

## We live in an Age of Legend.

After centuries of hiding beneath the earth, humanity has ventured out into the sunlight to reclaim the world. Trolls, dwarves, elves, orks, and humans live side by side with exotic races: the lizard-like t'skrang, the small, winged windlings, and the stony obsidimen. Creatures both magical and mundane dwell once more in the forests and jungles. Arcane energies offer power to those willing to learn the ways of magic.

Once, long ago, the land grew lush and green. Thriving forests sheltered plants and animals, and people grew and prospered off the land's bounty. Then the Horrors came, and drowned the world in darkness. The world's flow of magic rose, and at its height dread creatures from the darkest depths of the spirit world crosses into our world, leaving suffering and destruction in their wake. The world's inhabitants named these fell creatures the Horrors. They laid our world waste in a terrible time now known as the Scourge. The lush forests died. The cities fell. Beautiful grasslands and majestic mountains became blasted, barren terrain, home to the Horrors' twisted mockery of life.

The Horrors lusted to destroy all life, but they did not succeed. Before their coming, the magicians of Thera warned the world, and the people of the Earth took shelter under it. They built fantastic underground cities, called Kaers; their children and their children's children grew up within these earthen enclaves, never seeing the light of the sun. For a thousand years the Horrors roamed the land, devouring all they touched while the people hid in terror, until the slow ebb of the world's magic forced these loathsome creatures to retreat to the astral Hell that spawned them. The Horrors departed before the magicians and wise men had believed they would; the wary people emerged slowly from their Kaers, facing the world half in hope that the Scourge had trouly ended, and half in fear that the Horrors lingered. Though most of the Horrors have left this world, many remain, inflicting cruel anguish and suffering on other living creatures. As humanity struggles to remake the shattered world, they must combat the remaining Horrors who seek to prolong the destruction and despair of the Scourge.

Now heroes travel the land, rediscovering its lost legends and exploring its changed face. For the world has changed, almost beyond recognition. Many people died during the Scourge; the Horrors breached some Kaers and destroyed their inhabitants. Other Kaers remain sealed, from unknowable disaster or simple fear; their contents await discovery by bold explorers. Should they find any folk still living within, these brave adventurers may lead such fear-darkened souls out to live again in the light.

In the Age of Legend, heroes band together to fight the Horrors and reclaim the wounded world for those born in it. As they explore the altered land, searching for legendary cities and treasures, they become the legends that will light the coming days. As with those who went before them, tales of their deeds will live forever in men's hearts. From many paths, the heroes come to join in common cause. Those who seek honor and glory come from the ranks of the Magicians, the masters of magic, and from the Fighting Orders, the Disciplines. A band of heroes may include an Illusionist, a spellcaster who combines deception and reality to confuse those around him; a Swordmaster, one trained in the art of fighting with bladed weapons; and a tiny Wind-Dancer, seeking new sources of inspiration in the outside world. The world holds countless heroes, but all share one trait: a willingness to fight to reclaim the world from that which threatens it. Through noble deeds and sacrifice, the heroes of the world will forge its future.

The old flame is dim now — the Golden Age is dead, but its spirit is still with us. Humanity **will** prevail. We will push back the alien invaders, and reclaim our world. We will once again reach into the spirit world. We will tame the wild forces which now hold sway over our lands. And until that glorious day...

We will survive.



## The Book of the Scourge

Recorded by the Scribes of Kaer Camrish

Three-hundred Ninety-fifth year after the Closing

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# 1 Characters

There are three major choices available to players in this campaign. The first is to play a mundane. Mundanes, quite frankly, have a fairly low survival rate outside a Kaer. It's possible to survive as a mundane, but it's tough. Once you've made the decision to go supernatural, you have two choices: Adept or Magician.

All characters can, then, choose from seven races, called "Name-Givers". Magic in this world is very strongly based on the concepts of names and patterns, so only those races capable of naming things can use magic. There are intelligent non-Name-Giver races, which are called "humanoids". Ogres, Giants, and Goblins fall into this category. A Goblin may learn more than any Dwarf and be smarter than any Human, but its brain just won't let it learn to use magic. Some people claim that the humanoids are Horror constructs, created in mimicry of the Name-givers. PC humanoids are possible, but come with some pretty hefty social disadvantages.

Adepts and Magicians are divided into several Disciplines. These are semi-cloistered monastic orders. Each discipline ranks its members by Circle; novices are of the first 3 circles, competent fully-trained members of the Discipline are of circles 4-8, and the great masters of the discipline are of circles 9-15. See *Earthdawn* for more information on Disciplines.

## 1.1 Adepts

There are nine Disciplines which are commonly practiced in the area. Each of them is listed below with a brief description of its philosophy. There are some other adept types present in the Kaer — if you want to play one of the race-specific Disciplines, or something from a sourcebook, the web, or the twisted depths of your imagination, talk to me.

In general, adepts who cannot usefully contribute to the Kaer are given a mixture of respect and disdain, tending towards the latter: Though they have volunteered to stand first in line when the Horrors break through the Kaer Seal, sacrificing themselves for the safety of those behind them. . . well, they haven't done anything useful yet, and they tend to sit around and use up their ale-chits all day.

### 1.1.1 Archer

Clear sight and aim. Everything is a target.

### 1.1.2 Beastmaster

Animals are at least as important as humans. Beastmasters have been useful in controlling the rat population without wiping out the Kaer's primary source of meat.

### 1.1.3 Cavalryman

You and your mount are one. Keep in mind that the Kaer has no animals larger than goats.

### 1.1.4 Scout

Follow the Path. It is suspected that many people claiming to be Scouts are actually Thieves laying low.

### 1.1.5 Swordsman

Flair and style. How you win the fight is at least as important as whether you win it.

### 1.1.6 Thief

Stealth. Hide. Take interesting things — not everything, only things worthy of being stolen. And don't tell anyone about it. It is illegal to practice this Discipline within the Kaer.

### **1.1.7 Troubador**

Classic Bards.

### **1.1.8 Warrior**

The Beauty of Combat.

### **1.1.9 Weaponsmaster**

Forge yourself as you forge your blades.

## **1.2 Magicians**

There are five Orders of magicians; each one specializes in a particular area of magic. Shamans are by far the most versatile, though it could be argued that Illusionists are the most powerful in terms of raw mana potential, or that Elementalists are unequalled in combat-magic, or that Wizards understand the most about magic itself, or that Nethermancers have an uncanny tendency to outlive their rivals.

### **1.2.1 Elementalist**

Elementalists are the most practical of Magicians. They have a reputation as contributing to the construction and maintenance of the Kaer.

### **1.2.2 Illusionist**

These are perceived as being barely one step better than Thieves. There are perpetual motions before the Council to ban them all. Their magic deals with sensation and creation; by creating images, the Illusionists have learned to create true forms as well.

### **1.2.3 Nethermancer**

The realms beyond perception of mundanes are called the Netherworlds. Those magicians who attempt to learn about them and interact with their residents are called Nethermancers. Since many of those realms are inhabited by Horrors, Nethermancers have a reputation as dangerous, with an alarming tendency towards being possessed by Things. Nethermancers themselves, as a result, don't go around advertising the fact most of the time.

