in question, through teaching the companion new tricks in roleplay or if the companion gains Experience naturally, for example by defeating an enemy.

If a companion is able to participate in combat they will always act on your turn.

8.17.1 Companion Traits

Each Ability Rank is usually valued at 200 Iron Coins.

Below are some of the common traits that many companions, depending on their type, can learn. These abilities apply to Animal, Beast, Monster and Spirit Companions. This includes Mounts and Combat animals that you buy at market places and those you adopt in the wild.

Trait(Rank)	Description
Communication II	The Companion can give simple warnings and receive simple commands.
Advanced Communication II	The Companion can give complex warnings and signals and receive simple and complex commands. They can communicate like a friend.
Attack III	The Companion can fight with you. It will receive its combat statistics through this Ability. This Ability is required for the Companion to receive Manoeuvre commands.
Defend III	The Companion can defend incoming attacks that are directed at you.
Protective III	The Companion can reveal one hidden attack per rank each day.
Befriended III	The Companion will trust you and also your friends and allies. It may also listen to their commands.
Stalwart III	The Companion can stand watch when you rest.
Second Inventory III	The Companion can carry items for you.
Wear Equipment II	The Companion can wear Equipment, for example armour.
Sacrifice III	The Companion will die in your stead, sometimes without you even wanting or commanding it.
Carry III	The Companion can carry you certain distances.
Mount III	The Companion can be your mount.
Perception III	The Companion can perceive things for you.

Handy III	The Companion can use simple contraptions like levers, buttons or even door handles if possible.
Fetch II	The Companion can fetch for you.
Loyal III	The Companion can find you even if you are separated for some time.
Distract III	The Companion can distract enemies or normal people for you.
Tricks III	The Companion can perform simple or complex tricks.
Scout III	The Companion can scout for you and return with information.
Predict Weather III	The Companion can predict weather patterns.
Assist Magic Cast III	The Companion can share some of their magic capabilities to assist your magic casting and increase your Spell Chance.
Hunt III	The Companion can hunt with and for you.
Find Secret III	The Companion can find hidden Pathways or Items.
Detect Traps III	The Companion can warn you in case Traps lie ahead.
Messenger III	The Companion can deliver messages.
Cuteness Factor III	May assist in Social Chances.
Strong Companion V	Increases Companion Body Attribute.
Smart Companion V	Increases Companion Mind Attribute.
Healthy Companion V	Increases Companion Health Points.
Natural Armour III	Has natural armour.
Fast Companion III	Increases Companion Speed Attribute.
Alert Companion III	Increases Companion Perception Attribute.
Intimidator III	May assist in Intimidation Chances.
Stubborn V	May try to resist commands with a certain threshold depending on rank.
Wild V	May abandon the owner for short or long periods. May act entirely without the consent of the owner.

Dangerous V	May attack the owner or others.
Greedy III	May steal objects or keep fetched objects for itself.
Cowardly III	Will rather flee from a fight than stay.
Dumb III	It may try to help, so that's something.

9. Glossar & Keywords

Keyword	Quick Reference
“Any Target”	Any person or object including yourself can be targeted, if logical.
“Touch”	You must touch the target or target location to cast the Spell.
“Spell Chance”	Determines your Chances of casting a Spell and its magical potential.
“Spell Result”	The actual Strength of the Spell.
“Cast Type”	The Speed at which the Spell is cast.
“Prepared”	You pay the Costs and Roll the Result beforehand, store the Spell and unleash it with the stored values at a later point.
“Mark”	A target of your choice will be marked. A target can have several separate Marks on them.
“Choose”	Choose one or multiple of the following effects the spell can provide. Each effect can only be cast once unless another spell says otherwise.
“Targeted Attack”	Attack that is aimed at a certain spot. Yields a critical hit.
“Reflex Movement”	You can use this ability anytime, even during other Combatants Actions. It requires a Movement Action, like any other Movement Spell.
“Accelerated Cast”	Choose the next fastest Cast Type for your Spell: Ritual -> Long-> Normal -> Bonus -> Movement -> Reflex Movement
“Ally”	Each Combatant you deem “friendly” or on your side, including yourself.
“Upgrade”	Available Magical Manipulations that can be used in combination or separately to improve or change a Spell. Unless stated otherwise, each Upgrade can only be used once per cast.

“Self”	The Spell or Ability affects yourself.
“Critical Hit”	Critical hits are yielded by Targeted Attacks, Manoeuvres and Attack Chances that yield a Critical Dice Result of 1. Critical Hits cause a Critical Effect based on the Weapon Type.
“Counter”	Countering an Enemy grants an opportunity attack against them.
Any Attack	Includes magical and hidden Attacks.
Magical Armour	Magical Armour offers the same Protection from all damage types and can not be penetrated.
“Instead”	If an Upgrade reads “Instead” the Upgrade will replace the original effects of the Spell and will not be compatible with other Upgrades that read “instead” unless stated otherwise.
“Also”	Spells, Upgrades and Manoeuvres that read “also” will cause additional effects.
“Reaction”	You may use a Manoeuvre as a Reaction when a certain Condition is fulfilled.

10. Midheim Resources

The current Character Sheets are available for downloads at <https://davidkleykamp.com>!