

AGE OF AMBITION



Fantasy Roleplaying in an
Age of Promise or Peril



Fantasy Roleplaying in Changing Times

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*This book is dedicated to all those players,
past and present, who over the years have
participated in one of our campaigns.*

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Table of Contents

Table of Contents..... 3

Introduction 7

The World of Trystell..... 7

Themes..... 8

Recommended Reading.... 8

Playing the Game 9

Actions..... 9

New to Roleplaying Games?9

What is Saga Machine?10

Glossary 11

Characters..... 13

Understanding Characters. 13

The Eight Stats 13

Skills 14

Traits 15

Scores 16

Lifepath Walkthrough 17

Birth Fortune 17

Origin 17

Coming of Age 17

Career..... 17

Finishing Touches..... 17

Character Creation 18

Overview..... 18

Assorted Tables 20

Injury Table..... 20

Madness Table..... 21

Birth Fortune 22

Origins 25

Origin Tables..... 25

Peoples Table..... 25

Religions Table..... 25

Foundational Events Table. 26

Coming of Age 30

Name and Age..... 30

Assign Stats 30

Starting Equip. & Lang. 30

Youthful Ambition 30

Careers 31

Career Steps 31

Career List..... 31

Finishing Touches..... 32

Gathering the Party 32

Starting Age 32

Scores 32

Hearth & Coin 32

Creed & Idiosyncrasy 33

Personal Weakness..... 33

Ambitions 33

Begin Play! 33

Character Advancement . 34

Ambitions 34

What Makes a Good Ambition? 34

Experiences 35

Other Awards 35

Group Experience Pool..... 35

Peoples..... 37

Dwarves 37

Hybrids 37

The Ancestral Subconscious... 38

About Dwarves..... 38

Elves 39

Sea Elves..... 39

The Elven Senses..... 39

The Elven Secret 39

About Sea Elves 40

True Elves..... 40

Wild Elves..... 41

About True Elves 41

About Wild Elves 41

Gnomes..... 42

Aqua Gnomes 42

The Voice of Eios..... 42

Handler Gnomes..... 43

About Aqua Gnomes 43

About Handler Gnomes 43

Tinker Gnomes 44

About Tinker Gnomes 44

Humans 45

Being Human 45

About Humans 45

Minotaurs..... 46

Brawny Minotaurs..... 46

Herd Mentality..... 46

About Brawny Minotaurs 46

Canny Minotaurs 47

About Canny Minotaurs..... 47

Ogres..... 48

Goblins 48

The Ogre Mindset 48

High Orcs 49

About Goblins..... 49

Hobgoblins 50

About High Orcs..... 50

Orcs 51

About Orcs..... 51

About Hobgoblins 51

Trolls 52

About Trolls..... 52

True Ogres 53

About True Ogres 53

Careers..... 55

Career Attempts 55

List of Careers 55

Agitator..... 56

Captive..... 58

Engineer..... 60

Entertainer 62

Laborer..... 64

Mage..... 66

Missionary 68

Ne'er-do-well..... 70

Pioneer..... 72

Scholar..... 74

Sellsword..... 76

Tradesman..... 78

Zealot..... 80

Skills & Traits 83

Skills..... 83

Skill Ranks 83

Purchasing Skills..... 83

Skill List..... 83

Trades..... 86

Common..... 86

Gentle 87

Noble 87

Tradecraft Substitution 87

Fighting Styles 88

Berserker-style 88

Brawler-style..... 89

Dual Wield-style 90

Fencer-style 91

Guard-style..... 92

Heavy-style..... 93

Pikeman-style..... 94

Shadows-style..... 95

Skirmisher-style..... 96

Sniper-style 97

Tactician-style 98

Warcaster-style 99

Arcane Lores..... 100

Kalid Lores 100

Lores of Communication.. 100

Lores of Divination..... 102

Lores of Harm 103

Lores of Healing 104

Lores of Illusion..... 105

Lores of Mentalism..... 106

Lores of Necromancy..... 108

Lores of Shapeshifting..... 109

Raising Other Undead..... 109

Lunar Lores 110

Lores of Air..... 110

Example Forms..... 110

Lores of Earth 112

Lores of Enhancement 113

Lores of Fire 114

Lores of Movement..... 115

Lores of Protection 116

Lores of Telekinesis 118

Lores of Water 119

Traits 120

Trait Format 120

Purchasing Traits 120

List of Traits 120

Weaknesses 128

Equipment..... 135

Money..... 135

Coins, Status & Labor..... 135

Cost of Living..... 135

Carrying Characters..... 136

Encumbrance 136

Being Encumbered..... 136

Containers..... 136

Availability 136

Buying & Selling 137

Equipment Properties... 137

Encumbrance Properties.. 137

Equipment Quality 137

The Right Tool for the Job... 137