### **1.2.4 Shaman**

Shamans can cast a selection of spells which cuts across those available to the other Disciplines. They tend not to take as formal an approach to magic as the other Magician Disciplines. Their power comes from observation and knowledge of nature in its pure form. Shamans have a reputation within the Troll community as wise seekers after truth who aren't too proud to share a beer with the common man. Outside the Troll community, they're regarded as daft mushroom-smokers with a touch of the supernatural.

### **1.2.5 Wizard**

Wizards seek knowledge in its pure form. They tend towards being academics, and have been heard to mumble about the Realm of Ideas and Odylic Forms. The magic they demonstrate in public tends to be simple utilitarian stuff, but they have a reputation for having their heads in the clouds.

## **1.3 Species**

There are seven species of Name-giver resident in the Kaer:

### 1.3.1 Human

Humans are “boring.” They’re “standard”. They don’t have funky vision or attribute bonuses. On the other hand, they have a pretty decent Karma stat, and they’re amazingly adaptable, to the extent that their talent for Versatility is part of their True Pattern. Only Humans can become Journeyman Adepts – the ultimate generalists.

There are legends that, in times of low magic, only humans survive to fill the world.

### 1.3.2 Elf

Elves measure their lifespan in centuries. They are graceful, beautiful, and magical. They can even see in the dark. Their Karma stat isn’t too great, but it’s made up for by the rest of what they can do. Elves have a reputation for being beautiful, but flaky, sometimes ditzzy, and caring far too much about nature.

The elves claim to be the eldest of the “Young Races.”

### 1.3.3 Dwarf

Dwarves are strong, tough, gruff, and short. In Kaer Camrish, dwarves have grown into the political and scholarly group. Their Karma stat isn’t any better than Elves. Dwarves can see into the infrared.

Dwarves have a reputation for being excellent craftsmen, stubborn, loyal, and somewhat patronizing to other races.

### 1.3.4 Ork

Orks are human-sized, with darker skin and prominent tusks. They are strong and tough, but weak-willed from generations of Theran slavery. Orks can see in the dark. However, they have a lifespan of only about 40-50 years. Orks are biologically impulsive; they suffer from a condition called *gahad*, which results in painful heartburn-like symptoms from not following their impulses. They have a reputation for “Seizing Life and Shaking It.”

### 1.3.5 Troll

Trolls average nine feet tall. An average troll can snap a member of a smaller race in half. They can see heat like Dwarves, but have a truly awful Karma stat. Trolls have two cranial horns, tusks, and deposits of bone covering their skin. Trolls have a very complex system of interlocking personal, clan, and racial honor. Trolls also have a reputation for popping heads off of windlings when annoyed.

### 1.3.6 T’Skrang

T’Skrang are lizard-like humanoids standing about five and a half feet tall. They are prone to genetic throbacks, resulting in a high degree of variability across the species. Most have prehensile tails. Some are blue, some green, some brown, and a few whitish. Some have three digits per limb, some as many as five.

T’Skrang have a reputation as braggards who put style above substance.

### 1.3.7 Windling

Windlings are tiny – no more than 2 feet tall, and frequently less than that. They can fly, using a combination of wings and magic. Also, they can see directly into astral space, the realm of magic. Since astral space has been polluted by the Horrors, this is hardly a safe experience, but it can be useful. They have an ability to store and use Karma which is unparalleled among the larger races.

Windlings have a reputation for being flighty and insincere.

### 1.3.8 Others

There are legends of other sorts of Name-giver. In particular, there are Spirits, Obsidimen, and Dragons. None of these are resident in the Kaer, and given the True Earth walls shouldn’t really have a way in.

## 2 Kaer Camrish

The characters are all residents in a moderate-sized kaer that has been sealed for the last 400 years. It was designed to house a population of in excess of 4000 Name-givers, but a swarm of diseases beginning about 200 years ago has reduced the current population to about half that. There are populations of elves, dwarfs, humans, windlings, t'skrang, trolls and orks among the kaer's residents. The kaer government is republican, based around the Council of Elders.

The core of the kaer is a huge circular cavern dedicated to living quarters and crafts. The center of the cavern is dominated by the Council Keep, a castle-like structure that doubles as a government building and a last refuge in the event of an invasion. The Council Keep is in turn surrounded by the Gardens, then a ring of plazas and shops. The outer areas of the central cavern are primarily living quarters. The cavern walls are painted to resemble a pleasant countryside of broad meadows and rolling hills. A magically-lighted "sun" fitted upon a track across the top of the cavern dome provides light and the illusion of day. As a final touch, two waterfalls tumble from ports in the cavern wall into a matched pair of rivers that flow into drains near the Council Keep. Except for the fact that the "rivers" are only about two inches deep, the illusion is quite convincing. Considering that most of the kaer population (with the exception of a few elderly elves) have never seen the outside, the meanings behind most of the murals have become a touch clouded.

Several spokes lead out from the central cavern. One leads to the entrance, long sealed with complicated magical wards. Another leads to the tiered farming areas, where the kaer residents grow fungus and plants for food. A third leads to the lizard run and the sheep and goat pens. A fourth leads to the water treatment area and reservoir. The last leads to the mines, long since abandoned thanks to the kaer's shrinking need for new ore. The old forge is located midway along the passage. No one much goes past the forge except for the trolls who actually live apart from the other name givers. They have a more primitive life style around a series of geometrical crystal formations that accreted from the depths of the mines over 300 years ago.

### 2.1 The Political Situation: Factions

The orks, who represent about half of the kaer population, have split into two factions. The Fury is comprised of Ork Power activists who claim the rest of the population are ork hating bigots who suppress them at every turn. They are balanced by the Humble, who appear to be largely embarrassed by this behavior and work to be good neighbors in the hopes of keeping tensions to a minimum.

The activities of the Fury have spawned a number of anti-ork factions among the other races. Hard feelings among these groups have led to some quantity of civil unrest and occasional violent clashes, which has in turn prompted the Council to impose harsh restrictions on public gatherings and political demonstrations. In the process, the Council has lost a substantial amount of public goodwill.

A gang of thieves nominally called The Masked have taken advantage of the current chaos to carry out crimes far more daring than their normal style. They have existed in the shadows for many years, only rarely engaging in any activity likely to draw attention. Noting the growing animosity in the kaer, they have developed the tactic of setting other factions against each other as a way of covering their own criminal behaviour.

On a less-organized basis, the local windling population has displayed a more pronounced tendency towards mischief. Though their pranks are generally written off as harmless, on at least two occasions they have touched a nerve: two headless windling corpses have been discovered in the past year, bringing to mind old troll habits of retribution from before the Scourge. The putative leader of the trolls, a shaman named He-Who-Speaks-With-Stone, refuses to comment upon the incidents.

The youngest faction in the kaer has deliberately gone out of it's way to avoid publicity. A group of dwarf scholars and librarians have been spotted lurking about, and it is rumored that they are genuinely looking for creative solutions to the kaer's current social problems. Their membership and actual goals are largely unknown, but it is taken for granted by the Councillors that they could not possibly have the best interests of the kaer at heart.

