

# BLIND STORIES

## A PLAYERS' GUIDE

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# PREFACE

Players at my table always needed the *Core Rules* at the same time, either to check how to spend XP, or see what they could do with their Story Points. So those rules have been ripped out the *Core Rules* and put here, to save time and paper.

Before the start is a tour of Fenestra. We begin with how to make your character, in *Interpreted Characters*, then details on the character's culture. Next, *House of Stories* lets you add allies and aspects from your past. The *Soldier's Code* shows how to gain XP at the end of a session.

For the most intrepid of witches, with an eye for the mysteries of *Metaphysics*, *Witchcraft* allows you to build spells, Concoctions, and Talismans during Downtime.

## SPECIAL THANKS . . .

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**To Matija** for developing the spell-casting system with me, and editing out my brain-fog.

### TO THE ARTISTS

**Roch Hercka** for the myriad wonderful pencil sketches, pages 1, 18, 26, 26,

Find him at [artstation.com/hertz](http://artstation.com/hertz).

**Studio DA** for the elf stalker image (page 13).

**Leonard** for the 'Next Day' image (page 20).

## LICENCE

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BIND is open source, and available under the GNU General Public License 3 or (at your option) any later version.

You have full access to all the source files, including art, and the right to change anything and share those changes with others. BIND will never have any 'house rules', because anyone can place their alterations directly into the book and make their rules official.



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# I GLOSSARY

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From the safety of a town, this medieval world looks familiar, but people rarely go to war, and nobody has heard of a plague. Nobody goes hungry outside of a town, as all forests bloom with roots, fruits, and monsters.

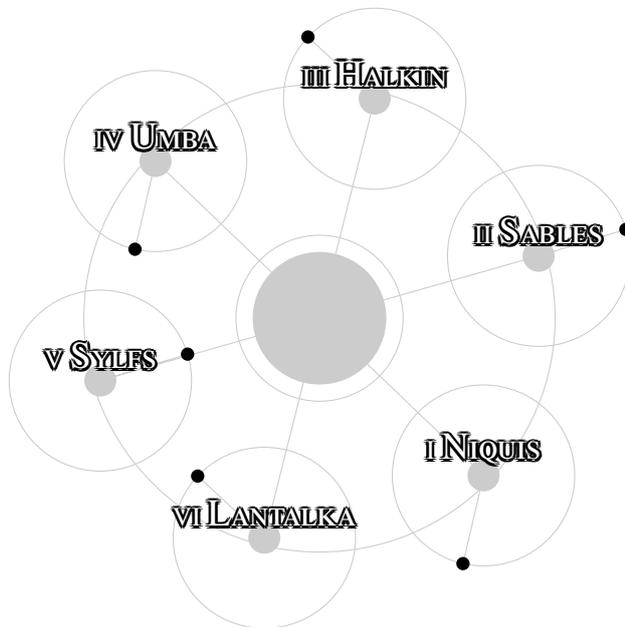
And the monsters wander through a generous forest.

## Cosmology

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Every year, the Ainumar orbits the Sun, and every cycle, we orbit the Ainumar.

**Cycles** last for sixty days, after which Fenestra has travelled around the Ainumar. Each cycle begins and ends with a violent wrath, which marks a change in temperature for the next cycle.



After six cycles, the Ainumar completes a revolution around the Sun, and a new year begins.

**Niquis** is the first cycle, and start with mild weather, and after three days an eclipse blots out the Ainumar.

At the end, an unusually warm wrath allows any cold-blooded monster one last opportunity to gorge before the temperature drops rapidly.

**Grummel's Wrath** (☄) brings the face of the Ainumar up close at the end of each cycle. As the face of the gods looks a dozen-times larger than usual, the ground quakes, lightning strikes, the wind rips houses apart, and tidal waves thrash at every shore. During this time, underground people venture deeper underground, while land-dwelling people often leave their houses in search of an empty space.

Any structure not built to withstand the quakes has a 1 in 6 chance of toppling, and travel speeds reduce to half.

No sane creature lives by the sea in Fenestra – the tidal waves remove all civilization from every shore.

**The Ainumar** shines brightly, in our sky. At the end of each cycle, it grows, massive, and you can see a storm raging across its face. Many think that the gods live there, planning how to kill people, and take their souls up to their houses.

Each god holds domain over a different death.

**Paik** (●) is the god of death by justice. When bandits swing from the noose in the Pit of Justice, Paik takes them to his realm, and taunts them forever.

## The Divine Guilds

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Each temple exists to protect people from a god, by selling goods or services. Each temple functions as a guild, with a divine monopoly on their protection.

**The Temple of Beasts** (🐾) The highest and lowest of all temples absorbs feckless drunks, dickheads, scum, and people with progressive political ideas. All of them become heroes, and forest-feed.

**Night Guards** are the sorry lot who have nothing better to do than wander into the darkness and get eaten. They exist to either thwart, or feed, Sylf, depending on whom one asks.

**Fodder** are the lowest rung of the night guard. Most who enter as fodder arrived as criminals, vagrants, or political idealists. About half of these new recruits will survive and gain the next rank.

Each of these criminals begins with a 100 sp debt to repay to their temple.



**Archers** stand on broch balconies, taking down summoned by the pipes.

Farmers who guard their bailey can sign up to the night guard and begin at this rank immediately.

**Jotters** do paperwork for the night guard, and control everything that their seniors don't care to manage.

**Builders** organize new settlements, which requires an intrepid doula to help locating a good spot. It usually involves a lunch with a friendly, local, warden.

**Reeves** organize the night guard, and have dinner with any local warden who'll have them.

**BROCHS** are grand towers which surround civilization. The night guard stay in them, playing loud pipes, and lighting fires to attract monsters. A ring of flat earth surrounds each broch, giving archers a clear shot at anything which emerges from the Edge. The noise echoes up to five miles around, and by dusk, the archers stand ready.

Sometimes a monster dies, most flee – still alive, but with a painful lesson about approaching the sound of people, pipes, and song. Each predator which comes to a broch means one less attack upon some inner bailey, or on the lonely road.

Each broch takes charge of a food-producing bailey or two, which sustains the night guard.

**The Temple of Curiosity** (♣) People who go searching for answers often don't come back. This temple keeps an official log of all curiosities so that people don't have to go anywhere dangerous to learn – they can just read. Anyone not content to stay inside and read eventually goes to write a travel-book.

**Scribes** are anyone who works for the Paper Guild. Most spend their time making books or soap.

**Cartographers** create, confirm, and update maps. The most valuable of these contain information on Ingredient-rich ground, which they use for alchemy spells to learn about the landscape, so they can make more maps.

**THE PAPER GUILD** makes maps, candles, paper, and soap. They always need more basilisk bodies to make the latter two.

**The Temple of Frost** (✕) exists to thwart Sable, who comes to Fenestra every year to steal souls with frost. Before

he strikes, the weavers provide preservatives. As snow begins to fall, everyone approaches the weavers for warm clothes, or just to sit by their warm fire and gossip for a while.

**THE WEAVERS' GUILD** houses a massive fire, many looms, and plenty of space to tell a long story.

**The Temple of Hate** (∅) As resources run thin, humanity becomes its own worst enemy. Disgust spreads into bigotry, then war, as Wrecan pulls people into her realm.

**THE ARMOURERS' GUILD** take in angry, young people, and redirect their anger into work and negotiation skills. They handle all the major disputes which nobody wants to take to the Temple of Justice, and often become the de-facto arbiters when one warden cannot agree with another.

**The Temple of Justice** (●) Left to their own paranoia, people form mobs, and mob-justice prevails. This temple thwarts the worst plans of the god Paik by providing impartial, official, justice.

**Keepers** bear the heavy burden of enforcing laws, and maintaining the Pit of Justice. Every bailey with a couple of hundred souls has a keeper to keep them right, and collect payments for the vital service they provide.

**Sun Guards** are the upstanding soldiers who protect the city from all the unwashed masses, while wearing shiny-white tabards.

**Wardens** make the laws and decide fitting punishments for criminals in their Pit of Justice.

**The Temple of Misgenesis** (○) Some things never were. This loose organization alters fortune to ensure nobody has to fail a task before they try, or give up on the best career they never considered.

**Doulas** help with births, blessings, and beginnings of all kind. They protect the population from misgenesis – the death which occurs before life. Nobody begins a business venture or party without a blessing from a doula.

**The Temple of Poison** (☞) Beer, brewing and baking protect humanity from Abderian, so this temple have established a divine monopoly on the lot.

**Servers** make food for the Wheat Guild all day, and every warden has one in their employ.

## Fenestra

This land, where elves, gnolls, and humans look up at trees, like ants moving through blades of grass. Predators larger than a horse hunt deer and people in the same way, so everyone travels together, and well-armed.





**BAILEYS** are walled villages, which stands beyond the protection of any towns, and endure attacks by wandering monsters. They mark the Edge of civilization, as nothing lies beyond them except the wild forest.

A standard bailey's walls stretch at least 50 steps in diameter. Beyond that, the farmland stretches out another 100 steps; for a minimum diameter of 250 steps. The outer perimeter pushes the forest back another 50 steps, with more for a healthy bailey, and a smaller safety zone in less well-tended baileys.

If the people living in the bailey lack the strength and skill to keep the forest back, the safety perimeter grows smaller as bushes creep towards the farmland, providing cover for monsters, and diminishing the time archers have to shoot at creatures.

**THE EDGE** lies one footstep off the lonely road, and surrounds every outer bailey. Beyond this point, only dark forests, empty tundra, and hungry beasts wait. When people travel off-road, they have gone beyond the Edge.

**THE LABYRINTH** is the network of frigid, nearly lifeless caverns, which sits beneath much of Fenestra.

**THE LONELY ROAD** means any road between settlements. Going from one town to the next means a long journey

through untamed territory.

**Monsters** (𐐃) wander slowly, looking for deer, auroch, or anything they can eat. When they hear people, the noises and lights excite them, and they instinctively begin to stalk.

They have no natural cries, so people call them 'the voiceless'.

**Basilisks** have snake-like bodies, with six arms. Some grow to the size of a caravan.

They move slowly, always conserving energy for the hunt. But when hunting, they can charge, and let out a cloud of disgusting breath, making their prey wretch.

**Chitincrawlers** are arachnids about the size of a horse. Some say the face looks like a wolf's, others say it looks almost human. Either way, the apparent smile is just a shape, as they have no ability to feel or think, they only have hunger, and sharp claws at the end of the front legs.

**Woodspies** are a kind of land-octopus which can camouflage itself perfectly, changing the colour and tecture of their skin. They are highly intelligent, but do not understand communication beyond what they need to mate.



## II MECHANICS

Each of these books has its own selection of rules, made to fit. None has the lot, but they all have enough.

### ACTIONS

When players want their PC to attempt something risky, they roll 2D6 plus Attribute, plus Skill. ☞

**TN** means the number players need to roll on the dice to achieve a *tie* with the task. Rolling higher indicates they have their prize, rolling lower means some nasty outcome is upon them, and rolling a tie means both (or neither).

TN	Difficulty
6	Easy – just ask the barmaid what you want.
7	Basic – find firewood in the forest.
10	Tricky – find a good price in the market.
12	Professional – fix the cart by Sundown.
14	Specialist – Plan a three-storey stone building.

**BANDING ACTIONS** means characters perform better by working together. The first character adds their Bonus, the second adds half, the third, a quarter, et c. and we round halves up at the end. ☞

**RESTING ACTIONS** apply when you can repeat something, without danger. Set the darker die to '☒' and roll the other. If this roll fails, it fails forever. ☞

**Traits** define every character's limits.

**Attributes** describe the body and mind.

**Strength:** muscle, brawn, toughness, height

**Dexterity:** finesse, coördination, balance

**Speed:** velocity, tendons, vim

**Intelligence:** memory, logic, tenacity, cunning

**Wits:** alacrity, levity, attention, acumen

**Charisma:** gravitas, glamour, confidence, symmetry

**Skills** each help with many different tasks, depending on the Attribute paired with. Intelligence + Larceny lets

the character open a door, while Dexterity + Larceny lets them pick a pocket.

## COMBAT

It does not matter who initiates combat – each character enters the standard Resisted Action. The PC rolls Dexterity + Melee, and the TN equals 7 + the NPC's Dexterity + Melee. The winner deals 1D6+ Damage + Strength Bonus, and every +4 Damage converts to 1D6. ☞

**Action Points (AP)** measure how many actions someone can take in a round, based on how fast they can move and react. Start with 3 AP, plus your Speed; put that many coins on your character sheet, and spend them each time you take an action.

**Armour** protects characters by reducing Damage.

**COVERING** means how much armour covers the body. Armour with 'Covering 3' protects the torso and may have a helmet, while armour with 'Covering 5' protects almost the entire body. ☞

**Damage Resistance (DR)** reduces incoming Damage, before a single FP is spent. It usually represents armour.

**Creature Ratings (CR)** give a rough estimate of a creature's combat abilities, and the value of any monster's corpse.

**Fate Points (FP)** (∇) measure how much luck the character has left. Spend them to avoid Damage. Your maximum  $FP = \frac{Total\ XP}{10} + Charisma$ .

**Health Points (HP)** (○) provide a linear measure of a character's health or injuries.

**Retreat** works like any Resisted Action; both parties begin with Speed + Athletics. If either side wins with a Margin of 3 or more, they win (i.e. escape or capture). But if either rolls a lower Margin, both sides run through one Area, gain one EP, and the winners can change the relevant Skill by deciding

where or how they flee.

For example, a troupe of characters could run through dense thickets so that both sides have to use Speed + Survival on the next roll; or in a town they might try to navigate through a dense crowd with Speed + Empathy.

The Judge should give Area-options after a successful roll. Each roll inflicts 1 EP on both sides.

**Areas** give a rough unit for large spaces. An area is a space made distinct by its features. In the Labyrinth, each cavern might count as an area, while out in the open plains a forest might be composed of the local areas: 'the centre with the big, felled tree', 'the river's fork', and 'the griffins' nesting site'.

**Weapons** add to Attack and Damage.

NAME	ATT BONUS	DAM BONUS	AP COST	WEIGHT
DAGGER	+0	+2	1	1
QUARTERSTAFF	+3	+0	2	3
SHORTSWORD	+1	+1	1	1
ROUND SHIELD	+2	+0	1	2

Smaller weapons only cost 1 AP to use, while larger weapons cost more, but also have bigger Bonuses.

## EQUIPMENT

Items can be held in a hand, or in a backpack. By default, each provides a Bonus equal to its Weight, but various items buck the trend one way or another. ☞

**Weight Rating** (⊙) Characters can carry items with a total Weight Rating equal to their HP total. Each point beyond inflicts a -1 Penalty to all actions. Creatures have a Weight equal to their own HP.

**Exhaustion Points (EP)** measure how tired, hungry, and fed-up characters feel. Each EP has a Weight of 1.

**Coinage** can become heavy quickly, gaining a total Weight of 1 for every 100, so a small chest of 1,000 coins would have a total Weight of 10.

**Copper Pieces (cp)** are the smallest unit of currency.

**Silver Pieces (sp)** gets you 100 copper pieces.

## Witchcraft

Some speak their spell, others construct it from monster bodies. In any case, the results are the same – unpredictable.



**Alchemy** (Ω) is the practice of turning a raw magical Ingredient into something useful. It requires no Sphere Skill to use – just a recipe.

Alchemical items have a default Weight of 1.

**Concoctions** are liquids or powders which, when thrown in the air, hyper-charge the use of a single magic Sphere, for anyone present next to the burst. For example, a concoction to boost the Air Sphere would mean a caster with Air 2 could cast a single spell as if they had Air 3. Using one in combat requires at least one AP to grab it, and another to disperse it into the air. ✨

**Ingredients** are the basic materials used to make any Concoction, or Talisman, and for lots of medicines. Each has an elemental affinity, so a Fire Ingredient can only make a Fire Concoction. ✨

**Talismans** are spells, locked in an item, along with some activation condition. A talisman could open a magical gateway once it reaches a certain location, or bless the first person it sees with good luck. Many will strike the nearest, available target once activated, which makes them dangerous in the wrong hands. ✨

**INVOCATIONS** are the basic sentence-formulae which define spells. They consist of one to five ‘Descriptors’, one action, and a target.

DESCRIPTORS	ACTION	TARGET	Result
—	WAX	FIRE	Candle Grows Bright
DETAILED	WARP	WATER	Water turns into an ice statue.
DISTANT, DUPLICATED	WANE	FATE, AIR	Targets at a distance ignore EP Penalties.

If a mechanical effect needs a number, that number is 2 plus the cost when using an elemental Sphere, and 1 plus the cost when using a high Sphere. Each descriptor raises the MP cost by 1. ✨

**DESCRIPTORS** are fiddly. Each one raises a spell’s cost, and boosts one aspect. But every time a spell’s level increases, all Descriptors get a boost, which can lead to complications. Distant spells cannot target anything nearby. Duplicated spells continue finding targets until they have enough. Devious spells wait for a long time, then the effects grow slowly.

Lv.	DISTANT	DUPLICATED	DEVIOUS
2	GREETING DISTANCE	4 TARGETS	1 INTERVAL
3	YELLING DISTANCE	27 TARGETS	1 DAY
4	AN ARROW’S REACH	256 TARGETS	1 WEEK
5	WALKING DISTANCE	3125 TARGETS	1 SEASON
6	THE HORIZON	46656 TARGETS	1 CYCLE

Divergent spells use an opposing element, with exactly the same Invocation. Detailed spells let the caster create precise instructions for a spell, but higher-level Detailed spells must show only something the caster has intimate knowledge of, so most come to resemble the caster’s family, or past-times. ✨

**Mana Points (MP)** (□) grant every witch their power. When they run out, they gain one EP for every point they cannot spend.

**SPELLS** have a mind of their own. Once cast, they endure until they burn through themselves, or something destroys them. To stop a Fire spell, someone must put the fire out, and if an angry witch makes antlers grow on someone’s head, the only way to ‘dispel’ them is with a boning knife.

Spells with a Distant range cannot be reignited; if the range is ‘an arrow’s reach’, the spell will find the nearest target at that distance.

Casters only select a spell’s first target. The spell forks through the others like lightning, and may ‘arc’ across any distances up to its original range. Water spells which hit a river will spread through the river, but a curse with an ‘area’ of 4 will have to jump until it has found four people to inflict itself on. ✨

**Spheres** divide the world into meaningful parts. The five elemental Spheres are Fire, Air, Fate, Water, and Earth. Each one can join with two neighbours to make one of the high Spheres; Light, Death, Mind, Life, and Force.

If a caster can think of a way to use any Sphere to stop an attack, they can enter combat as usual with their Charisma + Sphere, rolling at TN 7 plus the NPC’s Dexterity + Melee. A battle-ready witch might encourage a warrior’s torch to burn his own face off, or make him forget what he wanted to do a moment before his sword comes down.

**Witch** simply means anyone who can natural speak to an elemental Sphere using their inner MP store. These people have no special uniform, and often hide their talents.