Damage From Arrows... 138

Weapons..... 138

Damage and Strength..... 138

Damage Types	138	Boosting Willpower.....	166	Creatures.....	197
Weapon Properties	139	Outside Combat	166	Society.....	199
Bowstrings & Strength	139	Reactions.....	167	Magic.....	200
Melee Weapons	140	Movement.....	168	Religion.....	201
Ranged Weapons.....	140	Move Score	168	History.....	201
Matchlock Firearms.....	141	Engaging and Disengaging	168	Cosmology.....	202
Weapons, Armor & Size	142	Difficult Terrain	168	Regions of the World.....	202
Armor.....	142	Obstacles.....	168	History.....	204
Armor Properties.....	142	Sneaking.....	168	The Beforetimes	204
Apparel.....	143	Using a Grid.....	168	Dawn of History	206
Prosthetics	143	Other Actions.....	169	A History of Technology	207
Containers.....	144	HP & Grave Wounds ...	170	The Golden Age	208
Miscellanea	144	Damage.....	170	The Dark Ages.....	209
Animals & Travel.....	146	Healing Damage	171	Lunar Occupation	211
Food & Accommodations	147	“Not Until It’s Over” Rule...171		Years in the Wake	212
Magical Reagents.....	147	Grave Wound Conseq.	172	Calendar.....	214
Potions & Sticks.....	148	Magic.....	177	Standard Calendar	214
Healing Herbs	148	Traditions	177	Astrology	214
Poisons	149	Kalid Magic.....	177	Other Calendars.....	215
Saga Machine.....	151	Lunar Magic.....	177	Language.....	216
Overview	151	Other Magics	177	A History of Language	216
Always Round Down.....	151	Magical Training	178	Demographics	216
Units of Measurement	151	Mystic Affinity	178	Population by Region	217
Actions	152	Reagents.....	178	Population by People.....	217
Card Values	152	Second Sight	178	Life on Trystell.....	218
Target Numbers	152	Dispelling Magic	178	Agriculture	218
Action Convention.....	152	Spell Casting	179	Arts	218
Margin of Success or Failure	153	Magical Theory.....	181	Currency.....	218
Boons & Banes.....	153	Four Universal Laws.....	181	Deforest. & Naval Power.	219
Skills	153	Soul Stuff	182	Urban. & Mercantilism ...	219
Flushes	154	Arcane Conductivity	182	Mechanization.....	219
Group Effort	154	Magic in Society	183	Magic.....	219
Opposed Actions.....	154	Spell Legality.....	183	Printing.....	220
Extended Actions	154	Religion & Magic.....	183	Seafaring	220
10-Flips.....	154	Archmagery.....	183	Trade Routes	220
The Rule of Three.....	155	Society & Influence. 185		Warfare	220
Luck	156	Influence	185	Politics	220
Drawing the Joker	156	Using Influence	185	Religion.....	221
Playing Face Cards	156	Gaining Influence.....	185	Crono	221
Pushing Your Luck	156	Status	186	Eios.....	222
Consequences.....	156	Strata and Standing	186	Linquad.....	224
Effects of Consequences ..	156	Labor and Cost of Living	187	Zuraic	225
Duration of Consequences	156	Changing Status	187	The Old Ones	226
Stacking Consequences....	157	Influence From Status	187	Other Religions.....	227
Consequence Examples ...	157	Bond Advice.....	188	Organizations.....	228
The Rule of Three.....	157	Bonds.....	188	Circle of Honor.....	228
Game World Consequences.....	157	Types of Bonds.....	188	Brotherhood of the Form	228
Combat.....	159	Calling Upon Bonds.....	189	Consortium	229
Rounds.....	159	Exploiting Bonds.....	189	Kalid’s Guild	230
Beginning of the Round..	159	Social Interaction.....	190	Lanstrin League of Tech.	231
Action Points.....	159	Persuasion.....	190	Modin.....	232
Turns.....	159	Socializing.....	190	Society for Lunar Magic Pres	233
Fast Turns vs. Slow Turns.....	160	Social Challenges.....	190	Soldiers of the Field	234
Surprise	160	Opposed Social Challenges.....	191	Gazetteer	235
Attacks	161	Downtime	192	Bala’umn	235
Attack Score	161	The Basics.....	192	Cebul	235
Making an Attack.....	161	Downtime Activities.....	192	World Map.....	236
Attack Options & Circum.	162	World of Trystell ... 197		Cymqued Ocean	238
Area Effects and a Grid.....	162	Player’s Primer	197	Desolation.....	238
Defense	166	Overview.....	197	Eoris.....	239
Defense Flips.....	166	Player Characters.....	197	Fonlelial	239
Boosting Defense	166	Peoples	197	Glimgildral.....	240
Willpower	166	Magic.....	197	Graundaur.....	240
Willpower Flips.....	166			Grichom.....	241