## 2.2 Important Local Figures

There are a total of about 70 Adepts in the kaer, some of them well-known but many of them obscure. The twelve Weaponsmith Adepts (of a variety of races) are the most organized of the Adepts: they have formed an impromptu guild, based at the Forge where they practice their Discipline. They number among them two Masters of the Discipline.

Beyond the two Weaponsmith Masters, there are seven other known Masters and at least one other suspected Master, comprising the Disciplines of the Swordmaster, the Warrior, the Elementalist, the Nethermancer, the Illusionist, and the Wizard. There are rumors of a windling Cavalryman Master, but no proof.

Several other Disciplines, particularly that of the Thief, are suspected to count Masters among their practitioners, though there has been no public acknowledgement of their status.

One of the most important local Adepts is the Shaman He-Who-Speaks-With-Stone, a leader in the troll community. Some years ago, he adopted five apprentices. One of his most advanced students, an Ork with close ties to the Fury, has recently been banned from the regions of the old mines where the magical crystals are found. This is a substantial penalty, as this region represents the only area of the kaer isolated enough to allow a Shaman to commune with Nature and increase his power.

## 2.3 Religion in Kaer Camrish

There are few Questors in Kaer Camrish. Certainly, there is a publicly known Questor of Garlen who is supported by the community, on the grounds that accidental loss of life in such a small population is too dangerous to permit.

## 2.4 Commerce in Kaer Camrish

Money, as such, does not exist in the Kaer. People contribute to the community because it gives them something to do. They create art because it feels like something which defies the Horrors. The Council of Elders has the power to order an adult citizen to do something, but rarely uses it, preferring to act by requests and social pressures.

The fungus fields mostly work themselves, and the rest of the work is rewarded by first crack at the less tasteless fungus. Useful or beautiful items can be traded for whatever you can get for them — other stuff, ale-chits, and so on. There's a surplus of what's available, but there isn't much available.

# 3 Glossary

**Adept** Someone who uses magic without spells. Rare people, but most heroes are of this breed.

**Astendar** Passion of Love, Art and Music.

**Barsaive** A large and fertile land, 40 days from north to south, 60 days from west to east. Was ruled before the Scourge by Therans. A map is available.

**Blood Magic** A very powerful form of magic. All great deeds are done with Blood Magic, but the price for failure can be great...

**Book of Tomorrow** A dwarven compilation of language, history and culture, designed to keep the civilization alive during the Scourge. Practically every kaer has a copy, some even have several. Created by Mabbon Destroggus, a renowned dwarven scholar.

**Calendar** The calendar used in the Kaer is divided into 12 months, Named Strassa, Veltom, Charassa, Rua, Mawag, Gahmil, Raquas, Sollus, Riag, Teayu, Borrum and Doddul. Each month has 30 days, and the five remaining days are added to the end of the year and are generally holidays. Be prepared for the GM to

**Chorrolis** Passion of Wealth, Trade, Jealousy and Desire.



**Death's Sea** A large area of molten stone in the southern Barsaive. According to a legend, Passions imprisoned Death itself underneath it, but when enough blood has been spilled on Earth, the Sea will turn into water and Death will be free to roam the land freely.

**Camrish** A medium-sized kaer located just south of the Thunder Mountains. More information is available.

**Discipline** A profession that defines the metaphor for seeing the world.

**Eliantar Messiah** The Martyr Scholar, finder of the Books of Harrow.

**Erendis** Passion of Law, Order and Work.

**Floranuus** Passion of Revelry, Energy, Victory and Motion.

**Garlen** Passion of Hearth and Healing.

**Horror** Bad Thing.

**Jaspree** Passion of Growth, Care of the Land and Love of the Wilderness.

**Kaer** An underground cave, specially designed to sustain life for several hundred years for the duration of the Scourge.

**Kearos Navarim** Founder of Thera and the Eternal Library. Main author of the 'Rites of Protection and Passage', the book which told the means of protection during the Scourge.

**Landis** A human kingdom in the south-western part of Barsaive.

**Lochost** Passion of Rebellion, Change and Freedom.

**Mynbruje** Passion of Justice, Compassion, Empathy and Truth.

**Name-Givers** Sentient beings, who have the capability to change the world via thoughts, words or deeds. Commonly these include Dwarves, Orks, Humans, Elves, T'skrang, Trolls, Windlings, Obsidimen and Dragons.

**Naming** A process in which an unique, important thing is created. The act of Naming creates a True Pattern for the object.

**Orichalcum** A magical material.

**Orichalcum Wars** A series of wars, spawning over 40 years, that spared no nation in Barsaive. Main players were the elves of Wyrn Wood, the Therans, the Dwarves of Scythia, the Human kingdom of Landis and the Crystal Raider Trolls. Marked the beginning of Thera rule in Barsaive, with Thom Edro as the first Governor.

**Passions** The 'Gods' of Barsaive. There are 12 known Passions, Astendar, Chorrolis, Erendis, Floranuus, Garlen, Jaspree, Lochost, Mynbruje, Rashomon, Thystonius, Upandal and Vestrial.

**Pattern** The magical order of things. Everything has one and it is unique to all things. Everything in the world can be connected to magical energy through its patterns.

**Questor** Someone who has devoted all his/her life to one of the Passions, living his/her life according to the ideals of the Passion. Some Passions grant their Questors magical powers, for instance the Questors of Garlen are known to possess healing powers.

**Rashomon** Passion of Endurance, Tolerance and Perseverance.

**Scourge** The invasion of Horrors to the physical plane. It began ca. 1000 TH when the last underground shelters, called kaers, closed down. It was supposed to last 500 years, but for some unknown reason it seems to have ended 100 years short.

**Shosara** An elven nation, separated from the Wyrms Wood elves long before the Scourge.

**Thera** An island located far away in the Selestrian Sea. Famous for its high degree of magic. They created the means how people could protect themselves against the Horrors during the Scourge. Rulers of Barsaive (and many other countries as well) before the Scourge, but were generally disliked due to their ruthless methods of governing, especially sanctioning of slavery.

**Thread** A strand of magical energy, 'woven' into an object, spell, person or place usually to strengthen an ability or attribute.

**Throal** A dwarven kingdom.

**Thystonius** Passion of Physical Conflict and Valor.

**Travar** A pre-Scourge city about four days from Camrish.

**True Pattern** The Pattern of important things that describes the view, history and nature of the object. For example, a person's True Pattern defines that person's abilities, talents, skills, knowledge, psychology and history. Only Named things have True Patterns.

**Upandal** Passion of Building, Construction and Planning.

**Vestrial** Passion of Good Humor and Laughter.

**Wyrms Wood** A nearly mythical place, a beautiful forest from which the Elven Queen governs all elves. The Elven Court also resides there. It's named in honor of the Dragon who is said to lair there.

## 4 House Rules

**Avoid Blow** Avoid Blow only produces a knockdown on a result worse than a Poor Success.

**Extraordinary Successes on Attack Tests** On an extraordinary success on an attack test, the minimum damage done is equal to the step number of the damage test. For example, if there is an extraordinary success on an attack test and the step for damage is 15, then if the roll is less than 15, the damage becomes 15. Totals above the step number are treated as normal.