**CASTINGS** start by spending one MP per spell level. The witch then commands the target Sphere, rolling Charisma + the lowest Skill required.

When ‘overspending’ on the Invocation, the debt is paid in EP.

TNs depend on how malleable the target is. Earth spells can affect ice far more easily than rocks, and Air spells can whip up a gale easier when outdoors.

When used in combat, spells cost a number of AP equal to the MP-cost + 1. ☞

## Chronicles

The Chronicle is the game and the players, it tells the story of the troupe, but not of any particular PC. Each week which passes in our world, about four weeks pass in Fenestra. During the game, the Judge and players set the pace of any scene, but the session never covers more than thirty days.

**Player Character (PC)** – one of the characters run by the people playing the game.

**The Judge** rolls encounters, interprets the rules, and forgets to bring enough pencils.

**Non-Player Character (NPC)** – anyone in the world played by the Judge rather than a player.

**Downtime** covers the time between scenes and sessions, letting characters train, heal, and drink. Characters heal a number of HP each week equal to half their current total (minimum 1), along with all MP and FP.

**Intervals** divide the day into four parts – morning (☐), afternoon (○), evening (◐), and night (●). After each Interval, each PC regenerates:

- ☞ Resting characters remove 1 EP.
- ☞ The Judge rolls 1D6 – everyone gains that many FP.
- ☞ The wind brings MP, and each point goes towards whoever has the most empty MP.

Location	MP	Cover	MP
Underground	1	Partial armour	-1
Indoors	2	Complete armour	-2
Outdoors	3	Submerged	-3
Storm	4	Entombed	-4

Each day, everyone must eat and sleep, or take two EP.

**Side Quests** are BIND's way of weaving emergent stories. Each one introduces itself to the Judge with a summary of its scenes, each segmented into Regions.

**REGIONS** are broad types of areas, such as 'Town', or 'Forest'.

Whenever the PCs go from one Region to another, the Judge checks for the next available Segment in that Region (marked '☒'). ☞

**Story Points** allow players to declare that some part of their backstory arrives on scene to help the situation. This could be knowing an ally, an obscure fact, or another language.

Spending a Story Point grants 5 Experience Points.

**CHARACTER POOL** is the collection of allies the player has introduced. Once the PC dies, the player takes their next PC from the pool. ☞

**Experience Points (XP)** come from each character's Code. Spend XP to raise any Trait.

TRAIT	Remove Penalty	FIRST	SECOND	THIRD
SKILL	—	5	10	15
KNACK	—	5	10	15
COMBAT SKILL	—	10	20	30
ATTRIBUTE	5	10	20	40

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## THE PRIMORDIAL FOREST

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*The forest wants to eat you, so pay attention.*

*You've had an easy life, in your secluded, little hole, but here we live above ground, where giant creatures crawl everywhere, and I can assure you I'm the gentlest one out here. They're probably looking at you and licking their lips. Well, not 'lips'. I don't think a single one has lips. Some have beaks, others have 'mandibles', but you get my point.*

*The chitincrawlers lay webs, but don't think they need to wait for you. If they get hungry enough, they'll run straight at you, stab at you with those pincers, and just start eating!*

*And remember to be on the lookout for moving trees. If you see something shift that's meant to stay still, it could be a woodspy – like an octopus, but... do they have octopuses where you're from? No I didn't think so. But I'm glad to have you with us. I hear your people can see better in the dark than we can.*

*Most of the world sits in darkness, just like this. Most of the world lacks roads, beer, beds, and everything that makes life worth living. For this reason, we exist, to push back the darkness, and make way for more civilization.*

**BANDITS** *Notice the trees. There's good eating up there if you can climb. The forest is laying a trap for us, but it's a tasty one! Humans could live out here like some kind of paradise, never working, just taking food from the trees – especially over Uмба till Lantalka. Even Niquis has plenty to eat if you know where to look! And all this means the forest has laid another trap for us. Thieves, cut-throats, and hags who want to escape the law come into the forest, and she treats them well. They live here, tax-free, robbing baileys whenever they please.*

*And obviously it's our job to come out here and route them out, by fire and sword.*

**AND THE FIENDS...** *See that gap in the treeline? No trees, just bushes all the way along. This was a road when I was a boy, and my dad would sell his veggies along there, in a beautiful city, where people made the best hunting bows in the area. Maybe the hunting bows are what did it, because something from the forest came out and destroyed the entire city. She deformed and forest creatures, and drove them mad with hunger, then let them loose on two baileys around the Edge. Once those baileys fell, the regular beasts started wandering into the farmlands around the city, and they had a hundred new deaths a day, and she still wasn't done. She coaxed a flood until it grew so big that the farmlands had more fish than carrots, and no rooves left. So a dozen people left, then a dozen more, until everyone in the area had to relocate.*

*Magic's a horrid thing. Once someone knows enough of it, they can destroy a city. And you can never spot who knows it. Well sometimes I think you can – a shifty look in the eye, especially if they've been wandering past the Edge too long. They may as well stay out there, as far as I'm concerned.*

*You don't know any magic do you?*

*Shame. We could probably use some out here. At least a little blessing or something would be nice.*

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## THE EDGE

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*We're coming up to civilization at last! See that patch of lawful land? No trees, vines, bushes, or anything? That means the town must be close.*

*I was in a proper big burn once. We covered the area in oils last Niquis on a scorcher of a day and it burnt so high I swear it reached the Ainumar and made the gods stink of woodsmoke for a week!*

**OUTER SETTLEMENTS** *You see this baileys's big wooden wall? That's just for basilisks. The rest of the forest will crawl, fly, or slither over the top – they don't mind the wall.*

*The great clear areas around the Edge give us a buffer. Anything that wants to skitter over here in the daylight gets filled with arrows. Of course that won't always kill a basilisk, but it can drive them off.*

*We'll see some sheep inside, maybe even cows, but there's never much meat here. You can take them out grazing only a short way, where it's safe, and the sight of so many animals always tempts something out of the forest sooner or later. Mostly, meat comes from the inside, while the outer circles send back wood, or forest fruits, or anything from the fields outside their walls.*

*I'm not like you. I signed up to the night guard by choice, and started in a place just like this. We all shot at the targets each day, but I hit more than the other kids, so I got to sit with the archers while the rest worked the fields.*

*During daylight, we took turns sleeping and watching. When the beasties came running out of the forest, ready to snatch up a farmer from the field, we'd all stand and aim our bows together. It's not easy, hitting something that far off, and making sure you don't hit your own. I didn't always manage... but he's mostly fine nowadays, so you do what you can, you know?*

*Most humans on the Edge learn the bow, or at least how to use a crossbow. Anyone who doesn't puts everyone else in danger. I grew up in a bailey like this one – and we had a lot of sleepless nights, telling each other stories of famous adventurers from back when that sort of thing was still legal.*

*At night they come in too. Archers still stay up the top, and on still nights we listened out for the chimes. Villagers make them out of shells, sometimes old bones, or the hollowed-out head of a chitincrawler. Fill those things with rocks and they make a proper clack-clack!*

*Of course you can't see anything at night, so you're just listening for the chimes, waiting to string the bow if one goes off. And mostly it's the wind, but you string the bow anyway, and wait for another chime, or the screams. The woodspies look in houses quietly, crawling around the rooves, feeling for unlatched doors or open windows, and then reach in, and try to pull someone out quickly. Of course every home has small windows, but sometimes they'll manage to crack the wooden frame open, or just grab a baby. Once the screaming starts, the creature gives you maybe one shot, maybe two, then it's off into the darkness.*

*It turned out someone had left his window open, and a child next to it. Wasn't his first time, or first crime, and soon enough we voted on him. I didn't start it, but I could see*



everyone waiting for me to speak, so I said what they wanted. I said I was out there most night, with no sleep (just a small exaggeration), and he never did took his share of the work outside. And he should join me, take up the bow and whatnot.

We didn't have any more armour for him, but it wouldn't have made much difference. I never saw what took him, but without any training, we basically fed him to the forest.

Anyway, I guess that's why they call us the night guard. I felt glad when I joined the proper guild. Means people like you get a chance – some training, maybe armour, and you go out with a lot of others the first few times. We can't stay long, so get some rations, and we'll be on the road soon, headed inwards.

**LONELY ROADS** That's another one of your duties, recruit – maintain the roads and brochs. Sometimes bandits slip past the outer baileys and camp at the roadside. Sometimes monsters do the same. A lot of them are smart enough to know where we go, so they'll sit at the side of the road, picking off traders who carry meat, or just any trader. Traders are meat as far as the forest is concerned.

You gotta keep yourself in perspective. If we don't make it back, people will raise a glass, maybe even drop a few rocks on this road for us. But if the traders don't make it back, then a bailey goes without arrows, or the town doesn't get enough food. So when you travel, you travel with them, whenever possible. The more people who travel together, the safer. And if you end up getting eaten by something, maybe the beast will leave the trader alone, and let him get to market. Then you'll die a hero!

Everyone dies a hero in the night guard.

See that crossroads ahead? That's a good sign. We passed the Edge, now we have two roads, meaning at least two baileys around us. They'll have walls of their own too, but the farther inwards we get, the safer.

Sometimes these outer roads break. At first you notice nobody is coming to visit the town from that direction. Then you notice that nobody who went that way returns. . . A couple of weeks later, and people hold the wakes for anyone who went that way, and hopefully they have a different road out.

When a bailey has just one road, and then that road breaks, it just sits there like an island. Hopefully someone notices, and night guards get to them; but until then they live on alone, without iron, pitch, or any other help from the outside. If that goes on too long, it's another win for the forest, and a loss for civilization. We'll keep on pushing in, but when we reach too far in, the forest eats our fingers.

**CENOTAPH LODGINGS** Along the road, you'll find various bothies – little stone lodging, often with enough room for traders to sleep with their horses, and some firewood. When the forest eats someone, we get nothing to bury, so people often bring a rock on their travels, and drop it where that person died. Shows you were thinking of them, right? And if enough people bring enough rocks, they make a pile, and eventually, a bothy; then nobody else has to die there, because they have somewhere to stay. Most trader caravans can't travel much more than ten miles during the daylight, so they need a bothy to hide from the forest once the Sun's down.

We look after bothies as our temples – so remember that every one of them is sacred, and when you arrive, take a moment to read the name beside the door. The bothy's name comes from the person who died there on the road. And

remember the golden rule – you always leave a bothy as well as you found it, or better.

**QUIET HAMLETS** We're getting closer. See that little hamlet? No walls, or nothing – just stone houses for emergencies. Very little makes it in this far.

Whether it's beasts or bandits, they get tempted by the smells along the road, and end up in an altercation with one of the settlements further out. Even if something nasty made it in here, they eat the sheep before the people. Mostly.

These inner lands provide most of the meat of Fenestra. I bet you've even had some back home. No? Well lets go up and say 'hello'! Villagers always give hospitality to the night guard when they see us.

**LITTLE MASTERS** Each area has its own wardens. It's not true what they say about humans – we don't need leaders telling us what to do, but we have them anyway. They don't really do much, but I guess they look nice and fancy. Bailey wardens own a few baileys, and town wardens own a town.

Must be nice. Pointless, but nice.

## HUNGRY TOWNS

I suppose you've never seen a big city like Arthur's Wing before. No monsters live here, so everyone can rest easy, aside from the cutthroats and thieves, who of course have to worry about the likes of me dragging them into our merry little crew and our glorious missions. Look at that pathetic beggar over there, asking for food. He can clearly walk, but refuses to sign up with us and fight for civilization. Even if he got eaten by something, it'll slow that something down while everyone else kills it or gets to safety. It's a good deed. He could be a hero. Everyone dies a hero in the night guard.

**GUILDED TEMPLES** I guess you know, when the forest eats you, Sylf collects your soul, and turns you into a monster, and its our duty to stop that happening. The night guard is one of the sacred temples, who guard against the gods. Of course the other temples act more like guilds, as each one has trading rights so they can protect people properly.

Look over there – that's an image of Sable, the god who takes your soul when you die of cold. Inside you can listen at the weavers' guild – the Guild that makes clothes to ward off Sable. Go tell them a story from your home if you can. They love hearing new stories, and you'll need their help when the deep cold sets in. Then later, we can see if a doula might bless your start in the night guard.

All the temples in town want to save your soul, except maybe the Wheat Guild, they just sell ale. Personally, I want to go with Eldren. If you die of old age, he takes you up to a peaceful land forever, and that's where I want to go. Just need to make sure none of the other gods claim me first.

Let's get some rest. You've got a mission already. Nobody's come from Greenwell in a week, and someone needs to find out why. I've found a few other new recruits, so you won't be lonely.

Time to be a hero.





NAME: ..... PLAYER: ..... CODE: .....  
 RACE: ..... CONCEPT: ..... RANK: .....  
 DEBT: .....

**ATTRIBUTES**

	-4	-3	-2	-1	0	1	2	3	4
Strength	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dexterity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Speed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intelligence	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wits	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charisma	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

(Cost: 5 | 10 / 20 / 40)

**COMBAT SKILLS**

Brawl	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Melee	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Projectiles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

(Cost: 10 / 20 / 30)

**GENERAL SKILLS**

Academics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Caving	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crafts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cultivation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Empathy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Medicine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Performance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Larceny	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Seafaring	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Survival	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Vigilance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

(Cost: 5 / 10 / 15)

**DR / Cov**

\_\_\_\_ / \_\_\_\_

(by Armour)

**AP**

\_\_\_\_\_

3 + Speed

**ATTACK**

2D6 \_\_\_\_\_

2D6 + Dex  
+ Melee  
+ Att Bonus

**DAMAGE**

\_\_\_\_\_ D6+ \_\_\_\_\_

1D6 + Strength  
+ Dam Bonus

**IN-HAND**

Weapon	ATT BONUS	DAM BONUS	AP Cost	Weight
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Armour	DR	Covering	Weight	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**ABILITIES & CONDITIONS**

.....

.....

.....

.....

**KNACKS**

.....

.....

.....

.....

**BACKPACK**

(TN to remove: \_\_\_\_\_)

<input type="checkbox"/>	<input type="checkbox"/>

cp \_\_\_\_\_ sp \_\_\_\_\_ gp \_\_\_\_\_ Weight \_\_\_\_\_

FP = XP / 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Penalty

**XP**

Total: \_\_\_\_\_

Unspent: \_\_\_\_\_

7  
6  
5  
4  
3  
2  
1

0  
-1  
-2  
-3  
-4  
-5  
-6



# CHAPTER I

## INTERPRETED CHARACTERS

It's time you build some character. Specifically, a Player Character (PC). Take a blade and slice out the character sheet.

### I THE BODY

Grab 2D6 and roll them eight times to create this character.

1— Roll 2D6 to find your race.

☞ Use it to roll a name.

2— Roll 2D6 to determine each *Attribute*.

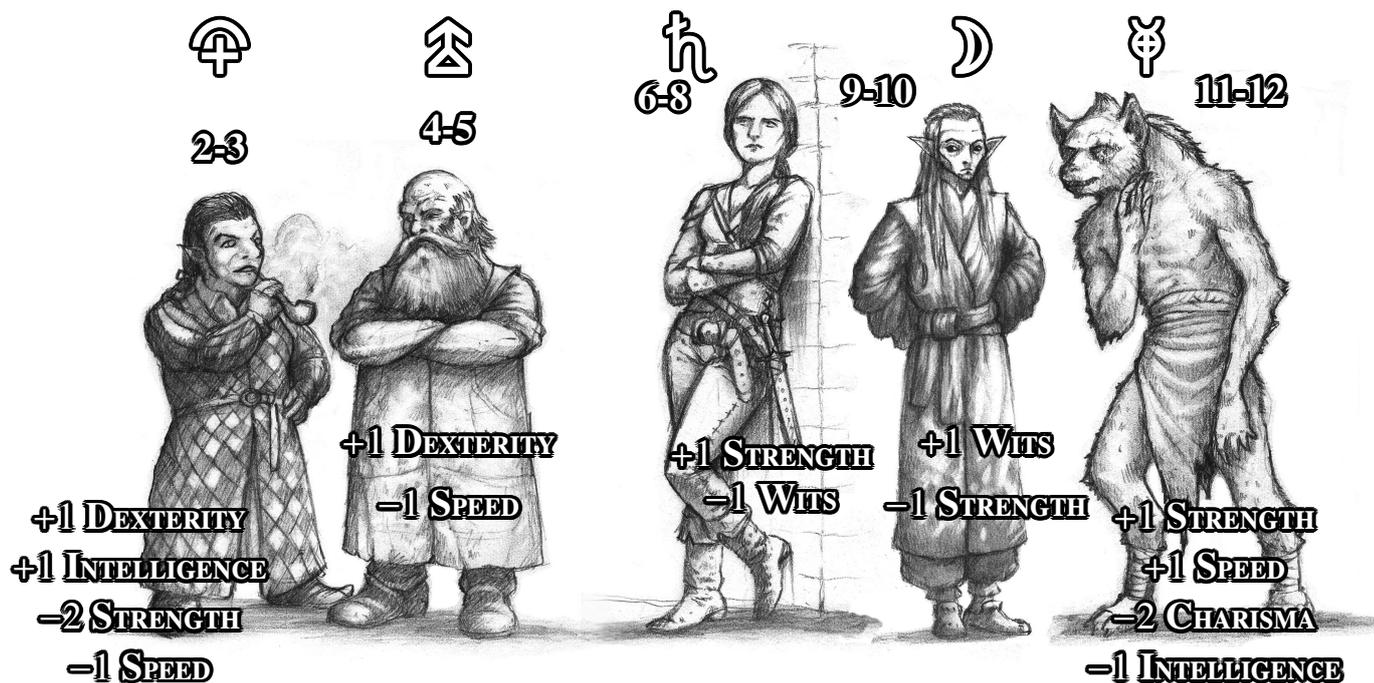
☞ Your race modifies these Attributes, to represent the fact that gnomes are shorter than humans, and therefore have less Strength.

3— The lowest and highest Attributes indicate why this PC ended up in the night guard. Look up the con-

cept on page 4, section 2; this concept determines the character's Skills and starting equipment.

4— Finally, fill in the derived Traits on your character sheet, such as the total Weight Rating carried.

**THE NAME** depends on the local culture. You can find out more about your character's home and customs in chapter 2, once the character is complete. Roll on the charts below, and keep rolling until you find a name you can live with.





**Dwarven Names** come from landscape features, while their surname indicates their mother's occupation. Occupations with more than two syllables take a short-form (dwarves are busy people). So the surname 'Spector' comes from 'inspector', and if that dwarf's mother later finds a job as a cave surveyor, they would change his surname to 'Veyor' (and would expect companions to supply a congratulatory drink).

♁	♂	♀	MOTHER
▣	BIGHT	TOR	SPECTOR
▤	DALE	DRUMLIN	LLECTOR
▥	BEN	GLEN	JEWELLER
▦	TUR- LOUGH	HOGBACK	CARVER
▧	GRABEN	MOR- GAINÉ	CHEF
▨	RIFFLE	SCREE	DENER

**Gnollish Names** are short, to-the-point, and never require difficult lip-movements (assuming you have canine lips). The meanings generally relate to the gnoll's primary joy, such as 'hunting', or 'biscuits'.