Gulf of Cad.....	241	Bringing Combat to Life.....	267	Scholar.....	292
Gulf of the Deep.....	242	Run Away!.....	267	Sellsword.....	292
Kaluhn Wildseas.....	242	Running the World.....	268	Zealot.....	292
Licad.....	243	Tracking Change.....	268	Designing Foes.....	293
Muno'che.....	243	Using Status.....	268	Creatures.....	294
Na Wilderness.....	244	Using Bonds.....	269	Animal.....	294
Quaklon.....	244	Downtime.....	269	Dire Animals.....	295
Quaris Ocean.....	245	Situations & Challenges.....	270	Awakened Tree.....	296
Rasonic Ocean.....	245	Avalanches & Cave-ins.....	270	Cockatrice.....	296
Richoo Drylands.....	246	Diseases.....	270	Chimera.....	297
Rouh.....	246	Drowning & Suffocation.....	271	Dolderit.....	297
Suethron Lands.....	247	Falls & Collisions.....	271	Elemental.....	298
Vegliat.....	247	Flames.....	271	Gargoyle.....	300
Vognash Sea.....	248	Flashbacks.....	272	Ghost.....	300
Waladur.....	248	Forage.....	272	Ghoul.....	301
Yirdril Lands.....	249	Investigation.....	272	Homunculus.....	301
Zompar.....	249	Maladies.....	273	Kalid.....	302
Cosmology.....	250	Poisons.....	273	Kapre.....	302
The Moons.....	250	Drinking Contests.....	273	Lycanthrope.....	303
Times of Ill Alignment.....	250	Sleep Deprivation.....	276	Naga.....	304
The Stars.....	251	Starvation & Dehydration.....	276	Nagual.....	305
Other Planes.....	251	Stealth.....	276	Skeleton.....	305
The Eye of Maoh.....	251	Temperature Extremes.....	276	Tikbalang.....	306
Game Mastering....	253	Travel.....	276	Vampire.....	306
Forward-facing Fantasy.....	253	Underwater Activity.....	277	Zombie.....	307
The Changing World.....	253	Artifacts.....	278	Consequences.....	309
Inspiration.....	254	Kalid Magic Artifacts.....	278	Bleeding.....	309
Plot Hooks.....	255	Lunar Magic Artifacts.....	280	Bolstered.....	309
Running the Lifepath.....	256	Designing New Artifacts.....	281	Dazed.....	309
Running Session Zero.....	256	Bestiary.....	283	Desire.....	309
Point-Buy Char. Creation.....	256	Stat Blocks.....	283	Disabled.....	310
The Shopkeeper Rule.....	256	Villain & Minion Listings.....	283	Dying.....	310
GM Lifepath Tables.....	257	Creature Traits.....	284	Exhausted.....	310
Unusual Birth Fortunes.....	257	Non-Humanoid Grave Wo.....	285	Fear.....	310
Unusual Events Table.....	259	People.....	288	Fixated.....	310
Artifact Tables.....	261	Agitator.....	288	Grave Wound.....	311
Running a Session.....	262	Assassin.....	288	Hidden.....	311
TNs: Open or Secret?.....	262	Bandit.....	288	Hindered.....	311
Planning Challenges.....	262	Bodyguard.....	288	Prone.....	311
GM Hands and Luck.....	263	City Watch.....	289	Stun.....	311
Handing Out Awards.....	263	Commoner.....	289	Appendix: Dice.....	313
Facing Defeat.....	263	Engineer.....	289	Resolving Actions.....	313
Planning a Campaign.....	264	Entertainer.....	289	10-Flips.....	314
Campaign Premises.....	264	Kalid Mage.....	290	Random Suits.....	314
The Buy-in Rule.....	264	Lunar Mage.....	290	Luck.....	314
Foreshadowing.....	265	Merchant.....	290	Spending Luck.....	314
Running Combat.....	266	Missionary.....	290	GM Luck.....	314
Defense Flips.....	266	Ne'er-do-well.....	291	OGL 1.0a.....	315
Tracking Action Points.....	266	Noble.....	291	Lifepath Worksheet.....	316
Tracking Consequences.....	266	Pioneer.....	291	Character Sheet.....	317
Combat Grids.....	266	Pirate.....	291	Index.....	318
Keep it Simple, Stupid.....	266	Ruffian.....	292		





Introduction

In which a preface is given, questions answered and a new journey begins

Chances are you've read books or played games where fantasy heroes set out in search of gold and glory, plundering tombs or battling dark lords.

This is not exactly one of those games.

It is a game about what happens afterward, when a fantasy world evolves beyond sword and sorcery, advancing culturally and technologically into a new age. This is a game of forward-facing fantasy, where heroes don't so much plunder the past as pioneer the future, braving a perilous and uncertain new era, full of hope and trepidation. The answers they seek won't be found in some musty old tomb. The answers are theirs to create.