**Defenses** It's possible to buy increases to Physical, Spell, or Social Defense. This works essentially the same way as buying attribute increases.

**Karma on Attributes** A test against Attribute + Number counts as an Attribute test. For example, an Initiative test is a Dexterity test, as is a Climbing test. This does not allow more than one point of Karma to be spent on a test.

**Thread Bonuses** Bonuses from group threads, pattern items, and the like add to steps not ranks, except in the few cases where step values are irrelevant (e.g. Durability).

**Swordmaster** It doesn't make sense for the Swordmaster to learn Missile Weapons and Throwing Weapons at low Circles; it doesn't "feel right" for them to be fighting from out of taunting range, either. We're using a somewhat alternate version...

**Shaman** Gah, what a mess. We're using an alternate version of this, too.

**Half-Magic** The default level for various minor magical abilities which a character should logically know is Attribute + half of Circle. For example, Archers can use this for making arrows, Troubadors for stringing and tuning instruments, and so on.

**Way Cool Half Magic** Nethermancers and Elementalists get some disgustingly cool Half Magic in the Magic sourcebook. I'm not quite sure what I'm doing with that yet; it may get rolled into an Enchanting skill and an Invoking Talent at 5th Circle for both of them. *April 27 Addendum:* Illusionists and Wizards get Way Cool knacks off of Thread Weaving (Spell Design, e.g.). Seems pretty balanced among the various spellcasting disciplines to give Elementalists and Nethermancers the Summoning knack off of Thread-Weaving at 5th rank, and something similarly useful (Animation or Spirit-sustained spells, perhaps) to Illusionists and Wizards at rank 9.

**Knacks** Some changes from the books: You don't need a teacher, you develop it on your own. You don't develop it as you change Circles, you do it as you change Ranks. Thus, it's based on Talent Rank, not on Circle. So any Wizard can figure out how to design spells once his Thread Weaving is at least Rank 5. This accounts for the proliferation of useful spells below 5th Circle.

**Discipline Crises** They happen. There are no rules. It's a plot and character device. If a Swordmaster backstabs somebody, or a Cavalryman eats his horse, we'll talk.

**Arcane Mysteries of Barsaive** Some of the spells and items from this book may eventually make it into game. In the meantime, feel free to player-design them and ask me to have them show up in game, or even try to character-design them.

## 4.1 Improved Swordmaster

The main disagreement was with the Thrown Weapons and Missile Weapons talents given to the Swordmaster at Second and Third Circle, respectively. In my mind the idea of ranged weapons goes against the very nature of what it means to be a Swordmaster. A true Swordmaster would never consider attacking someone at a distance, but would rather face an opponent eye to eye and, more importantly, steel to steel. Why call oneself a Swordmaster if at only your second Circle you learn how to throw a knife like some common ruffian.

Anyway, the two offending talents have been removed and replaced with new ones. The Called Shot talent (which doesn't really work well with a sword) has also been changed and renamed Piercing Strike.

"A twist of the wrist, a slip of the Blade, and your posturing is ended. Defend yourself sir! You have insulted me and I demand satisfaction. Support your gibes with steel or be silent!"

"Overconfident? 'Tis true I fear no edge, nor any foolish enough to draw a blade against me. But I merely display my prowess so that all may save themselves the embarrassment of their own spilled blood. What? Have I ever lost? Nay sir, I have only learned."j

**Important Attributes:** Dexterity and Charisma

**Karma Ritual:** To perform his/her karma ritual, the Swordmaster fences against imaginary opponents. He fights the first few duels as silent, simple exercises. In the final duel of the ritual, the Swordmaster provides sound effects, acrobatic moves, and even swashbuckling dialogue. The ritual is completed when the last foe falls.

**Artisan Skills:** Acting, Sculpture, Weapon Rune Carving

1st Circle Talents: Avoid Blow, Karma Ritual, Maneuver (D), Melee Weapons (D), Taunt (D), Wound Balance

2nd Circle Talents: Durability (7/6), Parry (D), Winning Smile

3rd Circle Talents: Heartening Laugh, Riposte (D)

4th Circle Talents: Threadweaving (Bladeweaving) (D), Trap Initiative

Karma: The Swordmaster may spend a Karma point on any Action using Dexterity only.

5th Circle Talents: Cloak Attack (D), Second Weapon (D)  
 Karma: The Swordmaster may spend a Karma point to increase the damage of any attack done with a sword.

6th Circle Talents: Disarm (D), Speak Language  
 Social Defense: Increase the Social Defense of the Swordmaster by 1.

7th Circle Talents: Resist Taunt, Second Attack (D)  
 Physical Defense: Increase the Physical Defense of the Swordmaster by 1.

8th Circle Talents: Anticipate Blow, Engaging Banter  
 Karma: The Swordmaster may spend a Karma point on any Action using Willpower only.

9th Circle Talents: Cobra Strike, Piercing Strike (D), Pin (D)  
 Spell Defense: Increase the Spell Defense of the Swordmaster by 1.  
 Initiative: Increase the Swordmaster's Initiative step by 2.

10th Circle Talents: Critical Hit (D), Whirlwind (D)  
 Karma: The Swordmaster may spend a Karma point on a Recovery Test.  
 Recovery: The Swordmaster gains an additional Recovery Test per day.

11th Circle Talents: Quickblade, Shield Beater  
 Karma: Increase the Swordmaster's Maximum Karma points by 25.  
 Recovery: The Swordmaster gains an additional Recovery Test per day.

12th Circle Talents: Defense, Life Check  
 Social Defense: Increase the Social Defense of the Swordmaster by 2.  
 Spell Defense: Increase the Spell Defense of the Swordmaster by 1.

13th Circle Talents: Champion Challenge (D), Spirit Strike  
 Karma: The Swordmaster may spend a Karma point on any Action using Toughness only.  
 Keen Blade: For a permanent cost of 2 points of damage, the Swordmaster may use blood magic to increase the Damage step of one weapon by 3 steps. In the event that this weapon is lost or destroyed, the Swordmaster regains the 2 permanent Damage Points a year and a day after the weapon leaves his/her possession.

14th Circle Talents: Multi-strike, Matrix Strike  
 Recovery: The Swordmaster gains 2 additional Recovery Tests per day.  
 Spell Defense: Increase the Spell Defense of the Swordmaster by 1.

15th Circle Talents: Ethereal Weapon (D), Vital Strike, Weapon Breaker  
 Social Defense: Increase the Social Defense of the Swordmaster by 2.  
 Spell Defense: Increase the Spell Defense of the Swordmaster by 1.  
 Hands of Lightning: For the cost of 2 points of permanent damage, the Swordmaster gains the Hands of Lightning power which permanently increases his/her Dexterity step +3.

#### 4.1.1 Parry

TALENT STEP: Rank + Dexterity

ACTION: No

SKILL USE: Yes

KARMA: Yes

STRAIN: 1

DISCIPLINE TALENT USE: Swordmaster

The Parry talent attempts to block an incoming melee attack. The Swordmaster makes a Parry Test vs. the incoming attack result. Success means the Swordmaster has fended off the attack. This talent can only be used once per round. Note: The required Karma point is spent but is not rolled.