**ATTRIBUTES** need six rolls of 2D6. The PC can raise their Attributes later – nothing remains set. However, low Attribute rolls can make for a real challenge, as the character may struggle to survive their first cycle.

RESULT	BONUS	MEANING
2	-3	PATHETIC
3	-2	USELESS
4-5	-1	WEAK
6-8	0	NORMAL
9-10	+1	EXCEPTIONAL
11	+2	EXCELLENT
12	+3	PEAK

Modify each result with the racial adjustments. This includes the meaning, so a Strength Penalty of -1 is 'normal' for elves.

♄	PREFIX	SUFFIX
▣	KSHA	-DZ
▤	Ko	-G
▥	SYA	-H
▦	TSO	-D
▧	Yo	-SH
▨	RIYE	-TSE

**Elven Names** represent long stretches of their lives – generally as long as the language survives. Roll once for the prefix, and again for a female or male suffix.

The 'ë' symbol means you should pronounce the sound fully, as in 'fairie', or 'select'.

♃	♀ PREFIX	♀ SUFFIX	♂ SUFFIX
▣	SIND	-Ë	-ON
▤	ATAR	-INKË	-INKON
▥	CIRY	-INWË	-IEL
▦	TARIN	-ÓTE	-OR
▧	FIN	-UIN	-ACIL
▨	ITÁR	-WË	-IL

**Human Names** remain static throughout their lives, so they never have any relation to the person, or their accomplishments. Humans often say, 'the gods love us, because we are tasty', because they think death comes for the

best people first. Therefore, they give their children unappetizing names, to help them survive.

♃	PREFIX	SUFFIX
▣	GOURSE	-GROAT
▤	CINDER	-NAIL
▥	MOC	-FLAY
▦	GRIT	-PIKE
▧	MUSH	-SNATCH
▨	STOAT	-RAG

**Gnomish Names** are given, not taken, so every gnome in a community will have another name from every other member of the community. However, if the gnome feels generous, and does not want to trouble any of the 'big folk' with the task of creating two or three syllables, they may provide a name. Roll 1D6 × 1D6, and re-roll on doubles to add another part to the name.

♁	SYLLABLE	♁	SYLLABLE
1	NI	12	YELO
2	LAWA	15	MUSI
3	NOKA	16	MA
4	EN	18	LETA
5	ANTE	20	NANPA
6	ALASA	24	MUTE
8	YAN	25	WAN
9	MU	30	OPEN
10	KALA	36	TU

**INHERITANCE** provides a unique ability, and sometimes costs. Take a note of the ability on the character sheet's space for 'Abilities & Conditions'.

DWARVES	Tenacity: dwarves take only half the usual penalties from rotten food, poisons, or foul air, page 12
ELVES	Thermal Apathy: take no penalties from natural weather, page 15
GNOLLS	Teeth: grab and grapple in a single manoeuvre, page 16
GNOMES	Attentiveness: roll 2D6+3 for resting actions, page 18
HUMANS	Marching Legs: every EP spent to march adds 2 miles, page 20



NAME: PROSKUFF

1: Roll a random race (on page 1) and a name (on the facing page).

CODE: CONQUEROR

RACE: HUMAN

LONER

RANK: FODDER

DEBT: 100

3: Your lowest and highest Attributes determine your Concept and Code (see The Past, on the following page). Write down the Skills, equipment, and weapons.

2: Roll to determine each of your Attributes on page 1, applying modifiers for race.

Attributes section with dice rolls:

- Strength: 3 4 (roll 10)
- Dexterity: 3 4 (roll 10)
- Speed: 3 4 (roll 10)
- Intelligence: 3 4 (roll 10)
- Wits: 3 4 (roll 10)
- Charisma: 3 4 (roll 10)

COMBAT SKILLS section:

- Brawl: 3 4 (roll 10)
- Melee: 3 4 (roll 10)
- Projectiles: 3 4 (roll 10)
- Air: 3 4 (roll 10)

GENERAL SKILLS section:

- Academics: 3 4 (roll 10)
- Athletics: 3 4 (roll 10)
- Caving: 3 4 (roll 10)
- Crafts: 3 4 (roll 10)
- Cultivation: 3 4 (roll 10)
- Deceit: 3 4 (roll 10)
- Empathy: 3 4 (roll 10)
- Medicine: 3 4 (roll 10)
- Performance: 3 4 (roll 10)
- Larceny: 3 4 (roll 10)
- Seafaring: 3 4 (roll 10)
- Stealth: 3 4 (roll 10)
- Survival: 3 4 (roll 10)
- Vigilance: 3 4 (roll 10)

Derived stats section:

- DR / Cov: 0 / 0 (by Armour)
- AP: 0 (3 + Speed)
- ATTACK: 2D6+6 (2D6 + Dex + Melee + Att Bonus)
- DAMAGE: 1D6-4 (1D6 + Strength + Dam Bonus)

IN-HAND section:

Weapon	ATT BONUS	DAM BONUS	AP Cost	Weight

Armour	DR	Covering	Weight

ABILITIES & CONDITIONS section:

KNACKS section:

BACKPACK section:

cp \_\_\_\_\_ sp \_\_\_\_\_ gp \_\_\_\_\_ Weight \_\_\_\_\_

FP = XP / 10 + Charisma

HP = 6 + Strength

Exhaustion Points

4: Place coins in the circles to keep track of the current scores, then fill in the derived score for combat.

penalty

XP section:

- Total: 50
- Unspent:

## II THE PAST

Why has this character joined the night guard? First check your 'failure' – the lowest Attribute you've rolled, and under that section check your highest Attribute. If multiple Attributes compete for lowest or highest, stop at the first.

Write down the concept, code, stats and equipment.

### STRENGTH FAILURE

🐉 **Dexterity:** *Thief!* You stole from your family, then stole from the neighbours, and finally took to snatching from slow, fat, and rich people. But stealing from rich people is a crime, so now you must repay your debt.

The jotter will dock your pay; receive only half the normal payment until your commander decides you have learnt your lesson.

**Code:** Noble

**Skills:** Melee 1, Projectiles 1, Crafts 1, Larceny 2, Stealth 1, and the knack Specialist (locks)

**Stuff:** Begin play with a lock-picking set, three daggers, and 1 silver pieces (SP)

🐉 **Speed:** *Coward!* You might at least have shouted or at least thrown a rock at the monster, but you just hid and cried quietly. Now the forest has eaten our best animals. Off you go to the night guard, to learn courage.

**Code:** Noble

**Skills:** Projectiles 1, Athletics 2, Cultivation 1, Empathy 1, Vigilance 1, the knack *Last Stand* and raise any Attribute from -1 to 0 (or purchase the Caving Skill).

**Stuff:** Begin play with four throwing-daggers, a buckler shield, three travelling rations, and an idea of which PC you want to hide behind when the situation goes South.

🐉 **Intelligence:** *Layabout!* People like you can't just talk and recite poems all day. Nobody cares that you can read the stars if you won't help with the work. You think you're too good to work? Time to put that brain to use...

**Code:** Wanderer

**Skills:** Academics 2, Performance 1, Vigilance 1, and the Rituals Knack. Then fill in Earth 1, Fire 1.

**Stuff:** Begin play with a piece of chalk, a tinder-box, a mirror, 50' of rope, writing equipment, and four letters you wrote (still undelivered).

🐉 **Wits:** *Gossiper!* While everyone else created, toiled, and cared for their animals, you set neighbour against neighbour with your incessant chatter. Talking time is over.

**Code:** Paladin

**Skills:** Cultivation 1, Deceit 3, Empathy 1, Larceny 1, Vigilance 1

**Stuff:** Begin play with a javelin, a dagger, a tinder-box, a pouch of pitch, and a rumour you overheard about another PC.

🐉 **Charisma:** *Swindler!* Those people trusted you with their money. They believed your ointments would cure gout, and the secret prayers would banish the next storm. Now reality knocks at the door, and it won't listen to your clever stories.

*Ask any other PC to roll Wits + Empathy, (Tie Number (TN) 8). If they pass, fill in their backstory with a time you tricked them out of something. If they fail, write down the event, and hand it to the Judge.*

**Code:** Chronicler

**Skills:** Athletics 1, Deceit 2, Empathy 1, Performance 2, Seafaring 1, and Vigilance 1

**Stuff:** Begin play with a dagger, a mirror, a pouch of unidentified seeds, and a flute.

### DEXTERITY FAILURE

🐉 **Strength:** *Oaf!* 300 gold pieces down the drain, because you couldn't pick up a vase properly. But there's a place they welcome heavy-handed people...

**Code:** Tribe

**Skills:** Brawl 2, Crafts 2, Vigilance 1

**Stuff:** Begin play with a longsword, complete leather armour (covered in faint marks from tentacle suckers), three days of rations, 50 copper pieces (CP), and a knot-puzzle you cannot solve.

☞ **Speed:** *Klutz!* You zip about and run into people. You climb houses, and knock off the roof. One too many misadventures and it was time to let you fall into the clutches of the forest.

**Code:** Chronicler

**Skills:** Brawl 1, Athletics 2, Larceny 2, Seafaring 1, and the Knack Fast Charge (+1 to Attack and Damage after spending 2 AP to move).

**Stuff:** Begin play with a short sword, partial leather armour with fang-holes through the abdomen, and 9 cp.



☞ **Intelligence:** *Loner!* Too good to speak with the farmers, too useless to weave with the weavers. Time to find a place in the most accepting organization in all the land...

**Code:** Conqueror

**Skills:** Air 2, Academics 2, Cultivation 1

**Stuff:** Begin play with a bag of flour, a bag of chalk, a shortsword, a dagger, and an unopened letter from home.

☞ **Wits:** *Traitor!* When guards came knocking, you blamed your crimes on the others in your hovel, until the others figured out your game. They want you gone for good, so in the end the night guard took you anyway.

**Code:** Noble

**Skills:** Melee 1, Athletics 1, Deceit 2, Stealth 2, Vigilance 1,

**Stuff:** Begin play with a shortsword, a dagger, and 8 cp.

☞ **Charisma:** *Critic!* You could tear anyone's work apart at the armourers' guild with one comment. With your friends jeering with you, artisans fell to rage or tears, and you had plenty of friends. But when time came to make your own works, they never came out quite right. Nobody likes a critic...

**Code:** Jester

**Skills:** Projectiles 1, Empathy 1, Crafts 1, Deceit 2, Performance 2

**Stuff:** Begin play with a broken sword, once-complete (now partial) leather armour (arms ripped off, helmet missing), 3 sp, and some helpful advice for the player to your left.

## SPEED FAILURE

☞ **Strength:** *Fatty!* You just eat and eat, helping nobody too far from the table. Those limited connections won't get you too far, so it's time to earn all that food.

Begin play with six rations, a great sword, partial chain (you cannot wash the basilisk-stench off the tunic), a frying pan, and a craving for something in particular...

**Code:** Tribe

**Skills:** Projectiles 2, Academics 1, Crafts 1, Cultivation 1, Medicine 1

**Stuff:** Begin play with a shortsword and a sandwich

☞ **Dexterity:** *Brigand!* Younger siblings never inherit, and your choice of guilds had no room to take you, so you took to the road before anyone could shunt you into the worst guild of all – night guard. The only way to survive was to band together with others, stealing what you could from good folks houses at night, and running away.

The night guard chased your group down and put half of them to the sword while you just gave up, knowing you couldn't run, and threw the rest into 'the Pit of Justice'. The warden and his jester laughed as he sentenced you to join the night guard.

**Code:** Noble

**Skills:** Melee 1, Projectiles 1, Caving 1, Crafts 1, Stealth 2, Survival 1

**Stuff:** Begin play with a javelin, partial leather armour with claw-holes through the chest, 90 sp buried nearby, and nasty black eye (-1 Health Point (HP)).

☞ **Intelligence:** *Upstart!* You write letters, and get everyone else to send them. You arrange new deals, but can't deliver the goods. Well nobody needs a king without a kingdom, and nobody's going to do your work for you.

**Code:** Paladin

**Skills:** Melee 1, Brawl 1, Academics 2, Crafts 1, Empathy 1, Medicine 1

**Stuff:** Begin play with writing equipment, a torch, and a dagger.

☞ **Wits:** *Imp!* You just sit there telling jokes and mocking people. You spot the problems, then wait for others to solve them. It's time you paired that sharp wit with a sharp blade.

**Code:** Jester

**Skills:** Air 1, Fire 1, Empathy 1, Performance 2, Seafaring 1, and the Knack Snap Caster (spells use Wits and cost 1 less AP)

**Stuff:** Begin play with a short sword, a dagger, bagpipes (Weight 2) and 1 sp.



☞ **Charisma:** *Cynic!* You see issues, and moan, moan, moan. We can't stand to see your ugly, down-turned face around here any longer. Go fix all the problems you see!

**Code:** Chronicler

**Skills:** Melee 1, Academics 1, Empathy 2, Vigilance 2, and the Knack Adrenaline Surge (+1 Damage, once per combat)

**Stuff:** Begin play with a longsword, complete leather armour (chest covered with scorch-marks), and an attitude problem.



## INTELLIGENCE FAILURE

☞ **Strength:** *Bastard!* Your mother never wanted to fight in the night guard, and needed an excuse to stay away from the Edge of Civilization. That's what you are – an excuse of a person, raised with the rejected. Now the laws have changed, and pregnancy's no excuse for a woman to avoid battle. Go pick up your stick, and enjoy your birthright.

**Code:** Conqueror

**Skills:** Melee 2, Brawl 1, Athletics 1, and the Knack Adrenaline Surge (+1 Damage, once per combat)

**Stuff:** Begin play with a greatsword, partial chain armour,<sup>1</sup> and disgust for the weak.



☞ **Dexterity:** *Cretin!* You worked well enough, even with the most delicate materials, but lacked the vision to get ahead in life. Now the night guard can do your planning for you...

**Code:** Jester

**Skills:** Melee 1, Empathy 1, Crafts 2, Vigilance 1, Survival 2

**Stuff:** Begin play with a short sword, and a list of three things you don't understand about the world.



☞ **Speed:** *Barbarian!* You strike first and ask questions later, even when cooking soup. There's a special home for people who run about without thinking about anything.

**Code:** Conqueror

**Skills:** Melee 2, Athletics 2, and the Knack Last Stand (when losing HP, the character gains 0 AP)

**Stuff:** Begin play with a longsword, partial chain armour with an arrow-hole through the heart, and a reason you don't need to listen to people who think they're clever.



☞ **Wits:** *Faker!* You say you 'get it', and you just want to 'get on with it', but you never really understand a single task given to you. We're all tired of trying to explain simple ideas over your incessant babbling.

**Code:** Tribe

**Skills:** Projectiles 1, Caving 1, Deceit 1, Performance 1, Medicine 1, Seafaring 1, Vigilance 2

**Stuff:** Begin play with nothing – packing is stressful, you can find what you need along the way.



☞ **Charisma:** *Brother!* Everyone loved your stories the other night, and we're glad you could join us in the night guard. Now you can tell stories with us on watch. It's going to be a riot!

**Code:** Tribe

**Skills:** Melee 1, Projectiles 1, Athletics 1, Cultivation 1, Medicine 2, and the Knack Guardian (spend 0 AP to guard someone, and take all attacks targetted at them with a +1 Bonus)

**Stuff:** Begin play with a short sword, 80 CP, and a joke for the builder. Since you signed up voluntarily, you begin with the rank of archer – enjoy being the group's leader!



## WITS FAILURE

☞ **Strength:** *Dullard!* Last to get the joke, and couldn't spot the rain in a thunderstorm. You're a dime a dozen. Replaceable. And it's time you replaced the last one who died.

**Code:** Paladin

**Skills:** Melee 1, Projectiles 1, Athletics 1, Crafts 1, Stealth 1, Vigilance 1, Survival 1, and the Knack Lucky (add 4 FP)

**Stuff:** Begin play with a maul, partial chain armour (flakes from a giant egg make the tunic itch), and 90 CP.



☞ **Dexterity:** *Airhead!* You play about with cards, dance with friends, and can't pay attention to anything else. You don't listen, or look. You're lost when not playing. We're tired of being ignored, but there's one place you'll listen...

**Code:** Noble

**Skills:** Projectiles 2, Caving 2, and the Knack Unstoppable (+2 HP, and +0 to any Medicine rolls to save them when dying)

**Stuff:** Begin play with any item which you could plausibly use as a toy to fidget with.



<sup>1</sup>You keep finding chunks of webbing stuck in its creases.



☞ **Speed:** *Headstrong!* Always rushing, never thinking. Always moving, never looking. Go run into the forest, and don't look where you're going too long.

**Code:** Chronicler

**Skills:** Melee 1, Athletics 3, Deceit 1, and the Knack Fast Charge (+1 to Attack and Damage after spending 2 AP to move)

**Stuff:** Begin play with a quarterstaff and a sob story about the time you should have looked ahead.

☞ **Intelligence:** *Babbler!* It's always tangents within tangents with no point. It's always ideas without observation. Off you go to put those ideas into practice, and we hope you can start looking around, or the night guard will feed you to the forest.

**Code:** Chronicler

**Skills:** Melee 1, Academics 2, Crafts 1, Cultivation 1, Performance 2

**Stuff:** Begin play with a short sword and a book on gnomish cooking.

☞ **Charisma:** *Feckless!* Friendly, without principles. Eager, without a plan. Good intentions alone won't give you a life, so you can go make a new one in the night guard.

**Code:** Wanderer

**Skills:** Melee 1, Athletics 1, Empathy 2, Performance 2, and the Knack Fast Healer (resting heals one more EP or MP)

**Stuff:** Begin play with a shiny longsword, a whistle (Weight 1) and a shaggy dog story.

#### CHARISMA FAILURE:

☞ **Strength:** *Reprobate!* Nobody likes you. Nobody wants your thoughts. But we know somewhere that can make use of your muscles...

**Code:** Jester

**Skills:** Melee 2, Athletics 2, Performance 1

**Stuff:** Begin play with a maul, partial chain (large feathers are still stuck in the rings), and 90 cp.

☞ **Dexterity:** *Rogue!* You argue and complain, then resort to theft. Who needs that?

**Code:** Noble

**Skills:** Brawl 1, Athletics 1, Larceny 3, and the Knack Lucky (add 4 FP)

**Stuff:** Begin play with a lockpick set, a shortsword, and a knock-knock joke.

☞ **Speed:** *Chicken-chaser!* Listen, the fox ate all the chickens, so we don't need you any more. But don't worry, someone still needs you...

**Code:** Tribe

**Skills:** Brawl 1, Athletics 2, Stealth 2, Survival 1, and the Knack Lucky (add 4 FP)

**Stuff:** Begin play with a shortsword, and a stolen chicken.

☞ **Intelligence:** *Pitiable!* Smart enough to see problems, but too inarticulate to have anyone else know.