So strap on your breastplate and pick up your pistol. There are discoveries to make, wrongs to right, tyrants to overthrow and new social orders to trial!

The World of Trystell

Age of Ambition is set in the fantasy world of Trystell. It is a large moon, orbiting a gas giant and inhabited by several intelligent peoples, ranging from humans and dwarves, to minotaurs and ogres.

Trystell is home to two magical traditions, one involving the extraction of magical energy from creatures called kalids, and another which derives its magical energy from enigmatic devices left behind by the Lunar Occupation.

Socially and culturally, Trystell is rapidly advancing from its equivalent of Earth's Middle Ages, into what might be called the Early Modern era. This is giving rise to new ways of thinking, and to advances in both magic and technology.

In many ways, Trystell is intended to be a recognizable world in the fantasy gaming tradition. This allows players and game masters to draw on common fantasy tropes and to push past those tropes by asking the question: What comes thereafter?

Groups might choose to play these out in a self-aware manner, tropes might subverted to confront serious questions about social change and technological progress, or the game can be played straight for an exciting and perilous time in the new fantasy era. The choice is yours!



Themes

Age of Ambition draws on a number of prominent themes that reoccur throughout the game and help set it apart from common fantasy. The most important of these are briefly addressed below.

Everything changes. The world is changing, evolving from sword and sorcery into something more modern. The feudal system is falling apart and new systems of thought are taking hold. Similarly, characters also change, sometimes unexpectedly evolving from one archetype to another, or growing to hold different views.

Hope and trepidation. In a world where the future is uncertain, it's looked to with a mixture of anticipation and fear. Times of great change represent not only the chance for great progress, but also the possibility of great suffering.

Everything comes with a price. This is a game of shifting, morally ambiguous and sometimes hard choices. Characters are not just larger-than-life caricatures, they should have relatable motives and flaws.

Nothing exists in a vacuum. Everything affects something else, often in surprising and unexpected ways. The lifepath ensures that player characters begin with a full history and with connections to the world around them. They don't just change the world, the world changes them.



Recommended Reading

Fantasy is a wide and varied genre, but below we have selected a few book series that we feel provide ample inspiration when running or playing in an *Age of Ambition* campaign.

The Dagger and the Coin: This pentalogy by Daniel Abraham tells the story of a tyrant's rise to power, the introduction of new financial ideas to a fantasy world and the return of an ancient evil to an age that's long left it behind.

Discworld: Although it is a comedic fantasy series, these well-known books by Terry Pratchett nevertheless excel at depicting social and technological progress in a fantasy world. Of particular interest are the later books starring the City Watch or Moist von Lipwig (*Guards! Guards!*, *The Truth*, *Going Postal*, etc.)

First Law: This grimdark series by Joe Abercrombie is noteworthy in how it cleverly inverts common fantasy tropes. It also seamlessly portrays both how the world has progressed from the Old Times, and yet how things never change. Of particular interest are the social changes in *The Age of Madness*, the third trilogy.

Gentleman Bastard: This series by Scott Lynch follows the exploits of the Gentleman Bastards, a group of con artists who ply the streets of Camorr, a vaguely Venice-themed fantasy city. Of particular interest is the third novel, *Republic of Thieves*, which is a rare portrayal of democracy in a fantasy setting.

Powder Mage: This flintlock fantasy series by Brian McClellan presents a world just entering the Age of Revolutions. Of particular interest is how magic has advanced alongside technology and social progress in the series. The books also focus on the struggles of creating new social institutions in a world dominated by the old.

Playing the Game

To play *Age of Ambition* you will need a group of friends, writing utensils, some paper and a few decks of poker cards—ideally one for each player. For those who aren't inclined to game with cards, a dice-based alternative is provided as an appendix (see page 313).

Play is designed to take place in one or more game sessions. A few hours one evening for a session should suffice.

Actions

During the game, each player will declare actions taken by her character. When an action might fail in an interesting way, the GM should call for a flip to determine the result. To do this, the player flips a card from the top of her deck and adds its value to her relevant stat. For example, if the GM called for a Strength flip, she would add her character's Strength value.

If this total meets or exceeds a target number (TN) set by the GM, the action is successful. However, if the total falls short, the attempt failed in some way. For a complete description of the action mechanic, see page 152.

Card Values

Every card has a set value as follows:

- ✦ **Value Cards:** Ace through 10 are worth the value printed on the card. This means that aces are low and worth one.
- ✦ **Face Cards:** Face cards (jack, queen and king) are worth a value equal to your character's Luck score.
- ✦ **Jokers:** Any time a joker is used to resolve an action, the result is a critical failure. That means the GM gets to declare that something extra bad happens. Regardless, discard your hand, shuffle your discard pile into your deck and draw a new hand equal to your Luck.

New to Roleplaying Games?