### 4.1.2 Cloak Attack

TALENT STEP: Rank + Dexterity

ACTION: No

SKILL USE: Yes

KARMA: Yes

STRAIN: No

DISCIPLINE TALENT USE: Swordmaster

Cloak Attack is a flashy way for a Swordmaster to provide him or herself with an unorthodox second weapon and still have the advantage against an opponent. The Swordmaster arms his/her off-hand with whatever is available, to use as an entangling or distracting tool. The Swordmaster then makes a Cloak Attack Test vs. the Physical Defense of the opponent. On a success, the Cloak Attack has distracted the opponent or entangled the opponent's weapon for the remainder of that round. The target automatically loses 2 points from its Physical Defense. For every rank of Cloak Attack the Swordmaster possesses above 5, the target loses an additional +1 from his/her Physical Defense. In order to use Cloak Attack, the following conditions must be met.

- The Swordmaster's Cloak Attack rank cannot exceed his/her Second Weapon rank.
- The Swordmaster cannot use a weapon as a distracting tool.

Note: The required Karma point is spent but is not rolled. Unlike Second Weapon, Cloak Attack cannot cause damage but can be used in combination with Second Attack.

### 4.1.3 Piercing Strike

TALENT STEP: Rank + Perception

ACTION: Yes

SKILL USE: No

KARMA: Yes

STRAIN: 1

DISCIPLINE TALENT USE: Swordmaster

A Piercing Strike is a reflection of how a Swordmaster can expertly direct her attacks against an opponent's vulnerabilities. In combat, if the Swordmaster decides to use a Piercing Strike against her opponent, a Piercing Strike Test is performed vs. the target's Physical Defense.

On an Average success, the Swordmaster makes a damage test as normal but the target's armour is reduced to only three-fourths its value vs. the incoming damage. On a Good success, the target's armour is only half as effective as usual vs. the incoming damage. On an Excellent success, the target's armour is normally defeated. Half of the Piercing Strike rank is added to the damage step. When attacking Extraordinary armour, there is no damage bonus but the armour is not defeated, just reduced to one-fourth. On an Extraordinary success, the bonus to the damage step is added plus the target takes 1 automatic wound in addition to any other he/she may receive. As usual, unless specifically stated otherwise, an Extraordinary success defeats all armour.

Note: The required Karma point is spent but is not rolled.

## 4.2 Revised Shaman

Being a shaman is a great responsibility and as such should not be entered into lightly. As a shaman the adept is responsible for the spiritual well-being of the tribe. Spiritual both in the metaphorical and literal sense. The shaman must protect the tribe from harmful spirits as well as have the spirits aid in the prosperity of the tribe. Shamans deal most often with Totem spirits.

Becoming a shaman is extremely difficult. It involves a great deal more than just finding someone to teach you. For a non-tribal member it is almost impossible to

become a shaman. Beside the arduous training involved in learning any discipline, there are special ceremonies which must be completed in order for a shaman to be able to advance to each Circle. Below is the description of the ceremony that must be completed before an adept is allowed to begin training for the First Circle of the Shaman discipline.

#### **Ritual of the Totem**

It is not until the shaman student (Supplicant) has been chosen by a Totem that he can begin being taught the first Circle of the Shaman Discipline. To prove his worthiness to the spirits and to prove that he is ready to take on the responsibility of being a shaman, the Supplicant must perform the Ritual of the Totem. The Ritual of the Totem consists of several separate rites, each of which is designed to prepare the Supplicant to be accepted by the Totems and to test his determination and worthiness. Although all shamans must undergo the Ritual of the Totem the separate rites vary somewhat from tribe to tribe.

#### **Rite of Shedding**

The Ritual of the Totem begins with the Rite of Shedding whereby the Supplicant strips away all the trappings of Name-giver society (clothing, jewellery, etc.); these belongings are then burned to symbolise the start of the Supplicant's new life. This rite is performed during the first night of the new moon (this means there is no moon in the sky). This rite is performed away from the tribe with only the Shaman and the Supplicant being present.

#### **Rite of Cleansing**

In this rite the Supplicant bathes in a natural water source washing away any last remnants of his former life and purifying the body; this rite lasts at least an hour. This rite is performed away from the tribe with only the Shaman and the Supplicant present. These first two rites must be performed on the same night; the Cleansing immediately following the Shedding. During the rest of the new moon the Supplicant must remain within the Shaman's lodge meditating upon the life of a shaman and his relationship with Nature and the Totems.

#### **Rite of Scribing**

This rite takes place on the first day of the crescent moon. The Supplicant is painted with ceremonial sigils representing the six elements, the tribe and various aspects of Nature (Life, Death, Birth, Night, Day, etc.).

#### **Rite of Gifting**

In this rite the Supplicant is re-introduced to the tribe which then gathers around the Supplicant; each member then places their right hand over the Supplicant's heart and with the left hand gives him a small token representing that person's place within the tribe. This rite is not completed until every single member of the tribe has gifted to the Supplicant (babies included) but must be completed before the start of the half-moon. These tokens represent the tribe's confidence in and acceptance of the Supplicant as their future shaman.

#### **Rite of Unfettering**

During the time of the half-moon the Supplicant wears a gray robe that completely covers his entire body. During this rite the Supplicant is completely ignored as the tribe mourns the loss of a member of the tribe (the Supplicant). At the end of this time a funeral ceremony is held in which the tribe members build a large pyre. Atop this pyre is placed an effigy of the Supplicant made from branches tied with leather thongs and a few drops of the Supplicant's blood then covered with the Supplicant's gray robe. As the pyre burns the Supplicant's family members say their final good-byes to the 'deceased'. This rite represents the end of the Supplicant's former life releasing him from all ties to his birth family as he acknowledges that the entire tribe will soon become his family.

#### **Rite of Purification**

In this rite the Shaman prepares a special meal for the Supplicant. This meal contains small amounts of True Air, Earth, Fire, Water and Wood as well as the meat of various animals, special plants and herbs, insects and other such things. The True Fire contained in the meal will cause 2 points of damage which cannot be avoided. By eating this meal the Supplicant is becoming one with the elements and with Nature itself. This rite is repeated for each night of the gibbous moon. The Supplicant is not allowed to heal the damage from the True Fire until this rite is completed.

#### **Rite of Solitude**

This is the final rite of the Ritual of the Totem. The Supplicant gathers up the tribal tokens and walks out into the wilderness. The Supplicant must find a suitable place far from the paths of the tribe and other Name-givers. Once there the Supplicant marks out a six foot circle on the ground using the tribal tokens. The Supplicant then sits within the circle and waits to be chosen by a Totem. The Supplicant may not leave the circle and may only stand to perform the necessary bodily functions. The Supplicant may only drink what rain he can catch in his mouth and may only eat what food crawls onto him. During this time the Supplicant meditates upon the Nature around him, the tribe as represented by the tokens, the spirits and his responsibilities to each of them should he be accepted by a Totem. This rite rarely lasts fewer than three days but has been known to last up to two weeks. If the rites have been performed correctly and the totems deem the Supplicant worthy, a Totem will make itself known to the Supplicant (this particular encounter I leave entirely up to the GM).