**Code:** Chronicler

**Skills:** Projectiles 1, Academics 2, Medicine 2, Survival 1, Vigilance 1

**Stuff:** Begin play with a short sword, 3 sp, and a conspiracy theory.

☞ **Wits:** *Crier!* Nobody appreciates your little 'spin', on the news. Nobody appreciates your gossip about the warden's wife when we need to hear about events of the day. We have the fish-wives for that, and for you we have the night guard.

**Code:** Jester

**Skills:** Projectiles 1, Academics 1, Empathy 1, Deceit 2, Chosen Enemy (+1 against outlaws, -2 when trying to be friendly)

**Stuff:** Begin play with a shortsword, 50 cp and a disgusting rumour.

### III INDUCTION AT THE TEMPLE OF BEASTS

Introduce your character to the group, and describe what they look like. The night guard have no uniform exactly, but they do have a standard ‘look’, due to commonalities:

- ☞ Darkened leather (or a black tabard), hides them in the dark.
- ☞ A special scabbard with a ‘v-split’ along one side, allows the night guards to carry a sword on their back, and comfortably draw it.
- ☞ Long hair means they can pull out a strand, to be used as a suture.
- ☞ Large, black, backpack with side-pouches.

**YOUR RANK** equals the highest rank of the troupe, because life’s not fair. If everyone’s new, then everyone begins as ‘fodder’.

Welcome to the night guard! You owe us 100 sp.

**REQUESTING EQUIPMENT** is your first task. You have arrived at a broch, ready for your first mission. It’s time to ask the jotter if you can have one more piece of equipment from the Mission Equipment, on the current page. Roll Charisma + Empathy at TN 7.

**If you succeed,** think of how your character would do well in a social situation, and describe the result before writing the item on your character sheet.

**If you fail,** describe how your character might fumble the request. Do they misunderstand the situation, or do they just have a bad attitude?

**If you tie,** think of how your character might fumble, then reverse course. The jotter gives them the next item on the list, and explains why you should *in fact* use that.

During the game, you can use a dice-roll to indicate that you have something to say. Just roll, and use the result as a guide to your character’s reaction.<sup>2</sup> Of course, the Judge may give you a rather different TN. . .

**MISSION EQUIPMENT** just means whatever the brochs has available. This one comes comes well-stocked, but many others lack essential supplies, so prepare well.

- ☞ Longsword
- ☞ Maul
- ☞ Shortsword
- ☞ Partial leather armour
- ☞ Partial chain armour
- ☞ Chalk
- ☞ Medical equipment
- ☞ Mirror
- ☞ Salted goat cheese
- ☞ Spiced rye bread
- ☞ Stale smoked ham
- ☞ Rope
- ☞ Tinder box
- ☞ Torch
- ☞ Wine
- ☞ Writing equipment
- ☞ Bag pipes

ARMOUR	DR	COVERING	WEIGHT
PARTIAL LEATHER	3	3	2
PARTIAL CHAIN	4	3	2
COMPLETE LEATHER	3	5	3

NAME	ATT BONUS	DAM BONUS	AP COST	WEIGHT
DAGGER	+0	+2	1	1
JAVELIN	+2	+1	2	2
LONGSWORD	+2	+2	2	2
MAUL	+1	+3	2	2
QUARTERSTAFF	+3	+0	2	3
SHORTSWORD	+1	+1	1	1
SPEAR	+3	+1	2	3
ROUND SHIELD	+2	+0	1	2

**THE DERIVED TRAITS** on your character sheet say what they do, so fill them in. Remember that you begin with 50 Experience Points (XP) ‘spent’ already, which gives you 5 Fate Points (FP) + Charisma Bonus.

**THE TROUPE LEADER** is decided by whoever has the highest rank. Ties are broken by a Charisma + Melee roll, though many of the night guard step back from the roll quickly.

On a successful mission, the lowest ranking member of the troupe get a promotion. If everyone has equal rank, the leader gains the promotion. And if the mission fails, the troupe’s leader bears full responsibility.

Since higher-ranks bring more dangerous missions, many of the night guard try to stay as unadorned as they can.

<sup>2</sup>See the book of *Core Rules*, page 43 — Rolling for the Role.

## IV FORGING ALLIES

Over a Chronicle you can add allies to your Character Pool by spending a Story Point, (covered in chapter 3) or spend two Story Points and design your own character as an ally.<sup>3</sup>

Of course, you can decide to use this method for your first character, but that character may not make much sense if you don't understand Fenestra.

- 1– Select a race, and note your Inheritance (on page 2).
- 2– Set each of your Attributes to 0, then apply the racial bonuses and penalties (page 1).
- 3– Write down a concept. Is this character in the night guard, or from another temple?
- 4– Select a Code to follow, so you can gain XP (page 24).
- 5– Spend 50 XP on Attributes, Skills, and Knacks (see page 26 for the costs).
- 6– Take 1 item per Skill level your character has from the list of Mission Equipment (on the facing page).
- 7– Starting money is  $(3D6 - 5) \times 2^N_{CP}$ , where N = combined levels in all Skills.
- 8– Fill in the derived stats, like Action Points (AP), HP, and (if you have armour) Damage Resistance (DR) and Covering.
  - ☞ HP are equal to 6 plus your Strength.
  - ☞ FP are equal to total XP divided by 10 (rounded up), plus Charisma.
  - ☞ Mana Points (MP) are equal to the number of Spheres you have times 3.

### CONCEPT

**ATTRIBUTES** indicate your past. Strength might indicate working on a farm. A high Charisma Bonus may indicate a creative past, such as poetry, or working with the public, trading or selling items. Intelligent characters may have required to plan a lot – perhaps working as a seneschal for a town warden, or planning a safe route for a travelling circus. Low intelligence means never having to think, so they may come from a warden family, or started as a high-ranking server, with someone else doing the book-keeping. Dexterous characters could have been an expert weaver, before joining the night guard; or perhaps they lived in a major city and stole money from others.

**JOINING THE NIGHT GUARD** happens for all number of reasons. Did you naively sign up for a thrilling adventure, and now regret it? Or are you another, standard, criminal, in the only place without standards?

All criminals start in the night guard with the rank of 'fodder', and a debt to society of 100 SP, payable to their Temple of Beasts. The night guard generally pay off this debt by selling the bodies of the beasts they kill while on the lonely road.

**OTHER TEMPLES** sometimes send people out beyond the Edge, but be careful with these concepts. Such a character must have a reason to routinely join night guard missions, and listen to jotters.

Take your character's history, and condense it into two words.

- |                       |                     |
|-----------------------|---------------------|
| ☞ Betrayed Server     | ☞ Failed Scribe     |
| ☞ Crypto Zoologist    | ☞ Lazy Thief        |
| ☞ Dispossessed Farmer | ☞ Lost Cartographer |
| ☞ Dishonoured Doula   | ☞ Reformed Bandit   |
| ☞ Dauntless Youth     | ☞ Warden's bastard  |

<sup>3</sup>Covered on page 23.

NAME: KEELFRAK

PLAYER:

CODE: CHRONICLER

RACE: HUMAN

CONCEPT: LOCKPICKING PROTEGÉ

RANK: GUILDSMAN

DEBT: 100

1: Write a name and race.

3: Select a two-word concept.

4: Select a Code (page 24) and culture.

**ATTRIBUTES**

Strength	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dexterity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Speed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intelligence	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wits	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charisma	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**GENERAL SKILLS**

Academics	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Caving	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crafts	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Cultivation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Empathy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Medicine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Performance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Larceny	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Seafaring	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Survival	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Vigilance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**DR / Cov**  
0 / 0 (by Armour)

**ADJUST**  
0 (3 + Speed)

**DAMAGE**  
2D6+20 (2D6 + Dex + Melee + Att Bonus)  
1D6-4

2: Adjust Attributes with the racial bonuses (page 1).

8: Fill in the derived stats.

5: Spend 50 XP to purchase Attributes, Skills, and Knacks.

FP = XP / 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Penalty

**XP**

Total: 50

Unspent:

**IN-HAND**

Weapon	ATT BONUS	DAM BONUS	AP Cost	Weight

DR	Covering	Weight

6: Take a number of items equal to your total Skills, then fill in any stats for weapons and armour (page 8).

**ABILITIES & CONDITIONS**

**KNACKS**

**BACKPACK**

7: Note starting money, if any. sp \_\_\_\_\_ gp \_\_\_\_\_ Weight \_\_\_\_\_



## CHAPTER

## II

# RACES

You know of elves from the tales, dwarves from the news, gnolls from distant travels, and gnomes from all their footnotes.

These facts summarize the customs and beliefs of the various peoples in the local Regions of Fenestra. We must assume the elves further inland, and the humans over the sea act and think much the same, but we have no way to tell.



## I DWARVES

### SETTLEMENTS

Far underground, below the soil or coiled up within mountains, the underwyrms roam. Some are as long as a castle, while others stretch only the length of eight horses. Their head is that of a streamlined lizard, and they snake limblessly through the bowls of the world, pushing or chewing up raw earth and stone. They feed on a combination of minerals, rocks and underground fungi. And in their path they leave wide, wide tunnels.

After underwyrms form tunnels, little dwarves follow on – strengthening them with properly placed stone arrayed into an arch or packing the tunnel with clay and then setting a fire of mushrooms, underworm droppings and underground oil. Then they carve and chisel for decades until they have a hall or room fit to house a dwarf, or a deep fungal garden, powered by an underground lake or river.

Almost all dwarvish communities begin by underground lakes – many are boating folk, though they do not understand the open sea, or its wind and tides. You know where you stand with a dwarvish lake – you stand still. It is often at the centre of the lake that one finds the day-bell, a massive bell which forms the pride and heart of any dwarvish community. The day bell rings after 20 hours to say that work has finished and then again 8 hours later to say that work has started again. Many communities buck this trend one way or the other, depending upon the whims of their queen.

The outsides of a dwarvish citadel (or ‘undertown’) are

reinforced with metals and very dense clays to discourage outsiders digging in. Dwarves know exactly what might collapse, how to reinforce walls, and pull them down in a hurry.

Alcohol forms a massive part of dwarvish culture. They use it primarily for light or cooking, as it produces less smoke than other fuels. Dwarves, they say, can ferment anything – living oozes, fungi, goblins. All life underground eventually converts to light.<sup>1</sup>

Commonly, dwarvish tunnels to the outside will end in a gnome-warren. Direct contact with the outside world, opening into a forest or plain, is seen as ‘letting the sun in’, and generally frowned upon, but if the dwarvish tunnel ends in a gnomish warren and those gnomes happen to let the sun in, well – that’s *their* business. This persistent crossing of paths means that the dwarvish and gnomish languages have many common words, and patient speakers of one can mostly understand the other.

**THE LANGUAGE** has an official form, unchanged since the beginning of time. None of them speak it, and they disagree on every kind of pronunciation, but all dwarves write in the official language. To do otherwise would invite shame, as written errors persist longer than spoken errors, and most dwarven speech is an error, at least according to the ‘official’ dwarvish stance. Dwarves avoid the problems embedded in their own ‘regional’ names by simply translating the meaning when travelling beyond the mountain.



<sup>1</sup>Dwarvish saying: ‘*If it lives, it can die. When it dies, it rots. If it rots, you can burn it*’.

**THE STRUCTURE** of their society is heavily matriarchal – only around one in every ten dwarves is female, so most never marry. Women stand at the heads of their society and are generally considered too precious to go above ground for the menial tasks of trading for food or cutting down wood. Rich males compete in fashioning the most exquisite jewellery in order to win the hand of a fair, dwarvish maiden (or indeed, any dwarvish maiden).

## COMMERCE

Underground trade focusses on farming mushrooms, glow-worms for lanterns, underground jellies which feed on water and slime; all manner of underground delicacies are created deep below the earth (though it seems only dwarves actually find them palatable).

Dwarves are famed for their exceptional armour, being the first to invent full plate armour, and still the best at creating it. They can enter combat fearlessly, knowing that little except an underwurm can penetrate their thick, steel plates.

## WARFARE

Dwarves use a lot of smoke when fighting; any enemy coming from a smokey tunnel will invariably suffocate before pushing through defences.

When defending a large entrance, dwarves set themselves up with crossbows, then hand the crossbows back. Others behind them reload the crossbows in a production line, then hand it back.

While rudimentary crossbow-string might be made from watchers' tendrils, the best comes from hemp. Dwarves can construct the rest of the item from wood or umberhulk chitin.

When narrower tunnels eventually demand toe-to-toe combat, dwarves always fight with spears or swords (which humans irritatingly refer to as 'short swords'). They bring all the nastiest, burnable material they can to a battlefield, such as specially dried mushrooms, or wood, and lay it around the start of a narrow tunnel where they intend to fight. They stab a little with their spears, then retreat while lighting the fires underneath them.

Dwarves often wet their beards before battle, to protect them from flames.

## INHERITANCE

**TENACITY** is learnt with every meal, as dwarves grow up eating the most acrid substances – tough mushrooms and acidic jellies (well cooked, of course). Dwarven ales are classified as spirits by any sane human and dwarven spirits are generally classified as poisons by all other races. The same applies to bad air.

Dwarves take half Damage or Exhaustion Points (EP) from any given poison or gas. They suffer no ill effects from

eating rotten food (though it may not count as being nutritious) and the Judge is encouraged to allow them to eat anything that might otherwise be damaging, within reasonable limits.

**TACITURN** dwarves trust others slowly, and like to remain formal when first meeting people. In gaming terms, they cannot spend Story Points during their first session.

**FIRE INGREDIENTS** can be made from dwarven beards. Of course, dwarves never like to speak about this, and often dismiss this as a rumour, designed to make trouble between dwarves and doulas.

## ENLISTMENT

Dwarves join the night guard for the same reasons as anyone else – a criminal background, a propensity for violence, and hope of gold. And each one in the night guard carries some plan for that gold, even if they never voice it. Because at the end of the day, it's never about the gold – it's about what you plan to do with it.

## ROLEPLAYING DWARVES

Check then double-check.

- ❏ Does this person really know where the lost temple lies? Ask him about the rooves, doors, and other items made of wood. If people abandoned the temple three centuries ago, those constructions must have degraded. Does his story match?
- ❏ Have you really made your point clear? Tell him again what will happen if he fails to pay your money back, but *louder*.
- ❏ Does the beer taste good? A really good beer still tastes good when you drink three in a row.
- ❏ When the guide says he will lead you all to the lost city, does he mean 'within visual range', or 'up to the gate', or 'to the actual monument, in the centre'? Is that written in the contract?
- ❏ Do we have enough torches for this mission? If the last crew took two hours to journey down, and three hours back up, and if each torch burns for one hour, then you will need at least five torches for the journey, and one to look around for an hour. Best bring ten. Share the torches among your companions, so that if you lose one, the group still has enough torches.
- ❏ Has the bandit really died? Stab him in the neck, just to make sure.

*Write yourself a reminder to double-check this section at the start and end of every session, to make sure you have put it into practice.*



## II ELVEN GLADES

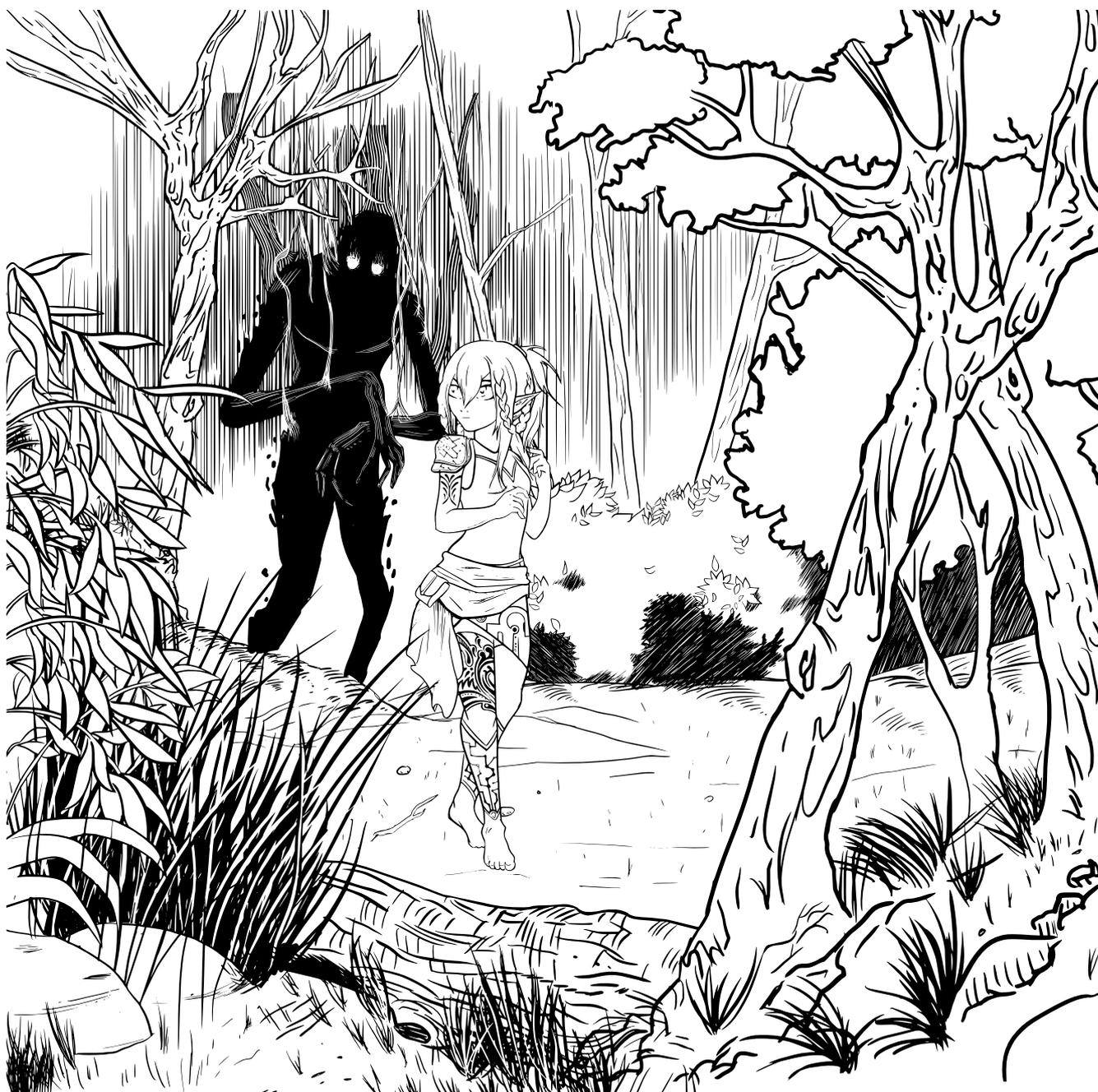
Elves are highly sexually dimorphic. As females' shape-changing abilities improve, they gradually become more bestial, and eventually transform into a different kind of creature. Males tend to become trees, or other plants.