My friend, you are in for a treat! Tabletop roleplaying games (RPGs) are a wildly fun and collaborative hobby where you, and a handful of your friends, weave exciting tales of adventure. That said, there is more to the hobby than we could reasonably cram into this humble introduction. We recommend that you hop onto the internet right now and do a quick search. This will tell you more than we ever could in these few pages. Then, once you've gotten an idea of how tabletop roleplaying games work, come right back and explore the *Age of Ambition*. Good gaming!

Boons & Banes

Circumstances can make some flips easier or harder. Positive circumstances grant one or more boons (+), while negative circumstances impose one or more banes (−). For each of these, flip an extra card off the top of the deck. Boons allow you to discard your choice, usually leaving the better card to resolve the flip. Banes, on the other hand, force you to discard the best card, thus leaving you with the worse card to resolve the flip.

Boons and banes do not cancel out! Instead, flip extra cards for each and then discard the highest and lowest cards, as appropriate.

Flushes

If multiple cards are played due to boons and have matching suits, you may choose to play all cards with that suit instead of a single card. This is called a flush. In this case, choose the suit and add together the value of all cards with that suit.

Hands

You will have a hand of cards which you may use to influence the outcome of flips. After a card is flipped off the top of the deck, you may play a card from your hand as a boon. This is particularly useful for making flushes!

Do not redraw when a card is played from your hand. Instead, your hand will refresh when a joker is used to resolve a flip.

Consequences

Actions will often result in consequences, which are lasting status effects that affect either a particular character or part of the scene. These can be used to represent anything from bleeding to being uncontrollably angry, or from being knocked down to being overcome with fear.

✦ A list of common consequences is provided as an appendix, see page 309.

What is Saga Machine?

Saga Machine is the tabletop role-playing system used by *Age of Ambition*, *Shadows Over Sol*, *Against the Dark Yogi* and *Dime Adventures*. It combines an exciting action mechanic with meaningful consequences.

The rules of every *Saga Machine* game are tailored for that game's genre and themes, adapting a solid core and bringing in custom-made supporting subsystems. This strikes a balance between the ease of going from one *Saga Machine* game to another, and the rules being tailored to the genre.

Various incarnations of *Saga Machine*, including this one, have been released under the Open Game License (OGL) and are available for use in third-party games.



Glossary

The following terms and acronyms are used throughout *Age of Ambition*.

- ✂ **Action:** Any task performed by a character. In the combat system, the term specifically refers to tasks performed by a character on her turn.
- ✂ **Action Point (AP):** A unit of how many actions or reactions a character may perform in each round of combat.
- ✂ **Bane (☹):** Circumstances that make an action harder may force a bane. Flip a second card, then discard the best card, using the worse card to resolve the flip.
- ✂ **Bond:** An important NPC or group with whom a player character has a noteworthy relationship, whether positive, negative or some mixture of the two.
- ✂ **Boon (☺):** Circumstances that make an action easier may grant a boon. Flip a second card, then discard a card of your choice, leaving the better one to resolve the flip.
- ✂ **Consequence:** A status effect or result of an action that affects a character or part of the game world.
- ✂ **Downtime:** A period of time between adventures, usually lasting a week or more, during which the player characters rest, recover and train.
- ✂ **Downtime Action:** A special, lengthy action that may be taken during a downtime.
- ✂ **Extended Action:** An extended and lengthy endeavor, often consisting of three flips.
- ✂ **Flip:** When an action risks failure, the game master may call for a flip. Flip a card from the top of the deck and add its value to the character's relevant stat.
- ✂ **Flush:** When resolving a flip, a player may choose to use all cards with a matching suit, adding their values together.
- ✂ **Game Master (GM):** The player who runs the game, narrating events and deciding the actions of the non-player characters.
- ✂ **Hand:** Every player has a hand of cards that she may use to influence the outcome of flips. Hands are redrawn when a joker is used to resolve a flip.
- ✂ **Influence:** Points representing accumulated leverage or social capital, which can be used to influence events or accomplish tasks.
- ✂ **Luck:** A score representing the character's good fortune. Used to determine hand size and the value of face cards.
- ✂ **Margin:** How much an action succeeded or failed by. The difference between the target number and the total.
- ✂ **Non-Player Character (NPC):** Characters controlled by the game master. They include all the minor characters in the story, as well as prominent allies and villains.
- ✂ **Player Character (PC):** A character controlled by a player. These characters are the heroes, or other protagonists, of the story.
- ✂ **Reaction:** An action in the combat system that is triggered and resolved when it is not that character's turn.
- ✂ **Reagent:** A magical component from which the energy necessary to cast a spell is extracted. The most common reagents are kalid parts and lunar devices.
- ✂ **Round:** In the combat system, time is divided into rounds, each lasting about three seconds. In each round every character gets a turn.
- ✂ **Status:** A score which represents both a character's social class and her relative position within that class.
- ✂ **Tally:** The total accumulated margin needed for an extended action to be successful.
- ✂ **Target Number (TN):** A number representing the difficulty of an action. To succeed, the total achieved by a flip must be equal to or greater than this number.