Once the Ritual of the Totem is completed and the new shaman returns a great celebration is thrown as the tribe welcomes him into their hearts and lives. Now the work really begins as the new shaman starts training for the first Circle of the Shaman discipline.

#### **1st Circle**

##### **Talents**

Create Fetish\*  
Karma Ritual  
Learn Spell Pattern\*  
Shamanism (Thread Weaving)\*  
Spell Fetish  
Spell Fetish  
Spellcasting\*

#### **2nd Circle**

##### **Talents**

Astral Sight\*  
Durability (4/3)  
Spell Fetish

#### **3rd Circle**

##### **Talents**

Elemental Tongues\*  
Melee Weapons

#### **4th Circle**

**Spell Defense** : Increase the shaman's Spell Defense by 1.

##### **Talents**

Spell Fetish  
Spirit Talk\*

#### **5th Circle**

**Physical Defense** : Increase the shaman's Physical Defense by 1.

##### **Talents**

Empathic Sense\*  
Willforce

### **6th Circle**

**Totem Friendship** : When first encountered or summoned totem spirits of the shaman's personal totem automatically treat the shaman with at least a Friendly attitude. All other spirits treat the shaman with at least a Neutral attitude when first encountered or summoned (unless, of course, the GM feels there's a good reason for a different attitude, e.g. it's never a good idea to summon a fire spirit while under water). Also, all creatures of the shaman's personal totem will automatically treat the shaman with at least a Friendly attitude (again the GM may have final say).

#### **Talents**

Spell Fetish

Spirit Dodge

### **7th Circle**

**Social Defense** : Increase the shaman's Social Defense by 1.

#### **Talents**

Lifesight\*

Beast Tongues\*

### **8th Circle**

**Recovery Test** : The shaman gains an additional Recovery Test per day.

#### **Talents**

Spirit Hold

Sense Poison\*

### **9th Circle**

**Karma** : The shaman may spend a Karma Point on any action using Perception only.

**Spell Defense** : Increase the shaman's Spell Defense by 1.

#### **Talents**

Cat's Paw\*

Enhanced Fetish

Frighten

### **10th Circle**

**Recovery Test** : The shaman gains an additional Recovery Test per day.

**Spell Defense** : Increase the shaman's Spell Defense by 1.

#### **Talents**

Enhanced Fetish

Develop Animal Sense

### **11th Circle**

**Social Defense** : Increase the shaman's Social Defense by 1.

**Physical Defense** : Increase the shaman's Physical Defense by 1.

#### **Talents**

Summon\*

Summoning Circle

### **12th Circle**

**The Long Stride** : For the cost of 2 points of permanent damage the Shaman gains the Long Stride power and is able to cover a distance equal to a day's journey in only an hour. This ability may only be used once a day. To use this ability the Shaman spends one round attuning his/her spirit to Nature then begins walking in the desired direction. To an observer the shaman seems to disappear from sight but to the shaman the surroundings become a green blur (however the shaman intuitively knows where he/she is and the direction of travel). While taking the Long Stride the shaman becomes part of Nature itself and thus leaves no signs whatsoever of his/her passing.

#### **Talents**

Enhanced Fetish

Bargain with Summoned Creature\*

### **13th Circle**



**Karma** : Increase the shaman's Maximum Karma Points by 25.

**Karma** : The shaman may spend an additional Karma point on any action using Willpower or Willforce only.

**Spell Defense** : Increase the Shaman's Spell Defense by 1.

#### **Talents**

Armoured Fetish

Plant Shelter

#### **14th Circle**

**Spirit Lodge** : With this ability the shaman is able to create a special place more in tune with both Nature and the World of the Spirits. It takes a total of six days to create the Spirit Lodge. Each day the shaman weaves a different element into the construction of the Lodge and spends a point of permanent strain. These days are spent chanting and meditating while the shaman gathers the elements and combines them with the construction of the Lodge. The Lodge may be of any size though there are obvious constraints; the shaman must be able to build the Lodge by himself in 5 days. The sixth day is spent inside the Lodge while the shaman spends the final strain point to attune the Lodge to the World of the Spirits. This attunement provides the sixth and final element, Spirit.

While within the Lodge the shaman gains a +5 step bonus to his Shamanism, Spellcasting, Create Fetish, Learn Spell Pattern or any talent or half-magic that deals specifically with the spirits, e.g. Spirit Hold, Spirit Talk, Summon, etc. This bonus can be used only once per round. Regardless of the nature of astral space in the area surrounding the Lodge, astral space within the Lodge is considered Safe.

Because the Lodge exists simultaneously in both the Physical and Astral Realms it is protected from attack from either Realm and from both physical and magical attack. The Lodge has an Armour Rating equal to the shaman's Willforce step + 5 and a Damage Rating equal to 150% of the Damage Rating of the materials used, with a minimum of 50. The Lodge has a Spell Defense equal to the shaman's Spell Defense + Charisma step.

A shaman may have only one Spirit Lodge at any one time.

#### **Talents**

Armoured Fetish

Detect Influence\*

#### **15th Circle**

**Karma Fetish** : The shaman is able to create a special fetish in which he/she can store up to 25 Karma points. In order to access the Karma points the shaman must be holding the Karma Fetish. The shaman may only possess one Karma Fetish at a time. If the Karma Fetish is destroyed the Karma points are lost.

**Recovery Test** : The shaman gains an extra Recovery Test per day.

**Social Defense** : Increase the shaman's Social Defense by 1.

#### **Talents**

Armoured Fetish

Netherwalk\*

#### **Elemental Tongues**

This talent varies only slightly from the original Elemental Tongues talent. The Shaman's version grants the ability to learn 5 of the elemental tongues instead of the usual four. The fifth elemental tongue is that of Life. I know you're thinking, "What about elemental wood?" Well read the Totem information below and everything will be explained. Third Circle

#### **Armoured Fetish**

The Armoured Fetish talent is essentially the same as the Armoured Matrix talent

except that the Armoured Fetish talent adds to the Physical Armour of the fetish not just to the armour of the contained spell fetish. Thirteenth Circle

### Totems

*The following is an excerpt from a discussion between Koluanen Windsinger, Shaman of the Winding Earth tribe, and Kragg the True, the legendary troll adventurer, on the day following Kragg's completion of the Totem Ritual.*

"Come, *Bestani* , it is time for you to learn the truth of the world.

I know that you were taught that there are five Elements. Those of the Outside believe this because they have removed themselves from the world and thus it's truth. They build their mighty cities over the corpses of the land; they force their Names on the world never bothering to learn the Names the world gives itself. Those of us who live in harmony with the world can still hear the First Names and understand the Truth. First I will start by explaining that what you have called True Wood is not a True Element at all.

Ha! Such a look of shock. Don't worry you were close to the Truth. Surely you didn't believe that there was an Element representing plant life without an Element representing all the other forms of life? What you call True Wood is only one manifestation of the True Element of Life. Ah, you sense the truth of it, don't you? I knew you would, that's why I accepted you as *Bestani* .