Mating occurs only in their younger years – within the first few centuries, before becoming bored of their standard bodies. Their young initially look almost human, so many elves see humans as a kind of giant toddler which dies in infancy.

Elves young enough to still need a community to live in, array themselves in a circular fashion, in 'underglass' houses.

They first excavate the entire house with two openings to the top – one as an exit and the other as an above-ground window. The window is composed of thick glass – thick enough for a herd of deer to gallop across. It lets in feint Sunlight during the day, and at night, when elvish hearths bloom, little lights can be seen across the forest bed as the fire-light shines out of the underglass houses.

Elvish homes are sometimes solitary but more often linked – they will share chimneys (which leak above ground, sometimes through a tree), exits and often a couple of communal rooms.



Travelling elves often take griffins as their mounts. Rather than capture and tame them, they are expected, through natural magical talent, to instantly befriend them and leave them when the journey is over. The human method of keeping animals in a long-term manner, who then cannot fend for themselves is considered clumsy at best and cruel at worst. Elves pick up what they need as they go and discard it just as quickly.

Elves live for long years – sometimes up to a millennium – and as a result become skilled artisans. Most of this time is often spent simply lounging about, but if they bother even once in five years to make an artistic piece then the forest is soon peppered with little artistic pieces. Trees carved (or magically shaped) into depictions of battles, or the face of a famously handsome elvish enchanter, or just intricate patterns of knots and spirals carved into stone, so often make an elvish glade look like an art-show. Some communities put the rubbish outside and leave the best pieces for the sacred centre of the community, where outsiders may not go. Others leave the centre empty, saving the best pieces for the outskirts of the village and throw the mediocre pieces away.

Each community has its own long-term rhythm and patterns. Anyone who visits for a day may see chaos, as the elves switch activities at random, and chatter about possibilities, without putting down plans. But a few decades later, the community will capture the same type of animals to raise as pets, travel among the same dozen spots, and sing the different songs to the same old rhythm.

Elvish communities seldom reach above a population of one hundred. Those that do are always based around some ‘Tree Singer’ who can sing fruit out of a dead tree. The majority stay as low as twenty folk who travel long distances between communities.

**THE LANGUAGE** does not change much, as elven elders maintain old forms of speech for as long as they live. The similarities between the various Elven languages suggests they come from a single, united source – a ‘proto-Elvish’. But in fact elves just swap songs so often that common elements become inevitable.

Also, note the oddities on the next page, under ‘Roleplaying Elves’.

**THE STRUCTURE** follows expertise, which often follows age. In matters concerning hunting, the master hunter will make all group decisions. In matters concerning statues, the master carver will make communal decisions. Each expert has their own strict domain of influence. Many elves translate these ‘masters’ as ‘king’ or ‘land warden’ when speaking with human, and as a result nearly half the elves abroad in human lands claim to be the children of royalty – exactly how accurate this is depends upon one’s interpretation.

## COMMERCE

People think that elves won’t trade with anyone due to snobbery. But in truth, the elves rarely trade with anyone, because nobody has the time.

**JEWELLERY** shows how wealthy an elf is, so more wealth means more piercings. Typically these will be in the ears, but torso piercings are also common. Rings, necklaces, brooches and all manner of other precious art pieces adorn most elves with any interest in commerce.

The value of jewellery depends on its history – having a famous maker increases the value, as does a history of being worn during a famous battle, or just by a famous elf. While trading, elves will explain the complete history of each item, in order to ascertain its worth. During this time, the seller expects the buyer to sit silently and listen, without reaction. This custom arose so that buyers who already know about the history of an item can corroborate what the seller tells them, and then inform other elves if the seller’s information matches, or does not match. This chain of listening, comparing, and noting others’ reputations keeps the system consistent.<sup>2</sup>

While most traders don’t have a day or two to simply look at people’s wares, some of them manage to break the system. Gnomes often set up deals through a series of letters (which they then show to others, rather than repeating a long conversation), and some gnolls manage to conclude deals simply by speaking-incredibly-fast and hurrying the seller along.

**SONGS** form a kind of second currency, as jewellery is rarely traded for music, and vice-versa. Instead, elves trade a songs for songs.

Elves often store information in songs, including area-knowledge, gossip,<sup>3</sup> recipes, hunting techniques and spells.<sup>4</sup> They do this partly to make something beautiful, but mostly to solidify their idea, and ensure nobody changes what they have made. So while elves can change a recipe themselves, they can’t pass those changes on to someone else unless they can fit their changes to a new rhyme.

## WARFARE

As a rule, elves have a wickedly individual mindset. The rule may not hold in general, but the more dangerous a situation, the stronger that instinct grows, until absolute doom creates solipsism. Solipsism means courage for the individual, but makes warfare difficult, as elves have no more interest in banding together with other elves than cats have in helping other cats.

If humans arrive at an elven settlement, hungry and exhausted, they may receive help, but won’t receive much. And they may put it down to bigotry, because they would help a fellow human in need if they had food to spare. But what

<sup>2</sup>Consistency is often more important than truth.

<sup>3</sup>What humans refer to as ‘history’, elves refer to as ‘gossip’.

<sup>4</sup>See the book of *Core Rules*, page 25 — Ritual Caster.

everyone so quickly forgets about the elves is that they would do the same for anyone, including their own children.

So if an army enters an elven glade, they ask themselves ‘what will I do about this?’, before they ask ‘what can we do about this?’. And even when they ask both, the order of questions matters a lot, because it determines the order of the answers. The results follow the same pattern: most elves flee from armies, while a few elders use powerful magics to do what damage they can.

The same problem prevents elves going to war. Three or four, even a dozen, might band together to attack anything; but each member needs convinced, and must ask individual questions about why this or that target poses a direct threat to them.

## INHERITANCE

**THERMAL APATHY** means elves are immune to EP from natural heat levels – they can sleep outside in the snow or wander deserts without sunburn.

Within their own land they might wander naked, or put on clothes just for the joy of adornment. However, when visiting abroad, they always put on something, as a minimal effort to acclimate to others’ cultures.<sup>5</sup>

**LONGEVITY** means the elves do not degrade, but they do change over the centuries, becoming progressively more fay-looking and alien. Their minds sharpen, but their bodies degrade. After 100 years, an elf’s maximum Strength Bonus decreases from +2 to +1 but their maximum Dexterity increases to +4. At 200 years old the elf’s maximum Strength score becomes 0 but their maximum Speed Bonus raises to +4. At 300 the elf’s maximum Strength Bonus is -1 but they can move their Intelligence up to +4. Finally, at 400 years old the elf’s Charisma Bonus becomes +4 and their maximum Strength becomes -2.

AGE	MAX. STRENGTH	INCREASE
100	+1	DEXTERITY
200	0	SPEED
300	-1	INTELLIGENCE
400	-2	CHARISMA

✱

<sup>5</sup>Nobody ever thanks an elf for all the effort they put in to purchase and maintain clothing, which the elves take as yet another sign that outsiders are all barbarians.

**WATER INGREDIENTS** can be harvested from elven tears. Unfortunately, shedding tears also drains elves of all MP, so elves quickly learn to withdraw from unpleasant feelings.

PCs can elect to cry on command by spending a Story Point, in order to call upon a tragic memory.

## STARTING CHARACTERS

begin as younger elves, without the experience, keen intellect and amazing skill-set of their elders. Some join the night guard in order to gain the experience they see in their elders. Others want to learn a specific skill, perhaps to master the rapier or an elemental Sphere. Most just want to see what the world has to offer.

Elves tend to view their own young as expendable. They do not reproduce rapidly, but over long centuries a single elf can easily have many children. Since the youth tend to be stronger than their elders, these young things are encouraged to perform the most dangerous of tasks such as hunting large animals or defending a village through *mêlée* rather than with a bow. As a result of this attitude, elves encourage their young to go out into the world and seek knowledge before they become old, delicate and strange.

## ROLEPLAYING ELVES

Elven languages have no words for ‘good’, ‘bad’, or ‘evil’. As a result, elves do not fully understand or use these words, even when speaking other languages.

Bread cannot ‘go bad’ – it has mould. They will never call a song ‘good’ – the song feels lively, or sounds like a Sunrise, or makes one think of home. They would never call someone ‘evil’ – they might say ‘destructive’ or ‘useless’, or ‘selfish’, but never use language which characterizes anything with such a wide notion as ‘good’ or ‘bad’.

If someone says ‘your plan sounds good’, make sure to clarify if they mean that they want the results of the plan, or if the plan seems likely to succeed, or if the plan has been stated clearly. And when you hear something is ‘bad’, clarify that too.

### III GNOLL HUNTING GROUNDS ☞

Only the gnolls have the strength and wits to live above-ground, without walls. They keep and breed fierce hunting dogs, so a group of twenty gnolls will often have around fifty. These dogs keep watch, sometimes prowling around a camp's outskirts, sometimes simply keeping their ears up, so the camp never lacks sentries.

Smaller groups hunt. Larger groups generally herd animals, and can be heard a long way off, due to the combined noise of aurochs, goats, sheep, and gossip.

People change from one clan to another depending upon romantic partners or where they find themselves. The various mobile clans sometimes fight, but always come together when an outsider invades their territory.

**THE LANGUAGE** sounds distinct from any other, due to the shape of gnolls' jaws. Other people, with other jaws, struggle to make heads or tails of the gnolls' languages.

Gnollish speech consists of 20 to 50 percent sign-language. Spoken words tend to relate to far-away communication, such as shouting for aid, or invitations to dinner; signs signal loyalty, subtle descriptions, or veiled warnings.

The Gnollish language shares a great deal of vocabulary with the standard speech of dragons. According to legend, the gnoll hero Kshonk taught the dragons how to speak so that he could outwit them.

**THE STRUCTURE** emerges through hyperactive gossip. It never ends – the chatter is constant, but when serious decisions arise about where the tribe should go, or whether it should fight, the gossip reaches incredible speed. Every gnoll speaks at once, to all sitting beside them, in a short, hurried fashion, acknowledging and expanding upon others' points. This process goes on for anywhere for twenty minutes to a full night and day.

By the end, they reach a consensus. Nobody knows exactly how the process works, or what kind of governance to call it. Outsiders only know that when gnolls start talking, nobody else can keep up.

#### COMMERCE

Gnolls primarily trade meat with dwarves and humans, who can never get enough of their own. They also trade hunting dogs, but charge a high price, and always make sure that the buyer promises to look after the animal properly. The buyer should keep this promise, as gnolls take note of how buyers care for their animals. Humans sometimes complain they don't really understand 'property', and the gnolls generally don't sell to those humans.

Gnolls sometimes take coinage, but prefer jewellery, as it can be worn, and does not require additional preparation, like money-sacks.

#### WARFARE

Gnolls almost universally employ guerilla tactics. They set settlements on fire, attack supply lines, and generally poke at every weakness which comes from living in a fixed location.

Massive castle walls daunt gnolls deeply, so they prefer not to attack large civilizations, but if they must do so then they always focus on attacking supply lines, while moving in small groups around the area, encircling it with tiny groups.

#### INHERITANCE

**FANGS** mean that Gnolls, like wolves, can grab and damage in a single attack by sinking their teeth into a target. This deals  $1D6 + Str$  Damage.

**AIR INGREDIENTS** can be created from a gnoll's intestines. Gnoll witches typically extract intestines from the dead. Others refer to this as a 'death ritual', but in fact, gnolls simply value practicality, and rarely bother with rituals.

#### ENLISTMENT

Gnolls have no 'criminals' within their own society (every crime has a fast ultimatum, and possible redemption or death), but those corrupted by human society still end up in the night guard when breaking the law.

Other gnolls sign up voluntarily. Being faster and fitter than humans, they stand a better chance than most at survival.

#### ROLEPLAYING GNOLLS

Let's go!

Gnolls get things done, then move on.

What's next?



## IV GNOMISH WARRENS



Gnomes live in little warrens, under the ground, but enjoy lots of sunlit openings near the edge of their warren. Their network of tunnels and homes extend often up to fifty feet below the ground. These little communities often keep two-level farms – they tunnel beneath what others consider to be good farmland and then pull cabbages, potatoes, carrots and other rooting vegetables down from the ceiling rather than up from the earth. They consider humans to be backwards, since root vegetables clearly grown downwards, to emerge at the bottom when ripe.

Gnomes take great pride in remaining ‘subtle’ – the openings to their houses are never glass but openings which can be closed in order to look as natural as possible – the side of a hill may open to reveal a living room, or a large, apparently dead tree may have a door opening underground to a small pantry. Often, the only way to spot a gnomish warren once the doors are closed is to note the bountiful fields of good crops. Most gnomish gardens cannot support ‘heavy things’, such as a human on horseback. This leads to humans falling through the soil of a gnomish garden and into a warren, where a number of gnomes have to wonder what to do with a wounded horse and a bemused human rider, and whether or not to keep their warren’s location a secret.

All warrens have many traps to secure them from predators and bandits. Woodspies which probe a tentacle underground often find a razor-sharp edge which contracts as the tentacle withdraws. Chitincrawlers searching the grounds will find myriad entrances, all of which have blades pointing harmlessly inwards. . . until the creature turns back, and finds the blades far more of a problem when trying to leave the narrow corridor. If rude dwarves decide to arrive fully-armoured, for a rude visit, they may find a hallway festooned with tiny hooks, just strong enough to snag on their helmets and distract from the cracks in the ceiling.

Gnomes make two distinct types of traps: those built for animals (which anyone with a little sense can see) and those built for people (which nobody can see, unless they understand how gnomes think). Their talismans (one-use alchemical items) work similarly – gnomes often write some activation work on their alchemical creations in the form of a riddle; this ensures that stupid people who don’t speak their language cannot use the item, which functions to stop ‘bad people’ using the item.<sup>6</sup>

The gnomish language is rather similar to dwarvish but can change almost as quickly as human languages. They have three versions – in addition to being able to speak and write, they can also whistle their language. The language has a strict way of making sound shifts form normal sounds to whistling sounds. This allows gnomes to communicate over massive distances – over wide plains, mountains or through a mile or two of underground tunnels. It also allows them to hold conversations between each other while standing right in front of people, as most people do not understand that when a

gnome is whistling they are also probably saying something meaningful. Or meaningless. Gnomes are big fans of using language for its own sake.

Upon greeting each other, gnomes do not give their names but ask for one – customarily each person a gnome meets will have one name for them, and a group name will soon emerge for each different social circle. This causes no end of confusion when people ask a gnome what their name is, and the gnome takes this as a sign of an unimaginative companion, before giving the new friend a name without asking what they would like to be called.

**THE LANGUAGE** has very little vocabulary. Many assume that such an intelligent little people would develop an extremely complex and precise language. In fact, the opposite case holds – the Gnomish language has fewer than 200 words, which then create compound words.

*crazy + water = alcohol*

*flight + animal = bird*

*small + flight + animal = mosquito*

When gnomes become bored of making elaborate compound words, they revert to just one word per concept (or fewer) and expect people to just ‘get it’.

**THE STRUCTURE** varies greatly from warren to warren.

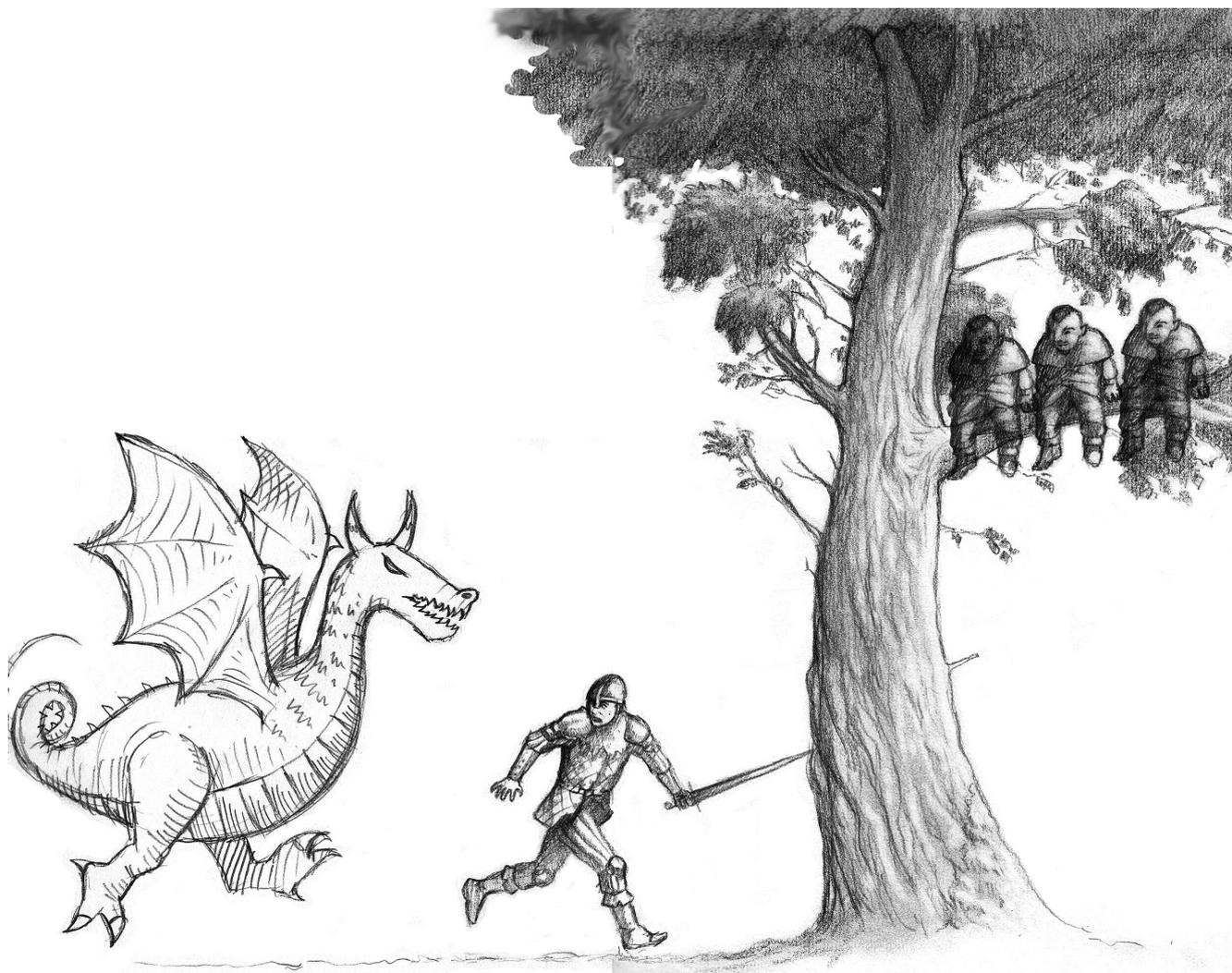
Many Gnomish societies have complicated electoral systems where members cast differing numbers of votes in order to elect to create various positions of government. These positions are then voted upon with different voting systems, and a third is in place to decide how often votes will take place and how to vote on bringing in new voting systems. This can take place with warrens with as few as ten gnomes, and often every member of the warren will be in government in some sense or another. Any time a decision is called upon, gnomes will be delighted to help, and will often return a month later with an ornately carved flowchart of exactly how to determine ‘Step A’ in the ‘decision-optimization adventure’. And if nearby dwarves and elves ignore this advice, it’s just further evidence that the other races are both impatient and a little stupid.