Characters

In which we explore the influences that work upon a person's life, and lead her on the road to adventure

You will need a character in order to play *Age of Ambition*. This is the persona you adopt when you play the game, an individual in the changing world of Trystell.

Understanding Characters

Mechanically, characters consist of four parts: an array of stats, some number of skills, a few traits and some derived scores. Each of these components is described in the sections that follow.

The Eight Stats

Age of Ambition divides a character's capabilities into eight different ratings, each representing how good she is at a broad category of actions. These ratings are called Stats and are scored, for most characters, on a scale of 1 to 10. The higher the number, the better the character is at that category of actions.

On this scale, the average human—entirely middling in all aspects—would be rated a 4 or 5 in each stat. The highest rating obtainable by

most people, including player characters, is 10. Any rating higher than that is clearly superhuman, and is the sole domain of a few powerful monsters. These ratings can go as high as 20.

The eight different stats are divided evenly into two groups: physical and mental. Physical stats represent some physical aspect of the character, while mental stats represent some mental aspect. They are described below.

Strength (Str)

Your character's strength is a measure of her muscle and physical prowess. It helps determine how much she can lift and how hard she can punch.

Dexterity (Dex)

A measure of your character's coordination, flexibility and balance. It helps determine her athletic ability, aim and manual dexterity.

Speed (Spd)

Your character's speed is how fast she moves, her reflexes, agility, reaction time and her ability to get out of the way when enemies are trying to stab her.

Endurance (End)

Endurance is a measure of your character's toughness, health, constitution and stamina. It helps her resist disease and keep from getting winded after a long jog.

Intelligence (Int)

Intelligence is an indicator of how quickly your character learns, how much she knows and what her capability is in terms of logical reasoning and deduction.

Perception (Per)

Your character's perception is a measure of how alert she is, how good her senses are and how quickly she processes new information.

Charisma (Chr)

Your character's charisma is her force of personality, presence and bearing. It's used when trying to make friends, influence others or strike a deal.

Determination (Det)

Determination is your character's resolve, mental fortitude and grit. It's used when resisting fear or other mental effects, and in seeing things through to the bitter end.



Skills

The eight stats represent innate capabilities. After all, everyone has some degree of strength, intelligence or perception. Skills, on the other hand, are the mechanical representation of capabilities that are learned.

When your character in *Age of Ambition* makes a flip, the action may have a relevant skill as well as the relevant stat. When this is the case, how skilled your character is in that particular area will modify the flip (see page 153).

Skill Ranks

Skills come in three levels of increasing expertise: proficient, expert and master. In addition, there is a fourth category—unskilled—for those who do not possess training in the relevant area. These are described below.

- ✂ **Unskilled:** The character does not have experience in this area. The flip suffers **⊖**.
- ✂ **Proficient:** The character has basic training in the area in question.
- ✂ **Expert:** The character has extensive experience. The flip benefits from **⊕**.
- ✂ **Master:** The character is world-renowned in this skill. The flip benefits from **⊕⊕**.

Specialized Skills

Some skills are denoted as Specialized skills. This means that the skill is actually a set of related skills that are grouped together under one heading. Each related skill is called a Specialization, and is usually presented with parentheses. For example, the **Vehicles** skill may have the **watercraft** specialization, which would be written as **Vehicles (watercraft)**.

When you gain training in a specialized skill, you must pick an appropriate specialization. You are then trained in tasks related to that specialization. The description of every specialized skill includes a list of suggested

specializations. This list is noncomprehensive. The GM may allow other specializations.

Skill List

There are eighteen general skills available in *Age of Ambition*. Below is a table of all skills. Specialized skills are denoted by an asterisk (*). Complete descriptions of each skill can be found beginning on page 84.

Skills		
Academics*	Expression	Stealth
Animals	Investigate	Streetwise
Athletics	Language*	Survival
Awareness	Medicine	Thievery
Deception	Persuade	Tradecraft*
Empathy	Socialize	Vehicles*

Fighting Styles & Arcane Lores

In addition to the eighteen general skills, there exist a number of other skills that represent extraordinary learned capabilities. These are Arcane Lores, which represent spell-casting ability, and Fighting Styles, which represent exceptional martial training.

Unlike general skills, Arcane Lores and Fighting Styles may not be used unless your character has the skill in question. In addition, proficiency in one of these skills grants access to a number of special capabilities. Arcane Lores grant access to spells, and Fighting Styles grant access to special maneuvers. Complete descriptions can be found beginning on pages 100 and 88, respectively.



Traits

In addition to stats and skills, your character may also have a number of other capabilities, such as being lucky, fleet of foot, intuitive or having a particular weakness. These types of abilities are modeled as traits: special features that apply to a character. A list of traits can be found beginning on page 120.