As I have explained to you before, the World exists as a shifting balance of opposing elements. Before, you probably assumed some complex relationship between what you thought were the five True Elements. That's understandable. However, I can see that now you know that such a balance isn't possible, that some factor is missing. Of course, you're right. The missing factor is the sixth Element. Ha! By the Swift One's Eyes, I shall never tire of seeing that look on your face, *Bestani* .

Yes, there are six True Elements. The sixth Element is Spirit, Spirit to balance Life. We call the Six Elements, the Flower of the World or the Amaranth. The Amaranth was the flower from which all things were and are created. It has six petals, each one representing one of the Elements and each one balanced against its opposite; Fire and Water, Earth and Air, Life and Spirit.

Now that I have shown you the foundation of our beliefs, I will now explain to you the nature of spirits and most importantly of Totems.

All spirits are the conscious manifestations of one or more of the Elements. There are what you call elemental spirits, those of Air, Earth, Fire and Water. There are also the ally spirits of the Nethermancers, they are the manifestations of Spirit. Lastly there are Totems, the spirits of Life itself; you're wood elementals are Totems.

For now I will concentrate on the Totems. There are Totem spirits for every kind of life that exists in the world; fox, bear, adder, brithan, ice-flyer, all of them. The Totems are the absolute personification of the totality of the life they represent. For example, the Totem of Wolf represents everything that it is to be a wolf as well as representing all wolves that do or have ever existed. Don't misunderstand, there are countless wolf Totems, each one different from the others but all representing Wolf. This just reflects the vast variety and complexity of Life.

All Totems are Named yet are not absolute individuals as they represent all creatures of their nature. As a mage I once met would have said, "Totems are a singularity of multiplicity". Because Totems are Named but not individual, this affects how we are able to summon and interact with them. But we can talk more of that tomorrow."

\*\*\*\*\*

Totem spirits are Named spirits but they are not singular entities. Totems are similar to elementals; they are the very essence of whatever aspect of Nature they represent

e.g. the Wolf totem is the personification of the spirit of all wolves. Because totems are not individuals in this sense a shaman does not need a Pattern Item in order to summon one. All a shaman requires to summon a totem spirit is a totem fetish and the Summon talent. A totem fetish is created using the Create Fetish talent. To create a totem fetish the shaman must first spend an hour constructing the fetish's physical form. The totem fetish must be made of materials related to the totem's nature e.g. a Bear fetish could be made from bear claws, fur collected from a bear den, fish bones and berries. Next, the shaman must imbue the essence of the totem into the fetish by spending another hour meditating on the totem itself. At the end of this hour the shaman makes a Create Fetish Test against a difficulty of 12. If the test succeeds the shaman can then use the fetish to summon the totem to which it has been attuned. If the test fails, the shaman can try again in 24 hours but must start from the very beginning. A separate totem fetish must be created for each type of totem the shaman wishes to summon.

### **Strength 1 Totem Spirit**

These statistics represent a Strength 1 totem spirit. The spirit possesses powers common to all totem spirits. Note that this is only one possible configuration of a Strength 1 totem spirit. Gamemasters should feel free to determine the powers of totem spirits to suit their campaigns.

**DEX** 7-10 **STR** 5-8 **TOU** 5-8

**PER** 8-10 **WIL** 7-9 **CHA** 7-9

**Initiative:** 6-14 **Physical Defense:** 12 (15)\*\*

**No. of Attacks:** 2 **Spell Defense:** 10

**Attack:** 9-12 **Social Defense:** 10

**Damage:** 8-11 **Armour:** 8-10

**No. of Spells:** 2 **Mystic Armour:** 6

**Spellcasting:** 10-12 **Knockdown:** 6-9

**Effect:** see below **Recovery Tests per day:** 4

**Death Rating:** 34-46 **Combat Movement:** 120-180

**Wound Threshold:** 9-13 **Full Movement:** 240-360

**Unconscious Rating:** 26-39

**Karma Points:** 15 **Karma Step:** 5

**Powers:** Astral Sight 9-11, Bestow Aspect, Dominate Beast 8-10, Heal Creature 6-9, Summon

**Legend Points:** 300-400

**Equipment:** none

**Loot:** none

\*\*The number in parentheses refers to the totem's Physical Defense when physically manifested.

Notes: Totem spirits gain 1 additional spell and 1 additional attack for every 2 point increase in their Strength ratings, up to a maximum of 8 attacks and 5 spells. Totem spirits also gain a 1 point increase to their DEX step and Physical Defense for each 2 point increase in their Strength rating. All standard Strength rating related increases apply as well.

**Totem Powers** (\*\* denotes powers that all totems get automatically)

**Totemic Portal** The Totemic Portal power is available only to totem spirits with a Strength rating of 9 or higher. This power enables a totem to create a portal through which Name-givers can enter the Totemic Planes. A totem can only open a portal to its own plane. The totem must spend a simple action to use the power and the portal

lasts a number of minutes equal to the totem's Strength rating multiplied by five.

**Astral Sight** (pg. 80)\*\*

**Empathic Sense** (pg. 81) - Available only to totems with a Strength rating of 2 or higher.

**Find** (pg. 82) Available only to totems with a Strength rating of 3 or higher.

**Karma** (pg. 82)

**Lifesense** (pg. 82) Available only to totems with a Strength rating of 2 or higher.

**Manifest** (pg. 82) Available only to totems with a Strength rating of 3 or higher.

**Possession** (pg. 83) Available only to totems with a Strength rating of 5 or higher.

**Spells** This power is available only to totem spirits with a Strength rating of 3 or higher. Totem spirits may only cast spells that deal with the environment their creatures live in or with the creatures themselves. Generally, totem spirits can cast spells of only the Shaman discipline, though some powerful totem spirits can cast spells of the Elementalist discipline. For those truly powerful totem spirits that can cast spells of both disciplines, a different Spell power for each discipline spell type is required. All other rules pertaining to the Spells spirit power apply.

**Bestow Aspect** \*\* The Bestow Aspect power is available only to totem spirits. This power enables a totem to grant a shaman one aspect of its nature or one of its powers. These aspects would be various powers or abilities that would be dependent on the type of totem summoned e.g. Wolf could grant a heightened sense of smell, Turtle could grant armour, etc. A bestowed aspect lasts a number of hours equal to the totem's Strength rating while a bestowed totem power will only lasts a number of minutes equal to twice the totem's Strength rating. The bonus gained from a bestowed aspect cannot exceed the totem's Strength rating. While the shaman is affected by this power he/she manifests physical characteristics suitable to the nature of the totem summoned.

**Summon** \*\* The Summon power is available only to totem spirits. This power enables a totem to summon all creatures of its nature within a radius (in miles) equal to its Strength rating. Whether or not there are any such creatures within the radius is entirely up to the GM. How soon the creatures arrive depends on their individual movement rates and their distance from the shaman when summoned. Unless otherwise instructed by the Shaman (via the Beast Tongues talent) the summoned creatures will defend the shaman for a number of minutes equal to the totem's Strength rating multiplied by 5. Any instructions or requests by the shaman must be able to be completed within the duration of the Summon power.