### WARFARE

When gnomes can flee, they do so, but otherwise nobody knows what they might do ahead of time. They dislike repeated tactics or methods. They prefer unpredictable plans to reliable ones, and often rely on details that people think of as inconsequential, such as what the enemy’s shoe-laces are made from, or what the maximum tunnel-size the enemy can comfortably run through. They might stop and draw a perfect square into the dirt with their finger before running

<sup>6</sup>We all have our little prejudices, and the gnomish intellect does not make them an exception.





away, leaving any half-sensible enemy to conclude that some hidden trap lies on the ground. And if they know illusion magic, they always mix together illusory common beasts for the area, illusions of spells they could theoretically cast (and in fact can cast), and ensure all of these illusion have far less detail than they could on the first casting.

## COMMERCE

Gnomes use treasure maps as currency, as none of them want to walk long distances with bags of heavy coins. Humans who try to use these maps to hunt down the treasure are always disappointed, as they lift the treasure-chest's lid, and find it's full of maps. This is because, as covered earlier, gnomes use treasure maps as currency.

Some say that the maps comprise a grand treasure-hunt, which stretches across all of Fenestra. Others say that someone has probably found every real treasure which once existed. It makes no difference, because as far as gnomes are concerned, treasure maps represent value.

## INHERITANCE

**ATTENTIVENESS** means Gnomes often have a hard time focussing on things, but once they successfully do so, they focus to the exclusion of all else, often with amazing results. When gnomes take a Resting Action, rather than rolling  $1D6$  and adding  $+6$ , they roll  $2D6 + 3$ . If they want to change a failed action into a Resting Action, they add  $1D6 - 3$  to their roll.

**EARTH INGREDIENTS** can be harvested from Gnome-bones with enough grinding. Many theorize that this explains why griffins seem so eager to eat them.<sup>7</sup>

## ENLISTMENT

Many join the night guard to find rare Ingredients for Talismans. Others join the Paper Guild, then steal some valuable book when they think nobody can see them, and end up in the night guard.

<sup>7</sup>Gnomes have their own theory, but it makes for a bad story, so nobody can remember their claims.

## ROLEPLAYING GNOMES

Think sideways.

If Human things are 'Human', and Dwarven things are 'Dwarven', is my hat 'Gnome' or 'Gnomen'? Can we apologize to the witch and make amends instead of killing her? Can you use a hammer to communicate? What else do shoes do?

Gnomes see the world from a different perspective. They look up people's noses all day. Gnomes see the ceiling while others look down at the ground.

Gnomes travel slowly but it looks like a large space to

them. From a relative perspective, a travelling Gnome has travelled farther than the rest of the troupe. Are we counting footsteps or miles? Did you know that every mile has 5.280 feet?

Where did the witch commission her traps? Is the architect still alive? Does he have standard schematics for his traps in a workshop where he builds traps for people?

What kind of contract do you make when you sell someone a trap to guard their labyrinth? What happens if I roll a boulder down the stairs? Have these traps killed before? Where do the bodies go? Does someone climb down to get them out and do they use a ladder? If we dig out the stream nearby, we could flood the labyrinth.

## V HUMAN TOWNS ʘ

Humans are a massive, war-like race with round ears, who all live above ground, despite the dangers. Their strong arms let them wield long, iron weapons for battle, and build high wooden walls and dig deep ditches around their settlements.

Their large size and tall walls don't protect all of the humans from being eaten by large creatures of the forest, so populations must survive by having many children. Humans reproduce at an alarming rate – instead of simply replacing themselves with two or three more humans, a couple might make as many as fourteen. A good many will practice the hunting bow daily to protect their animals from forest predators.

The repetitive activities of their baileys hide a subtle chaos. No matter how long one lives with them, each one does the same thing, at the same time of day, every day. But when people return a dozen years later, they find half the humans have a different routine, and the other half have died.

When enough humans form together, a city often springs up in the centre, organically. None of them organize where to build the city, it simply emerges around the middle of anywhere they can defend. Once a city establishes itself in the area, humans will start to raise specialists who can practice at woodworking, book-binding, and other specialized skills.

**THE LANGUAGE** looks very unified in speech, but with different styles of writing. This illusion comes from the fact that every time humans travel, they pick up a few local words, and copy a little of the local accent. By the time someone has travelled a thousand miles, they have arrived at a very different language, without learning anything entirely new at any step.

Exactly what counts as a new language depends a little on shared words, and a lot on the speed of travel. Simply put:

$$\text{comprehension} = \frac{\text{cromulance}}{\text{velocity}}$$

The local human languages share enough words with Gnomish that the two are mutually intelligible, as long as both speakers have some patience. However, when humans speak their local dialects quickly, nobody can understand them ex-

cept their relatives and others who come from a nearby bailey, or from the same town. Many use their dialects as a secret language, or 'cant', when they want to speak privately.

**THE STRUCTURE** of any bailey or town is extremely important, because humans love hierarchies and become confused about what they are doing if they cannot identify a nearby leader. As a result, specialized decision-makers arise, usually inside cities, called 'wardens', who dictate what happens in a city, and distribute justice to criminals in a large court-house.

## COMMERCE

Humans' massive feet and their habit of following each other creates massive roads. Additionally, they trade live animals more often than hunted game, which creates more roads as cows, sheep, and goats trample down every possible route between human settlements.

They cannot weave quality spells, or make long-lasting armour, but the sheer quantity of goods they have to trade always lets them purchase these goods from others.

## WARFARE

Humans always rely on numbers in battle. Coupled with their incredible size, they make a formidable force without much need for additional tactics.

Due to their slow minds, humans need to use simplified signals for battles, such as trumpets or flags, which can signal where everyone should go.



## INHERITANCE

**MARCHING LEGS** mean humans can walk a long way before they feel tired. Instead of taking an EP to cover an extra mile, they can take an EP to cover an additional 2 miles.

Humans may seem slow and clumsy, and may not run terribly well. But when time is measured in days, they are the fastest in Fenestra.

**FATE INGREDIENTS** can be made from human blood, if distilled into an ink. Sometimes it makes for two Ingredients, if the human had enough blood.

This process takes a long time, but the results speak for themselves, so many spell-casters will refuse to enter battle until they have enough humans write some bloody Concoctions.

## ENLISTMENT

The night guard exists to ferry all the excess humans into the forest, to protect those who can plant and create. They never need much of a reason to join the guard.

## ROLEPLAYING HUMANS

If something doesn't work, humans just try a different method. If they can't buy what they want, they often just steal. When they can't figure out a spell to make the plants grow, they turn to studying natural cultivation. And when they can't open a door, they start hammering the walls.

Humans may seem dim when you watch them work, but come back a year later and you can often find them with the same goal, using a new technique.





## STORIES

Players ‘write’ most of their backstory during play rather than before it. PCs can start off as blank slates with no history, but history emerges naturally, as you spend your character’s Story Points to summon aspects of their past to help with the current mission. These player-generated scenes must take place in a rational manner – PCs might find the perfect sellsword in a town (*‘my cousin Gent lives here!’*), but if they’re in a labyrinth, fighting a hall of ghouls, there’s little reason for a random blacksmith to be present and looking for a job – this is not an ability to magically summon useful tradesmen with a flash of smoke and plot. As a result, PCs usually should not spend Story Points once beyond the Edge.

Players must allow the Judge to veto any Story suggestions without explanation, in order to maintain the integrity of the plot or stop cumbersome play issues.



### I HOW TO TELL STORIES



- 🌀 Players begin each with 5 Story Points and spend them at any point during the game.
- 🌀 Players should note all stories on the back of the character sheet, including companions’ Traits.
- 🌀 Each Story Point spent earns the PC 5 XP.
- 🌀 Each Interval, only one player can spend a Story Point. If two players want to go first, priority goes to
  - 🌀 whoever has the most Story Points, then
  - 🌀 whoever has the least XP.

**Session 1** *The troupe slump, tired and lost, at the first bridge on the Doulamarsh road. The map said nothing about the bridge, and less about the river.*

*At this point, a player decides to spend a Story Point.*

*Mossrank knows someone in the area.*

*Maybe a trader? Maybe a cousin?*

*The Judge allows this, but when she rolls up a random character, she creates a gnoll – so this is not her PC’s cousin.*

*Maybe he was a friend of the family – the outsider who always brought the best things to the bailey?*

*That makes sense, as gnolls often trade meat. She can roll up the rest of the character as the Judge begins narrating*

*a wagon coming over the next hill, surrounded by massive dogs. The troupe soon find the bailey that needed their help, and takes notes about the goblin raids affecting them.*

**Session 2** *Only three players arrive for the next session, and the Judge says they ‘might struggle’. That doesn’t sit well with them when journeying into the Labyrinth for the first time.*

*Luckily, Mossrank has another friend. The player recognizes that the troupe needs someone with martial abilities, so she decides to create a character from scratch, without dice, and put most of their starting XP into Combat Skills. That won’t leave them with much ability to do anything else.*

*An old army friend will join us. He’s not the sharpest man, can’t really plan well, but he has survived plenty of missions beyond the Edge. He can lead us into the Labyrinth.*

*She has a little time to go through the full character creation, given that the session has just begun.*



**THEMES** make a PC background unforgettable. Just pick simple trait you want to emphasise, and twist every Story Point around that image.

**The passionate poet** might have a long history of love-affairs.

- 🌀 When the troupe require a safe place to rest, he reveals a night spent with a warden's wife while her husband had business in the city. He could ask her for refuge again, along with the rest of the troupe.
- 🌀 Later, he reveals ties to the local weavers' guild, and an intimate history with the mistress of the house.
- 🌀 The troupe really need some extra muscle. Of course, Tealmoor – warrior of the Northern Plains – will accompany them, to ensure nothing happens to her 'boo'. He asks the troupe not to mention his previous encounters.

- 🌀 When an ancient scroll comes up, he spends a Story Point, and declares his character knows Gnomish, but says he doesn't want to talk about it. . .

Other good themes include:

**Theft:** start every story with a burglary gone awry.

**Mystery:** the character has always been Paik-fodder, so each story starts with attempting to find some answers to some mystery.

**Cursed:** end every story with everyone in the character's company dying. If you re-enter home, this is a second home after everyone in the first was eaten by goblins. If you find an old friend, you two are the last of an old group, who died in the Labyrinth.

## II SAMPLE STORIES

The following is a suggested list of Stories the players can tell and their costs. The players are strongly encouraged to suggest more to the Judge who will either veto them or give them an appropriate cost.

**THE SECOND LANGUAGE** You have spent a significant amount of time in another culture. You know their language and enough of their background to transfer over basic Skill knowledge. If you have the Performance Skill and are familiar with elvish culture then you also know some Elvish songs. If you are familiar with gnoll culture and have the Empathy Skill then you know a range of details about gnoll etiquette and lineage.

- 🌀 While the dwarves think they're sneakily planning to stab you in plain sight, you actually learnt dwarvish from a blacksmith dwarf who decided to live among humans.
- 🌀 Back in the circus, the gnomes could never figure out your 'elvish arrow trick'. You eventually convinced them to teach you how they communicate through whistles in return for teaching them the trick.

**THE SURPRISE SKILL** You have a surprising Skill or Knack which will come in useful. As you tell this story, you can buy a Skill level so long as you have the requisite XP. This cannot be a Skill which you have clearly lacked in the past, e.g. if your character has so far been illiterate then you cannot suddenly learn a level of Academics. However, if you have never needed to swim, then you could declare that you have always known the Seafaring Skill.

- 🌀 You got your sea-legs working as a trader by Shimplake. Swimming through this underground lake shouldn't be a problem. You immediately buy two levels of the Seafaring Skill.

- 🌀 You lost a younger sibling to a chitincrawler, and now that your troupe has finally come across one, your burning hatred kicks in as you rush forward. You purchase the Knack 'Chosen Enemy'.

- 🌀 Protecting your siblings from griffin attacks on multiple occasions gave you all the knowledge you need to defend them. You reveal you have the Knack 'Guardian'.

**THE GUILD TIES** You declare ties to one of the guilds. Perhaps you served in one, or know a good friend who can pull some strings. Always check with the Judge if you can accomplish what you want to with this favour before spending a Story Point.

- 🌀 You never could make it in the Paper Guild, but your old friends there will provide you with a free map of the labyrinth, in return for exclusive access to any information about the place. . . assuming you return.
- 🌀 The armourers' guild taught you everything you know, and you still know nothing. Still, they can get the troupe some leather armour for half price, as long as nobody's particular about the colour. . .

**THE RANDOM FACT** When the Judge asks you to roll to check your character's knowledge, you can spend a Story Point and mention how your character knows this one particular fact about this topic. You then pass the check automatically. This does not help with later rolls – it determines that your character knows only this single fact about the subject.

- 🌀 The troupe want to know how the magical item works. You've failed the roll, but then remember you've seen this magical item in your mother's book collection. She had extensive shelves full of bizarre tomes, and all the leafing through those tomes finally paid off.





☞ It was unclear if the warden was telling the truth, but you recognise the dyes on his tunic; they're only made by the weavers' guild, which can only mean one thing...

☞ The troupe have you idea where they are, but you suddenly remember your uncle's maps. They were always plastered all over the walls of the Paper Guild, and you used to imagine walking in those distant lands.

**THE RANDOM FRIEND** (Cost: 1) You meet an old friend or family member. They may not be exactly the right person for the job, but they're willing to join you for the mission...

Roll up a random character, as per on page 1. If this is family, set their race to the same as yours. They join the group, just like a regular PC, for this one session.

This new character joins the player's Character Pool, so the player can select this character at the start of a session. However, only the primary character can spend Story Points.

☞ The troupe want to traverse a dangerous trail, mostly abandoned. One PC rolls a random family member... and the world's thickest human says he knows just the way to go.

☞ Hunting through all the treasures lost in the sunken library, the players decide they really need an extra pair of hands to haul out the loot, so someone spends a Story Point... unfortunately they receive the aid of an emaciated elf with Strength -3. At least she can put some scrolls in her pockets.

**THE RETURN FRIEND** (Cost: 1) You reintroduce a character from your Character Pool, with an additional anecdote about your shared histories. This can be a useful Story to tell if you've rolled up a random character with excellent Traits. But on the other hand, it comes with the cost of having a smaller Character Pool.

**THE OLD ALLY** (Cost: 2) Someone has precisely the skills you're looking for, and they're coming along for the ride, until the end of the session.

Create a custom character, as per 'Forging Allies', page 9. They then enter your Character Pool.

☞ With no idea how to talk to the local warden, you suddenly find your old friend, working as a sun guard by the warden's gate.

☞ Everyone wants to buy expensive chainmail, and your dwarvish friend just so happens to have retired here, selling top-quality armours of all types.

☞ The troupe need an expert tracker, and on the road you meet your brother. He never liked people, so once he got out of the Temple of Poison, he began working independently as a bounty hunter.

As before, this character enters the Character Pool, and may become the player's primary character if their PC ever dies.

**THE RESTING SPOT** (Cost: 2) You know of a secluded and secret location where you will be safe.

☞ The guards may be chasing after you, but the Mincing Pig is nearby. It's famous for some nasty customers and a deep cellar where even the town guard don't want to enter. It's been your regular bar since you were twelve years old, and you're sure they'll put you up.

☞ The goblins have found your tracks, and they'll catch up soon. However, you recall a nearby cave in the forest where you stayed safe during one nasty Grummel's wrath at the start of Sables. It's hidden, and very defensible.

☞ The bandits are catching up soon, but you recall a bailey nearby where you grandfather helped stop a feud between two keepers. Everyone knew about his work in the Temple of Hate when he was alive. You're hoping the guards still remember you, despite your new beard.

**THE SURNAME** (Cost: 2) Most humans use their hometown as a surname, and by invoking this Story, you can designate your hometown.

The first three times you enter your hometown, you can use a Story Point for any of the standard uses. You cannot save them, allies will not enter your Character Pool, and gain no additional XP for using these points.

☞ As you approach the bailey 'Nettlevale', you decide that's going to be your character's surname. The troupe are in dire need of a weaponsmith (which few baileys have), so you tell the 'the Old Ally' Story (spending another Story Point) and start designing your mother, the weaponsmith, who will surely help the troupe buy some cheap weapons.

On the next visit, you mention ties to the local guild (gained through important family connections), and on the third visit, you introduce a cousin, as per 'the Random Friend'.

## CODES & EXPERIENCE

### I CODES OF BELIEF

Each character has a Code of belief. Fulfilling the Code grants XP to the player to spend on the character.

Each of the four tasks grants 1 XP once fulfilled, but players can only claim them once per session.

Characters can also gain XP for spending their sp on what they value. Most gain either 1, 2, or 3 XP, depending on how much they spend.

#### CHRONICLER

Chroniclers want information – to have knowledge that others don't, and to uncover all they can about the world.

- 🔓 Providing a recap at the start of the session.<sup>1</sup>
- 🔓 Uncovering a secret.
- 🔓 Solving a puzzle.
- 🔓 Preserving knowledge that would otherwise have been lost.

Chroniclers spend their money on maps, bribery, encryption equipment, and education.

- 1– Spending 1 sp on information.
- 2– Spending 5 sp on information.
- 3– Spending as many sp on information as the character has XP.

#### CONQUEROR

We go beyond the Edge, not to drink or talk, but for the unending war with the forest. We leave to kill and subdue every creature, and to conquer our enemies who live beyond the walls.

The conqueror hears the call to adventure, and focusses on the mission.

- 🔓 Helping a fellow player improve their combat tactics.
- 🔓 Losing HP.
- 🔓 Going first into a dangerous situation.
- 🔓 Slaying the most powerful beast you have slain so far (measured by Combat Rating (CR)).

Conquerors can see value in their money when they manage to spend it on better weapons which see real use. They might buy a new sword, or arrows, poisons, or just take their armour to receive some quality care with a blacksmith.

- 1– Buying 1 sp's worth of weapons.
- 2– Buying 5 sp's worth of weapons.
- 3– Buying as many sp's worth of weapons as the character has XP.

#### JESTER

Life should be lived. Some people don't know that, but you can help them see the joy in life, whether they want to or not.

- 🔓 Executing a prank set up on a previous session.

<sup>1</sup>Any number can take this prize, if they all help with the recap.



- ☞ Making a painful pun.
- ☞ Lifting the spirits of the downtrodden.
- ☞ Finding a new type of food or drink.

Jesters live to eat, drink, and make others merry. Whether having a drinking competition, or feeding the poor, they like seeing perishables go unperished.

- 1– Spending 1 sp on food and drink.
- 2– Spending 5 sp on food and drink.
- 3– Spending as many sp on food and drink as the character has XP.

## NOBLE

A job well done deserves a reward. A good worker deserves the best. And what's the point in all this wandering if you can't return to a hot bath, the best food, and some god-damned appreciation?