People

Your character's People is a special trait representing her species. It is chosen at character creation and does not usually change thereafter. Each People provides a few benefits, as well as a weakness. Complete descriptions of each People can be found beginning on page 37.

Ambitions

Ambitions are statements about what your character hopes to achieve, either societally or personally. They provide a way to earn experiences. For a full description, see page 34.

Creed

Your character's Creed represents her outlook on life. It is used as a hook you can latch onto when roleplaying. Often Creed is expressed in first person and may be a catch phrase, statement of values, singular purpose or other driving motivation.

At the end of any dramatic moment where you really played up your character's Creed, the GM may award you by allowing you to draw an extra card into your hand. (GM's discretion, but you are encouraged to occasionally remind your GM about this).

Several example Creeds are presented on the next page.

Example Creeds

Never leave a mystery unsolved, a button unpushed or a door unopened.

Without honor life is without meaning.

Crush your enemies; see them driven before you; and hear their lamentations.

He who dies with the most gold wins the game of life.

Zuraic says, "Teamwork is more important than the fires of the earth."

Idiosyncrasy

Your character's Idiosyncrasy represents her most notable identifying quirk. Like her Creed, it is used as a hook you can latch onto when roleplaying. It works identically, awarding a card at the end of any dramatic moment where you really played up your character's Idiosyncrasy.

Several examples are presented below.

Example Idiosyncrasies

Can and will flirt with anything with two legs.

Gives away anything that is not absolutely essential to her survival.

Will attempt to eat anything that looks like it might be edible, no matter how disgusting.

Speaks of herself in the third person.

Delivers overly-melodramatic monologues at the slightest possible opportunity.

Weaknesses

Weaknesses are traits that represent your character's deficiencies or flaws. They are usually wholly negative or restrictive, hindering your character in some way. These traits have no cost, but provide an additional way to draw more cards into your hand. For a full description, see page 128.

Scores

Scores are the final mechanical component. They consist of a variety of numerical values, most of which are derived from your character's stats. More on each score can be found in their own sections, but the basics are given below.

Armor: The capability of your character to resist damage. Usually this is provided by literal armor, although some creatures may have a durable hide that acts like armor.

Attack: The ability to land a hit by outthinking and outmaneuvering your opponent. *Formula:* Average of Dex and Int.

Defense: The ability of your character to avoid being struck by attacks in combat. *Formula:* Average of Spd and Per.

Encumbrance: The number of items of significant size your character can carry before being hindered by their weight or bulk. *Formula:* Average of Str and Dex.

Health Points (HP): A measure of how much damage or exhaustion your character can suffer before being threatened by death. *Formula:* Str + End.

Luck: How much fate favors your character. Determines how many cards to draw at the beginning of a session and the value of face cards. *Formula:* 5.

Move: How many yards your character can move per action taken in combat. *Formula:* Average of Spd and End.

Willpower: Your character's ability to avoid being overwhelmed by mental effects, such as fear or supernatural compulsions. *Formula:* Average of Chr and Det.



Lifepath Walkthrough

This page is intended to help walk you through the lifepath character creation process. Make sure you have a copy of the lifepath sheet found in the back of this book or otherwise have sufficient scratch paper to take notes (see page 316).

We recommend that GMs sit the entire gaming group down and make characters together. This is great for bouncing ideas off each other and for building a functional team.

Since each step in the lifepath gets its own section later in the chapter, we will provide page references to each. Bookmark this page and come back to it after the completion of each step.

Birth Fortune

The first step is to determine the circumstances surrounding your character's birth. This is done by flipping a card on the Birth Fortune table (see page 22).

Origin

Next, you will need to determine your character's Origin. Pick an entry or flip a card on each of the People and Religion tables (see page 25). Your choice of People will give you several traits, which are listed in their own chapter (see page 37). Then,

flip a card on the Foundational Events table (see page 26).

Coming of Age

From this point on your character is an adult. You may now give her a name, assign stats from an array, gain some equipment and select her first Ambition (see page 30).

Career

It's time for your character to try her hand at a Career. Each attempt at a Career represents a certain number of years of your character's life. Pick a Career or flip for a random one (see page 31).

Each career will consist of three tables: advancement, training and events. Follow the instructions for each table in whatever order you wish (see page 55). The Career step will be repeated multiple times, until you run out of Training Boxes to check off.

Finishing Touches

Skip to this step as soon as you check off your last (10th) Training Box. During the Finishing Touches you will be directed to add up a few scores, pick your final Ambitions and create connections to the other player characters (see page 32).



Character Creation

Characters in *Age of Ambition* are more than just collections of stats and traits. They are living, breathing individuals whose interests, capabilities and weaknesses have been acquired throughout their lives.