**Totem Curse** Step Number: Willpower step + Strength rating. This power is available only to totems with a Strength rating of 7 or higher. This power enables a totem to curse the target so that all creatures of its nature will treat the target with a negative attitude. To use this power the totem makes a Totem Curse Test against the target's Spell Defense. An Average success will lower the creatures' attitudes one level, a Good success lowers it two levels, an Excellent three levels and an Extraordinary lowers the attitude four levels. The Totem's Curse lasts for a maximum number of weeks equal to the totem's Strength rating. Once a creature of the totem is encountered that individual creature's attitude can change depending on the interaction between it and the target of the Curse. It's up to the GM what happens if this power is used against Cavalrymen or Beastmasters.

**Totem Blessing** - Step Number: Willpower step + Strength rating. This power is available only to totems with a Strength rating of 7 or higher. This power enables a totem to bless the target so that all creatures of its nature will treat the target with a positive attitude. To use this power the totem makes a Totem Blessing Test against the target's Spell Defense. The totem can raise the level of attitude of its creatures toward the target by any amount it wishes. The Totem's Blessing lasts for a maximum number of weeks equal to the totem's Strength rating. Once a creature of the totem is encountered that individual creature's attitude can change depending on the inter-

action between it and the target of the Blessing.

**Chameleon** - This power works in a similar manner to the Talent of the same name.

**Dominate Beast** \*\* This power works in a similar manner to the Talent of the same name except that a totem may only dominate a beast of its own nature.

**Heal Creature** \*\* This power is similar to the Heal Animal Servant talent except it applies to all creatures of the totem's nature.

**Howl** - This power works in a similar manner to the Talent of the same name. The nature of the sound would depend on the type of totem using the power. This power is only available to totems with a Strength rating of 4 or higher.

**Incite Stampede** - This power works in a similar manner to the Talent of the same name except the totem can make the Incite Stampede Test after only one round. This power is only available to totems with a Strength rating of 4 or higher.

**Lizard Leap** - This power works in a similar manner to the Talent of the same name.

**Sense Poison** - This power works in a similar manner to the Talent of the same name. This power is only available to totems with a Strength rating of 4 or higher.

**Sprint** - This power works in a similar manner to the Talent of the same name.

**Thought Link** - This power works in a similar manner to the Talent of the same name. This power is only available to totems with a Strength rating of 5 or higher.

**Tracking** - This power works in a similar manner to the Talent of the same name. This power is only available to totems with a Strength rating of 2 or higher.

**Venom** - This power works in a similar manner to the Talent of the same name. This power is only available to totems with a Strength rating of 5 or higher.

# Combat Reference Sheet

## Combat Options

**Agressive Attack (200)** +3 Steps to Attack and Damage Tests, +3 Attack Steps for Opponents, 1 Strain

**Attack to Knockdown (200)** Use (Damage Test Result - Armor) as Difficulty Test for Knockdown

**Attack to Stun (200)** Stun Damage Cannot Kill: It puts the enemy in a coma. Add the enemy's Willpower Step to his first Recovery Test while in the coma.

**Called Shot (200)** Attempt to hit an Exact Spot. -3 Steps to Attack Test

**Defensive Stance (200)** Physical Defense +3, All Steps -3 for Combat Round

**Giving Ground (201)** For every 3 ft. yielded, +1 to Physical Defense. Max yield is 3ft. x Rank in Melee Weapons. 1 Strain

**Going Inside a Shield (201)** Attempt to Ignore Opponent's Shield. If win Initiative, success. If not, -2 Steps to Attack Test

**Splitting Movement (201)** -2 to Physical Defense for the round

**Overwatch** Forfeit action in first round, second round may act at any time. May be in Overwatch for more than 1 round. 1 Strain per minute.

**Resist Spell** Willpower +3 Steps to resist spells and other powers. 1 Strain

## Situation Modifiers

**Blindside Attack (202)** +2 Attack Steps

**Cover [Full or Partial (197)]** Full: No Missile Attack Possible; Partial: -2 to Attack Step of Ranged Attacker

**Changing Declared Action (193)** +2 to all Difficulty Numbers (same as Held Action)

**Darkness (202)** Reduce all Steps by 3 unless character has low-light vision, etc.

**Harried (202)** Reduce all Steps by 2 (Harried = 4 Simultaneous Attackers)

**Knocked Down (202)** -3 to Physical and Spell Defenses, Reduce all Steps by 3

**Range (196)** Short: No Penalty; Medium: -2 Attack, Damage Steps; Long: -3 Attack, Damage Steps

**Surprised (202)** Cannot attack and suffer -3 to Physical and Spell Defenses

## Types of Combat

**Aerial: Swooping Attack (199)** Must Split Movement (-2 Physical Defense); Attacking a swooping opponent requires winning Initiative and then holding the action (+2 Difficulty Number)

**Grappling an Opponent (197)** Must have a Good Success on Unarmed Combat Test vs. Physical Defense. To break the hold, must make an Unarmed Combat Test vs. the Successful Roll of above

**Mounted: Charging with a Lance (198)** Must Split Movement, Add Strength of Mount to Damage Step. If attack is successful, attacker must make a test to stay mounted (see below)

**Mounted: Staying Mounted** Make Strength Test vs. Toughness Step of hit target. Failure is to be thrown, taking Step 5 falling damage

**Mounted: Melee Weapon** If Attack is successful, must make Strength Test vs. Toughness Step of hit target. Failure means attacker has dropped his weapon

**Set vs. Mounted Charge** Must have a 7 ft. long weapon (i.e. spear or lance) and win Initiative. If a Good Success on Attack Test, he knocks the mounted character off. Damage Step is normal Damage Step plus the Strength Step of the Mount

**Throwing an Object to a Spot** Use Throwing Weapons Test; Difficulty Number is  
7 + Range Modifiers

# Combat Order

## Talent Types

1. Talents which affect Initiative (Air Dance, Tiger Spring)
2. Talents which last the entire current round+ and do not take an action (Acrobatics, Battle Shout)
3. Talents which take effect on your Initiative (Melee Weapons, Spellcasting)
4. Talents which are used as they are needed (Avoid Blow, Riposte)
5. Talents which are non-combative in nature (Karma Ritual, Spell Matrix)

## ED Combat Order

1. Declare General Actions
  - Decide Combat Option (Normal, Aggressive, Split Movement, etc.)
  - Announce any Talent Types 1 or 2 to be used.
  - Review character's statistics (i.e. Does my character have wounds?)
2. Roll Initiative. Use Type 1 Talent if applicable.
3. Communication and Round-Long Talents
  - Communication in the form of short sentences (i.e. "I'm circling left!") should be uttered here and NOT before Declaring General Actions.
  - Any Type 2 Talents [see (1) above] are rolled as the combat round begins. Success is determined immediately.
4. Initiative Countdown
  - If simultaneous, either move together or higher Dexterity goes first.
  - On your initiative, perform your action (unless you decide to hold it). Don't forget to move if you wish to do so.
  - You can also communicate with the other PCs in the form of short sentences (i.e. "I'm in some real trouble over here!").
  - Here, Type 3-5 Talents and their actions are resolved. Type 4 Talents are used as they are needed.
5. End the Combat Round: Take care of any business that happens at the end of the round (i.e. fires burning out of control, players out of control, etc.)