- ☞ Helping a stumped Judge come up with a quick name for a tavern, bailey, or Non-Player Character (NPC).
- ☞ Being addressed deferentially.
- ☞ Disarming a potential conflict before it escalates.
- ☞ Acquiring more wealth than ever before.

Nobles like to spend their money on lavish, quality equipment – something which does the job better than the rest – the best-tasting wine, the most enduring bow, and the sharpest daggers (possibly with jewels in the hilt). Lavish items include sweet food, jewel-encrusted weapons, silk robes, and top-quality wine.

- 1– Spending 1 sp's on lavish goods. (The goods must cost at least double their standard values)
- 2– Using 5 sp's on unnecessary pampering.
- 3– Using as many sp's worth of disgusting indulgences as the character has XP.

## PALADIN

The best of the night guard exist to uphold the law and make sure the local populace can trust that civilization always wins in the end.

- ☞ Declaring an action with an in-character voice.
  - ☞ Instead of 'I go to the tavern, if the bailey has one', try *'My throat feels parched, and is that a tavern I see?'*
  - ☞ Instead of saying 'I loot the bodies. Do I find anything?', just declare *'I wonder if their pockets have made this little deviation worth the trouble and effort.'*

- ☞ Instead of 'I hit the goblin with my axe', say *'let us see how he likes the taste of axe!'*

- ☞ Punishing a law-breaker.
- ☞ Fulfilling an oath set up on a previous Interval. (characters can make unlimited oaths without penalty)
- ☞ Capturing a more troublesome law-breaker than ever before (measured by CR).

Paladins donate their additional coins to anyone in need.

- 1– Donating 1 sp.
- 2– Donating 5 sp.
- 3– Donating as many sp as the character has XP.

## TRIBALIST

The tribalist supports the group, honours the dead, and leaves no one behind. Exactly who counts as 'in the tribe' depends upon the player's interpretation, but it will generally include any PCs who have been involved in three or more sessions with them, and anyone the player decides to spend Story Points on (see page 21).

- ☞ Bringing snacks for the table.
- ☞ Helping a member of the tribe.
- ☞ Helping a PC gain XP.
- ☞ Honouring the memory of the fallen.

Tribalists spend money to help their own tribe in any way they can.

- 1– Spending 1 sp on the tribe.
- 2– Spending 5 sp on the tribe.
- 3– Spending as many sp on the tribe as the character has XP.

## WANDERER

Some just want to see the world, and everything it has to offer.

- ☞ Mapping a new area. (the player must draw the map).
- ☞ Remembering the name of an NPC from a previous Interval.
- ☞ Travelling somewhere new.
- ☞ Seeing a new type of creature.

Wanderers have little focus on money. They tend to spend what they have and move on, instead of remaining shackled to their items.

- 2– Spending all of their coinage on anything which seems fun.

## II EXPERIENCE POINTS

Experience Points (XP) let characters grow over time, and reward players for sticking to their Code. Low-level Traits cost very little, so players can buy a lot of Skills, or remove Attribute penalties easily. Higher levels become increasingly expensive, so having a specialized character will take some patience.



- ☞ Increasing a negative Attribute costs 5 XP. After that, the price increases sharply.
- ☞ Combat Skills also increase sharply, so learning a little of everything comes easier than mastering a single Skill.
- ☞ Standard Skills cost half as much as Attributes, so characters can pick up a few before long.
- ☞ The first Knack is cheap, at 5 XP, but each Knack costs 5 more XP than the last.

All characters begin with 50 *spent* XP (self-made characters get to spend theirs, standard characters don't). These spent XP make a difference as each character's total FP equals their total XP divided by ten. Players should always take care to record how many XP they have earned in total.

**PROGRESS** starts quickly as Story Points each give PC 5 XP once spent, so PCs effectively begin with 25 XP waiting to be spent.

After the growth-spurt, progress slows considerably, as PCs will only gain 3 to 5 XP per session.

Progress also comes with natural limitations, as Attributes cannot go above +3. This is adjusted by the racial modifiers, so gnomes (with a -2 Strength modifier) cannot gain Strength +3; their maximum is +1. However, with an Intelligence Bonus of +1, they can raise their Intelligence Bonus up to +4.



Most PCs will die after a few sessions, but if one survives, and earns 3 XP per session, it might go like this:

MUNDANE MONTH	Cycle	XP	FP
OCTOBER	warm Lantalka	50	5
NOVEMBER	mild Niquis	87	8
DECEMBER	mild Halkin	99	9
JANUARY	scorching Sylfs	111	11
...	...	...	...
APRIL	mild Niquis	147	14
...	...	...	...
JULY	mild Niquis	183	18

**RACIAL ADJUSTMENTS** apply after the XP-cost, not before. This means dwarves need to spend 20 XP to raise most Attributes from +1 to +2, but their +1 Dexterity Bonus means they spend 20 XP to raise their Dexterity from +2 to +3. Conversely, dwarves need to spend 20 XP just to raise their Speed from 0 to +1.<sup>2</sup>

### XP Costs

Level	Attributes	Skill	Combat Skills	Knacks
<1	5	—	—	—
1st	10	5	10	5
2nd	20	10	20	10
3rd	40	15	30	15
<i>Total</i>	75	30	60	30

<sup>2</sup>This seems like a wee shame for gnomes, who need to spend 40 XP to gain Strength +1 (standard human strength, but at half the height). However, without this rule, all gnomes will reach their muscle-bound heights of Strength +1, resulting in a strong demand for every gnome to take up body-building. At the same time, Dexterity would be no cheaper for them than anyone else, which results in gnomes (and everyone else) lose their natural disadvantage until they collect enough XP to purchase an Attribute at +4!



### III RANKS



By default, each character begins in the night guard, with a rank of 'fodder'. The titles below go in order of seniority, so each one can give orders to all below. However, in practice, the jotters give the orders to the lower ranks, while the reeves give guidance to the jotters.

**FODDER** are the lowest rung of the night guard. Most who enter as fodder arrived as criminals, vagrants, or political idealists. About half of these new recruits will survive and gain the next rank.

Each of these criminals begins with a 100 sp debt to repay to their temple.

**DIGGERS** have survived a mission, and returned alive. In theory, they should bury the fodder who did not survive that mission, but in practice, few people leave a body.

**ARCHERS** stand on broch balconies, taking down summoned by the pipes.

Farmers who guard their bailey can sign up to the night guard and begin at this rank immediately.

**CUTTERS** guard caravants along the long, lonely road, or take special missions, beyond the Edge.

**RANGERS** travel fast, often on horseback, to provide reinforcements to any bailey in immediate trouble. They travel twice as fast if anyone kills a forest monster without giving the blessings of the Temple of Beasts.

**JOTTERS** do paperwork for the night guard, and control everything that their seniors don't care to manage.

**THANES** have risen to the point where any jotter will finally leave them alone. Most try to find some gold and retire at this point.

**BUILDERS** organize new settlements, which requires an intrepid doula to help locating a good spot. It usually involves a lunch with a friendly, local, warden.

**REEVES** organize the night guard, and have dinner with any local warden who'll have them.

## WITCHCRAFT

The spells from the *Core Rules* each express a single formula. Once a witch has sufficient practice with the basic spells, they can begin to make their own spells during Downtime. A spell's heart comes from an Invocation – a primitive sentence, never spoken but heavily implied. The actual casting could express the spell as chatter, humming, sign-language, theatre or song.

## THE ANATOMY OF MAGIC

	DESCRIPTORS	ACTION	TARGET	RESULT
(1)	—	WAX	AIR	A sharp breeze tugs.
(2)	DETAILED	WAX	AIR	Mist scatters away from the caster, as a feint vortex follows them, and pushes a dog-shaped impression into the chalky air.
(2)	DUPLICATED	WANE	EARTH	Snow melts all around, forming a small river on a bed of ice.
(3)	DUPLICATED, DETAILED	WANE	FATE	Two-dozen men lose their luck with archery.
(4)	DETAILED, DISTANT, DUPLICATED	WARP	FATE	The target was destined to have an upcoming encounter with a chitincrawler, the next day. But once they hear that foreboding song, their destiny is twisted into a loop – they will encounter another chitincrawler each day for a week.
(2)	DETAILED	WARP	MIND	The shepherd dreams of banal conversations and herding sheep all night, but by daylight he will think he can fly, then lives in a castle which is also his bedroom.
(2)	DIVERGENT	WARP	FIRE & WATER	The hearth-fire spills out, and the floods across the floor; the soup in the cauldron above it swirls like a slow whirlwind, and dances over the cauldron's rim, flashing liquid fans straight up like a flame. The house begins to burn, and nobody knows how to kill a fire that moves like liquid.

\*

## I WEAVING SPELLS

## STEP BY STEP

These are the conceptual steps you can use to create spells during Downtime. Once you have a spell on-paper, check the *Core Rules*, page 38, to see if your character can manage the task, or what might happen if they fail.

1: **ELEMENTAL MANA** determines the target. Every spell starts with an elemental Sphere – Earth, Water, Fate, Air, or Fire. Casters can pour a number of Mana Points into a spell, up to their level in that Sphere, and every MP goes a long way.

Spells have precisely four way to agitate the world.

**Waxing** spells encourage the element to express its basic nature.

- ☞ Stone, or ice hardens, and sand clumps together into a solid mass;
- ☞ streams rush faster down hill, and even ale in a mug may begin to swirl and froth gently in an effort to escape to the ground;
- ☞ fate wraps its attentions around someone, giving them good luck;

- ☞ air rushes violently;
- ☞ and fire burns.

**Waning** magic does the opposite – it stifles, scatters, or reverses the element’s essential nature.

- ☞ Snow melts easily, and ice melts with a little effort (TN 7-9). Stone puts up far more resistance, but skill and patience may soften slate to the consistency of thick, wet, clay (TN 12-14). Metals provide far more resistance, and may prove impenetrable to casters without plenty of preparation and a Concoction (TN 16-20). More complex stuff, like wood, or flesh, does not respond to Earth magic – pure, elemental Earth has a pure consistency. Even a metal alloy can raise a spell’s TN significantly.
- ☞ Water stagnates and evaporates. Small puddles and mugs of ale may vanish quickly (TN 6 and 9) but a flowing river or loch always requires a spell large enough to cover a massive chunk of its body (and a roll at TN 12).
- ☞ Waning Fate does very little to the myriad wretches of Fenestra, who never had much chance to begin with.<sup>1</sup> Those lucky enough to have luck to lose usually resist with Charisma + Deceit.
- ☞ Dead air stands still and milky, blocking vision (TN 7); and once smokey enough it begins to choke people (TN 9). Underground, these spells can blind or kill, but on a stormy mountain, casters will need to create a full cyclone<sup>2</sup> of thick smoke or simply fail altogether (TN 16).
- ☞ Spells cannot destroy, but once a candle’s flame shrinks and scatters its energy, the fire dies a natural death (TN 7). Hearth fires put up more of a fight (TN 10), and torches made of pitch may grow dim.

**Warping** an element alters one of its fundamental aspects.

- ☞ Twisted Earth may become brittle – both extra-hard, and liable to shatter into sharp points.
- ☞ Water should want to spread out and down, and if that changes, it thickens into ice; or if its clarify fails, it can become poisonous, or even acidic.
- ☞ Warping Fate affects the Judge’s random encounters, sending them on loops, or bunching a week’s encounters into a single day.<sup>3</sup>
- ☞ Air should be formless, but insistent witches can demand a few clear breaths of air stick close by, or coax mist into forming simple shapes.
- ☞ Blue flames, moving in slow motion, decorate the Frozen Festival every Sylfs.

**Witnessing** work differently to the other actions – the caster stops speaking, and starts to listen. No spell is cast, but a receptive attitude must be adopted throughout the entire body, and mind. And despite no ‘casting’ occurring, mana must flow out, in order to form a bond with any target which might lie in that direction.

When a PC wants to Witness an element, the player must ask a ‘yes/no’ question, which indicates what the PC has attuned to.

Far-removed targets, or targets behind a wall receive a higher TN, which makes a basic Witnessing close to useless (since the witch effectively has a ‘Detect Fire’ or ‘Detect Air’ spell). However, with a couple of Descriptors (vrefdescriptors), a witch can Witness many secrets.

**2: DESCRIPTORS** increase a spell’s properties, giving it a longer range, or copying the spell across an Area. Each Descriptor makes the effects more powerful, and makes every other Descriptor more powerful.

Pour a little more mana into a spell, and it blossoms quickly in one direction. Give a little more to some other part of the spell, and both properties swell up even more.

The spell-patterns outlined above each cost 1 MP. Characters can spend a number of MP equal to their rating in a Sphere, so someone with Earth 2 can span an MP to cast a *Wax Air* spell (and push someone back with a blast of wind), or spend 2 MP to cast a *Duplicated Wax Air* spell (and push many people back, with a more powerful blast of wind).

**Detailed** spells let you control the appearance and distinctions of a spell. Where most spells have no more definition than one might expect of a gust of wind or stalagmite, *Detailed* spells look like something.

LEVEL	Visages
1	A lumpy pile of substance.
2	A candle-flame which seems reminiscent of a face. A section of river freezing into the shape of a bridge.
3	<i>Wane Earth</i> spells shatter ice, but leave behind impressions of people or beasts which the caster knows well.
4	Summoned mist looks like the caster’s face (or how they think of their own face).
5	<i>Warp Fate</i> spells breed encounters that resemble pivotal moments of the caster’s life. <i>Wax Death</i> spread pustules across a target in the shape of a map where the caster lives.
6	Every spell looks like the caster, or an intimate face.

As the spells gain more detail, they become restricted to the caster’s most vivid memories, and eventually cannot represent anything but people or places they love or hate.<sup>4</sup> This restricts the possible forms of the spell to people and places the caster knows intimately, and provides a strong clue about the caster’s identity, making it difficult to cast spells secretly.

<sup>1</sup>Most NPCs have no FP.

<sup>2</sup>See step 2 on the next page.

<sup>3</sup>Once a doula curses someone, nobody wants to travel with them. This is the real curse behind the spell, and doesn’t even require a spell to be cast.

<sup>4</sup>Spellcasters who end a close relationship abruptly often haunt themselves for decades through their own spells. Every storm looks like their hair, when they want to warp light to create the appearance of a dragon, the dragon looks all too human, and always like the same human.



A couple of MP spent on a *Detailed Witness* allow a witch to ascertain if an oak fire burns inside a building, or if a casket contains wine. As before, all questions will only receive a ‘yes/ no’ answer.

**Devious** spells are hinted and murmured, but don’t require the same flashy gestures as the others, so people often cannot tell when someone casts them. However, they also take a long time to reach fruition.

The higher the level, the longer the spell will take to reach full power. They sit dormant for half of the required time, and during the other half, they rise slowly – one point at a time.

LEVEL	Time
2	An Interval
3	A day
4	A week
5	A cycle
6	A decade

A *Devious Wax Fate* spell which grants 1D6 FP will wait for half Intervals, then add half the rolled FP, then the second half thereafter. A *Devious, Detailed, Wane Fire* spell could wait for two Intervals, then make a hearth go dim and throw out smoke in the form of a black wolf. A *Devious, Detailed, Distant, Warp Water* spell cast on a stream could wait for three days, then slowly push an icy replica of the castle which hold the caster prisoner.

If someone notices one of these spells growing, they can put a stop to the spell just like any other.

**Distant** magics can strike across vast distances, beyond where even the best archers can reach, and even beyond vision. However, the caster cannot limit or contain these spells; a *Detailed, Distant, Wax Air* spell begins at ‘12 steps’. Not ‘up to a maximum of “12 steps”, if you please’, but at that minimum and maximum. Spells all have some leeway in their range (as the vague descriptor of distance ought to imply), but they cannot be expanded and later limited.

LEVEL	Standard Distance	Enhanced Distance
1	20 steps	—
2	16 steps	greeting distance
3	12 steps	yelling distance
4	8 steps	an arrow’s reach
5	4 steps	walking distance
6	—	the horizon

Of course, casters must clearly perceive something in order to cast upon it, so anything outside of clear vision demands a *Distant Witness* precursor. Once casters can *Witness* someone, they can cast upon them, for the short moment when while the awareness lasts. Of course, guessing where rivers and houses in the distance might be does not have a high success rate, so setting up these *Distant* spells requires patience, planning, and a way to keep precise records about trajectories.

These *Distant Witness* deductions and maps can take weeks or years of planning for targets far beyond sight.

*The ability to gain knowledge from a distance allows doulas and elves to produce excellent maps. Combining this Descriptor with Distant and Duplicated, allows them to inquire about a large area, and then narrow down the space*

*they want to know about. Of course, this process requires a lot of skill – simply locating a bailey from a distance might require listening for something Detailed (for the specific type of rock), Distant, and Duplicated. One might then discover the location of a particular person by seeking out the sapphire pendant they wear, using Detailed Witness Earth.*

*These spells also make long-ranged warfare possible, as casters can send storms, bad luck, or poisoned water after each other. Two witches having a duel to the death looks less like a spark-filled inferno of spell-slinging, and more like a protracted game of battleship, with plenty of involvement for bystanders any time one guesses wrong.*



**Divergent** spells channel mana through opposing Spheres to create two parallel, but divergent, effects at the same time. Check the chart on the facing page, and notice that each Sphere has two neighbouring Spheres, and two opposing Spheres. Divergent spells construct a single spell-sentence to be used by two opposing Spheres at the same time.

For example, Water sits between its neighbours Earth and Fate, but opposes Air and Fire. So a caster with Water 2 and Air 2 could create a *Divergent, Wax Water & Air* spell, which would make surrounding waters jump and thrash, while wind rages.

These two spells will affect different substances, and the caster can direct them at different targets.

- ☞ A *Divergent Wane Fire, Fate* spell would make a torch dim to nothing, while the torch-bearer target loses FP.
- ☞ Encountering some bandits, a doula uses a *Duplicated, Divergent, Warp Fire & Fate* spell. Their campfire burns green, and their luck shifts – the possible forest encounters swing strongly in favour of basilisks.
- ☞ Using *Divergent Witness Water & Air*, a PC could find out if a cavern of air or water existed beneath them (although they would not know which – only that ‘yes, one of them exists’).
- ☞ While a *Divergent, Duplicated, Wane Mind & Light* spell would create a large patch of darkness, and plunge anyone inside into confusion.

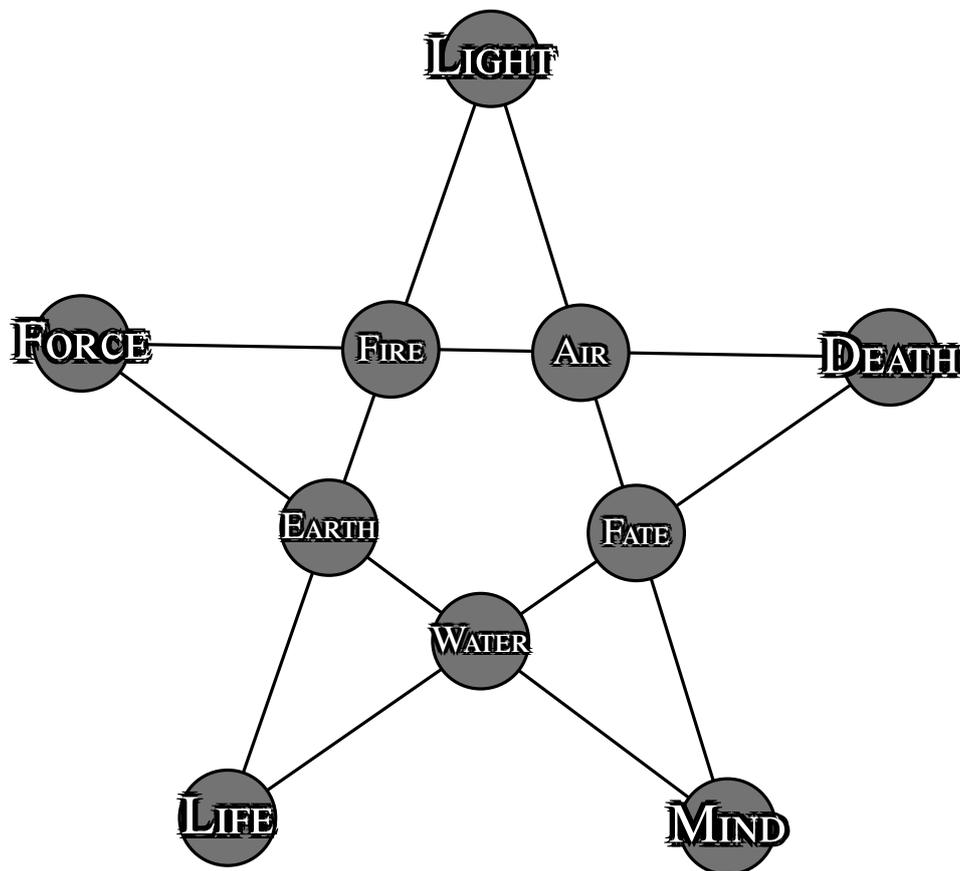
As usual, casters make a single roll to resolve the spell, and apply the result to everything. A *Divergent, Distant, Wane Earth & Fate* spell may require a roll of TN 7 to give someone bad luck, and TN 14 to make the rock-face above them crumble. If the caster rolls a total of 13, they would inflict the bad luck, but not make the rock-face crumble.

**Duplicated** spells fork like lightning, affecting every available target nearby. The caster selects where the spell begins, but cannot decide on the remaining targets, nor can they limit the number.<sup>5</sup>

When *Duplicated* spells seek out discrete targets (like Fate spells increasing people’s FP, or a Fire spell suffocating many candles) each copy of the spell can jump the same range as the original spell’s range. This can present problems; if a caster makes three enemy torches explode in their faces,

<sup>5</sup>Each number is simply  $n^n$ . So spending 3 MP means  $3^3 = 3 \times 3 \times 3 = 27$  targets.





but the spell requires four targets, then the spell may return to unleash itself on the caster's torch. Spells which cannot find an appropriate target within range just fizzle and die, without effect.

When *Duplicated* spells seek out contiguous targets, they simply affect a wider area (Water spells can target large sections of a loch, and Earth spells might collapse a cavern).

Casters often try to predict whether a spell will treat a target as discrete or contiguous, but they have no control over the result.

*The incredible range and power of high-level spells means that any attempt at wide-scale wars runs the risk of a skilled caster targeting one, or both, armies with a crippling spell. This simple fact has stopped a number of wars before they began.*

*However, someone who can fight on, despite blinding fog, a snowstorm, or their torches and camp-fire suddenly going out, will not be more troubled by a spell simply because it affects a thousand more people. As a result, a few specialist trackers, or veteran night guards, can often fare better against powerful spell-casters than an army of field-workers with swords.*

LEVEL	TARGETS
1	1
2	4
3	27
4	256
5	3,125
6	46,656

RESOLUTION & EFFECTS may sound very open-ended, or even badly-defined, and they are! However, the results are not. The five elemental Spheres have a mechanical, numerical result equal to the number of MP spent +2.

- § A *Wax Earth* spell which solidifies snow over a door, and stops anyone entering, costs 1 MP, so it inflicts a -3 penalty to break down the door.
- § A *Duplicated Wane Air* spell which blinds archers with mist requires 2 MP, so it inflicts a -4 penalty to using arrows at any kind of range.
- § A *Divergent, Detailed Wax Fate, & Fire* spell could bless the caster's ally with a +1 Bonus to using the Melee Skill over their next 5 actions, and make an enemy's torch transform into a monstrous face which attempts to eat them. The burning torch inflicts 5 Damage, which translates to 1D6+1 Damage.<sup>6</sup>

The final part of the spell is the resistance – the Judge stipulates some standard force which stands in the way of the spell. Sometimes spells have obvious forces acting against them (such as the strength of a rock, when one wants it to crumble), while other spells have less obvious barriers (good-luck spells often have trouble taking effect when the recipients are not paying attention).

<sup>6</sup>See the book of *Core Rules*, page 14 — Stacking Damage.

## THE HIGH SPHERES

As you'll see on the chart (on the previous page), casters can access five 'high Spheres' by combining two elemental Spheres. Using the high Spheres doesn't require a new Skill – casters simply combine their the elemental Spheres, and have an effective level equal to the lowest of the two.

*For example:*

ELEMENTAL SPHERES	HIGH SPHERE
Casters with these:	can also use these:
 AIR 3	 LIGHT 2
 FIRE 2	 FORCE 1
 EARTH 1	

*If this caster later learned Fate 1, they would also gain Death 1.*

The spells listed across the *Core Rules* don't list the high Spheres, so players can simply look at any spell's requirements and note whether or not they have the right Skills.

**RESOLUTION & EFFECTS** work much like the elemental Spheres, but the mechanical result equals the MP spent +1 (not '+2', like the elemental Spheres). They have less raw power, but generally target people more directly. Instead of relying on targets being in water, or under a crumbling cliff-face, a witch can combine Water + Earth to use the Life Sphere, and twist targets' bodies directly. Where elemental Spheres can remove someone's FP, and use blasts of wind to knock them back, a caster with both could combine the effects into the Death Sphere, and make the targets die.

## PRINCIPLES OF MAGIC

**BODIES IN MOTION** run out of 'spell-power' if the spell would provide 'free fuel', so fire will always burn out without wood, and waves will calm down in time. The undead burn through the spell which animates them every time they move. Life spells which bolster a target's Bonuses often demand the target burn through calories in order to keep the spell going, and then fade to nothing once the spell ends.

If you need to track a spell's duration, assume it has a number of points equal to the Mana Points used to cast it,<sup>7</sup> then remove a point every Interval in which it exerts some force or performs some action.

**BODIES AT REST** remain unchanged, and the magic remains unspent. A castle full of deadly Light and Force spells will remain deadly until the spells kill someone; until then, they wait.

Life spells which make tentacles grow out of someone's back will require food to keep the tentacles moving, but if the target simply grows horns, then the horns require no maintenance (although their Weight will still create a burden).

**STACKING SPELLS** never works with the same kind of spell effect. Using two Light spells to blind someone has no additional effect – only the highest counts. However, a Light spell to blind someone *can* stack with an Air spell which blurs someone's vision with mist.

The same principle applies to casters who use Life magic to increase their DR – the second-highest Bonus only counts for half.

**BANDING ACTION CASTINGS** work exactly like any other Banding Action.<sup>8</sup> All casters must be able to cast the spell, and they all spend the Mana Points. This does not increase the spell's potency, it only increases the casting Bonus.

**POTENT, YET BARREN** magic cannot create. It warps, waxes, and wanes. It gives information. But nothing in the world comes from nothing, so spellcasters make the world pulse, or transform, but cannot remove or add the sum of all that is the case. Witches may control fire, but only a fire striker can *make* it.

**WITNESSING IS GUESSWORK** because all of these spells ultimately produce 'yes/ no' answers. However, they can become wide-spread, and detailed.

In general, a non-Detailed Witness spell can only ask 'is there a mind?', or 'does this Area have fire?'. While a Detailed Witness spell can ask 'is there any dwarf over there?', at lower levels. At the highest levels, the caster can ask about extremely specific targets, but only concerning objects or people they know extremely well.

A sixth-tier Witness spell may only say if one's child is feeling curious about breakfast, but not about whether or not they are alive.

**THINK BEFORE YOU CAST!** because sooner or later someone will fail to see a spell's natural consequences. Someone may cast a spell to make their enemies shrink and become weak, then notice the spell's range is 'to the horizon', which means the spell cannot actually target those enemies. Or perhaps a spell intended to kill all seven bandits has twenty-four targets, and therefore targets the bandits, all of the PCs, every ally, and the doula's pet magpie.

Magic creates unintended side-effects, but these side-effects don't fall out of a 'random magic effect' table. They come from players (including the Judge) misusing magic.

So be forewarned: magic is dangerous.

<sup>7</sup>Duplicated spells would divide their initial MP among every copy, but each copy can still rejuvenate itself as if it had been created alone.

<sup>8</sup>See the book of *Core Rules*, page 11 — Banding Actions.

## II INGREDIENT WORKSHOP

Spellcasters and alchemist can benefit from rare substances with magical power, called 'Ingredients' These include griffin feathers, auroch hooves, and dragon eggs. They can cure diseases, boost spells, and even lock a spell into an item, ready to cast at the right prompt. They just need prepared correctly.

Preparation needs a clean space, and a clear mind, but never a second set of hands to manage. Characters cannot use Resting Actions or Banding actions.

A good space for preparing Ingredients grants a Bonus to any roll.

Area	Bonus
Campfire with a pot	+0
Clean kitchen with a cookery book and larder	+1
Grand workshop with three fires, an assortment of pots, and a well-indexed grimoire	+2
Castle wing with library, glass-blowing room, and a dozen small crushing devices	+3

**CREATING CONCOCTIONS** requires reducing an Ingredient into a powder or liquid, slowly, then sealing it quickly to avoid rot; many use cheesecloth or a phial.

After an Interval, the character rolls Intelligence + Crafts, at TN 10. Success means that the Concoction can boost anyone's rating in the appropriate elemental Sphere by 1. A tie indicates that the Concoction emerges useable, but rank. It will go rotten within 1D6 days.

With the help of a Fire Concoction, someone without any magical ability could cast a level 1 Fire spell, or a caster with 'Fire 2', and 'Earth 3' could cast a level 3 Force spell.

A single container might mix multiple Concoctions together, so one container might infuse the air with Fire and Earth. Someone could use this to boost their Fire Skill, then their Earth Skill; or they might use it in a single Force spell.

**Failure** to make a Concoction properly means the energy releases instantly, resulting in a spell from that Sphere. The type of spell depends on the Failure Margin.

### \* INGREDIENT FAILURES \*

Margin	Action	Example
1	Warp	Nearby fires glow blue.
2	Wane	Water evaporates, luck turns bad.
3	Wax	Hearth's ash turns solid, or air blows all the windows open.

**ALCHEMY** only needs Ingredients and knowledge to craft spells; it does not need any magical Skill. Once the alchemist has a 'recipe' for the spell, it works like this:

1— The alchemist gathers a number of Ingredients equal to a spell's Sphere requirement.

If a spell requires Fate 3, and Water 3, the alchemists needs 3 Fate Ingredients and 3 Water Ingredients.

2— The player rolls Intelligence + Academics. The TN starts at 6, and each spell level adds 3. Rolling a tie means the spell succeeds, but it casts with a +0 Bonus.

3— The spell takes effect the very moment the recipe has completed.

☞ The spell rolls with a Bonus equal to its level, so level 1 spells have a +1 Bonus, and resisting a level 2 spell would require a roll at TN 9.

☞ The alchemist can try to flee a moment before the spell is completed, but this increases the TN by 1.

☞ Players can spend a Story Point to automatically pass, using the 'Random Fact' story (page 22).

**Failure** means the spell's energies recombine in the wrong way, producing some random effect, just like Concoctions (check the failures chart on this page). However, alchemy spells can produce much worse failures when they use more mana.

The Descriptors are always selected in this order:

- |                                 |             |
|---------------------------------|-------------|
| 1— Divergent<br>(when possible) | 3— Detailed |
| 2— Duplicated                   | 4— Distant  |
|                                 | 5— Devious  |

**CREATING TALISMANS** works as above, but adds sentience to the mixture, to give the spell a goal. All spells translate intention into change – a Talisman blossoms that intention into a full intelligence with a *Detailed Wax Mind* spell stuffed into the mixture.

The system works as above, with two more steps:

1— The alchemist needs two Fate Ingredients, and two Water Ingredients to encourage the spark of mind into rudimentary sentience.

2— A second roll, at TN 9 must succeed, or the spell casts instantly.

The mind created within a Talisman does not work like a regular person. It has extremely limited value and interests. It will not usually consider its own survival to be interesting – it only wants to achieve the one thing its creator pushed into it when creating it. If someone somehow communicates with it, it will not necessarily want to respond, or may only respond by talking about its special interest. They do not understand deals, and if they did, would have no reason to trust them.



# APPENDIX

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NAME: . . . . . PLAYER: . . . . . CODE: . . . . .

RACE: . . . . . CONCEPT: . . . . . RANK: . . . . .

DEBT: . . . . .

**ATTRIBUTES**

-4 -3 -2 -1 0 1 2 3 4

Strength

Dexterity

Speed

Intelligence

Wits

Charisma

**2 3 4-5 6-8 9-10 11 12**

(Cost: 5 | 10 / 20 / 40)

**COMBAT SKILLS**

Brawl . . . . .

Melee . . . . .

Projectiles . . . . .

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(Cost: 10 / 20 / 30)

**GENERAL SKILLS**

Academics . . . . .

Athletics . . . . .

Caving . . . . .

Crafts . . . . .

Cultivation . . . . .

Deceit . . . . .

Empathy . . . . .

Medicine . . . . .

Performance . . . . .

Larceny . . . . .

Seafaring . . . . .

Stealth . . . . .

Survival . . . . .

Vigilance . . . . .

. . . . .

(Cost: 5 / 10 / 15)

**DR / Cov**

\_\_\_\_ / \_\_\_\_

(by Armour)

**AP**

\_\_\_\_\_

3 + Speed

**ATTACK**

2D6 \_\_\_\_\_

2D6 + Dex  
+ Melee  
+ Att Bonus

**DAMAGE**

\_\_\_\_ D6+ \_\_\_\_

1D6 + Strength  
+ Dam Bonus

**IN-HAND**

Weapon	ATT BONUS	DAM BONUS	AP Cost	Weight
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Armour	DR	Covering	Weight	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

**ABILITIES & CONDITIONS**

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**KNACKS**

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**BACKPACK**

(TN to remove: \_\_\_\_\_ )

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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .
		cp _____ sp _____ gp _____ Weight _____

FP = XP / 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Penalty

**XP**

Total: \_\_\_\_\_

Unspent: \_\_\_\_\_

7  
6  
5  
4  
3  
2  
1

0  
-1  
-2  
-3  
-4  
-5  
-6



NAME: . . . . . PLAYER: . . . . . CODE: . . . . .

RACE: . . . . . CONCEPT: . . . . . RANK: . . . . .

DEBT: . . . . .

**ATTRIBUTES**

-4 -3 -2 -1 0 1 2 3 4

Strength

Dexterity

Speed

Intelligence

Wits

Charisma

**XP** 2 3 4-5 6-8 9-10 11 12

(Cost: 5 | 10 / 20 / 40)

**COMBAT SKILLS**

Brawl . . . . .

Melee . . . . .

Projectiles . . . . .

. . . . .

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. . . . .

(Cost: 10 / 20 / 30)

**GENERAL SKILLS**

Academics . . . . .

Athletics . . . . .

Caving . . . . .

Crafts . . . . .

Cultivation . . . . .

Deceit . . . . .

Empathy . . . . .

Medicine . . . . .

Performance . . . . .

Larceny . . . . .

Seafaring . . . . .

Stealth . . . . .

Survival . . . . .

Vigilance . . . . .

. . . . .

(Cost: 5 / 10 / 15)

**DR / Cov**

\_\_\_\_ / \_\_\_\_

(by Armour)

**AP**

\_\_\_\_\_

3 + Speed

**ATTACK**

2D6 \_\_\_\_\_

2D6 + Dex  
+ Melee  
+ Att Bonus

**DAMAGE**

\_\_\_\_ D6+ \_\_\_\_

1D6 + Strength  
+ Dam Bonus

**IN-HAND**

Weapon	ATT BONUS	DAM BONUS	AP Cost	Weight
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Armour	DR	Covering	Weight	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

**ABILITIES & CONDITIONS**

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**KNACKS**

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**BACKPACK**

(TN to remove: \_\_\_\_\_ )

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .
		cp _____ sp _____ gp _____	Weight _____

FP = XP / 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Penalty

**XP**

Total: \_\_\_\_\_

Unspent: \_\_\_\_\_

7  
6  
5  
4  
3  
2  
1

0  
-1  
-2  
-3  
-4  
-5  
-6







NAME: . . . . . PLAYER: . . . . . CODE: . . . . .

RACE: . . . . . CONCEPT: . . . . . RANK: . . . . .

DEBT: . . . . .

**ATTRIBUTES**

	-4	-3	-2	-1	0	1	2	3	4
Strength	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dexterity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Speed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intelligence	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wits	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charisma	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

(Cost: 5 | 10 / 20 / 40)

**COMBAT SKILLS**

Brawl . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Melee . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Projectiles . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
. . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
. . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
. . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
. . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
. . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

(Cost: 10 / 20 / 30)

**GENERAL SKILLS**

Academics . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Caving . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crafts . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cultivation . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceit . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Empathy . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Medicine . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Performance . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Larceny . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Seafaring . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Survival . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Vigilance . . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
. . . . .	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

(Cost: 5 / 10 / 15)

7  
6  
5  
4  
3  
2  
1  
0  
-1  
-2  
-3  
-4  
-5  
-6

**DR / Cov**

\_\_\_\_ / \_\_\_\_

(by Armour)

**AP**

\_\_\_\_\_

3 + Speed

**ATTACK**

2D6 \_\_\_\_\_

2D6 + Dex  
+ Melee  
+ Att Bonus

**DAMAGE**

\_\_\_\_ D6+ \_\_\_\_\_

1D6 + Strength  
+ Dam Bonus

**IN-HAND**

Weapon	ATT BONUS	DAM BONUS	AP Cost	Weight
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Armour	DR	Covering	Weight	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

**ABILITIES & CONDITIONS**

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**KNACKS**

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**BACKPACK**

(TN to remove: \_\_\_\_\_ )

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	. . . . .

cp \_\_\_\_\_ sp \_\_\_\_\_ gp \_\_\_\_\_ Weight \_\_\_\_\_

FP = XP / 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Penalty

**XP**

Total: \_\_\_\_\_

Unspent: \_\_\_\_\_