To help model this, *Age of Ambition* uses a lifepath system for character creation. This system walks you through your character's life, from birth until the campaign begins, prompting you to make choices or flips along the way.

Overview

Before play can begin, each player must make a player character (PC). Character creation takes place over the course of a few basic steps, which follow the path taken by your character throughout her life.

When making your character, begin with her Birth Fortune, then go through each step sequentially. We recommend using a copy of the lifepath sheet, which can be found in the back of this book (see page 316). The different steps of character creation are below.

✦ **Birth Fortune:** Flip a card on the Birth Fortune table, which represents external factors surrounding your character's birth.

✦ **Origin:** Your character's Origin represents her childhood and adolescence. Flip or pick an option on each of the origin tables for People and religion. Then flip a card on the Foundational Event table.

✦ **Coming of Age:** Assign your character's stats from an array, keeping in mind any restrictions due to the character's People. From this point forward, your character is considered an adult and the tables may ask you to make a flip for one of your stats.

✦ **Career:** Pick which Career your character attempts to pursue. You will likely repeat this step multiple times, with each iteration representing a certain number of years in your character's life. Each Career will direct you to flip on a table for training, advancement and a life event, checking off training boxes along the way. Once your final training box is checked off, move on to the next step.

✦ **Finishing Touches:** In the final step, you will be prompted to pick a Creed and Idiosyncrasy. You will also be prompted to make connections with the other player characters and record your starting money.

Training Boxes

The lifepath sheet includes 10 training boxes, which will be periodically checked off as your character gains new skills or traits. This will be indicated with the ✓ symbol. When you encounter one of these symbols, check off a training box. Once the final box is checked off, immediately skip to the Finishing Touches step.

Gaining Skills & Traits

Many of the lifepath tables will state that your character gains a specific skill or trait. If a lifepath entry would give your character a skill she already possesses, she may choose to either take the next rank of the skill or gain a number of experiences equal to the skill's cost.

Often, traits will have a requirement. Stat requirements will be listed in square brackets following the trait's name. For example: **Combat Reflexes** [Spd 5]. Other requirements will be indicated with an asterisk; for example: **Beneath Notice** [*]. Your character must meet any requirements to gain the trait. If she does not meet the requirements, she instead gains a number of experiences equal to the trait's cost.

In the above examples, this means she would instead gain 5 experiences.

Traits granted by your character's Birth Fortune or Foundational Event are exempt from the usual requirements.

Gaining Experiences

Over the course of character creation, your character may accumulate experiences. Each experience should be given a descriptor which describes how it was obtained. Examples include "shadowing target," "swimming" or "desert survival."

If multiple experiences are provided at the time in this way, they may all share the same descriptor. For example, if an event about rock climbing provides five experiences, you may write "rock climbing" down as the descriptor for each of those experiences.

Anytime you gain experiences during the lifepath, you may immediately opt to spend them to increase one of your stats, provided you have experiences to do so (see page 35). You *must* do this if you accumulate 10 or more experiences at one time.

Money, Equipment & Debt

Certain choices or events may give your character money or equipment. Simply write these down on the lifepath sheet. Your character begins play with them in her possession.

Other events may cause your character to lose money. If she has enough money already in her possession, subtract this amount. On the other hand, if she doesn't have enough, she begins the game in debt. Note how much she is in debt. If she later gains money in the lifepath, she may choose to either pay off her debt or to hang onto the coin for now.



Assorted Tables

The Injury and Madness tables are referenced throughout the lifepath. Flip a card or pick an option on one these tables when directed to do so.

Injury Table

At various points, an entry may ask you to flip a card on the Injury table to determine some sort of long-term injury. To do this, flip a card or pick an entry on the table below.

Card	Injury	Page	Box
A	Bum Leg: You suffered an injury to your legs from which you never fully recovered. Gain the Limp weakness.	132	
2	To the Face: The injury affected your face, leaving you scarred and unattractive. If you have the Attractive trait, lose it and gain the Moxie trait. If you don't have it, instead gain the Ugly weakness.	133	
3	Missing Digit: You lost a finger or toe from an injury—flip randomly to determine which. This is mostly a cosmetic hindrance, but if a second digit is lost from the same limb, gain either the Crippled or One-Armed weaknesses, as appropriate for that limb.	129 132	
4	Broken Hand: Your primary hand was broken and while it healed, you were forced to use your offhand. Gain Ambidexterity [Dex 5].	121	✓
5	Pained Sleep: Your old wounds still hurt you when you try to fall asleep at night. Gain the Insomniac weakness.	131	
6	Faulty Healing: The injury never healed quite right, leaving you weaker than you were before. Gain the Frail weakness.	131	
7	Impaired Eyesight: Your injuries impaired your eyesight, maybe even costing you an eye. Gain the Bad Eyesight weakness.	128	
8	Impaired Hearing: Your injuries impaired your hearing. Maybe you're deaf in one ear. Gain the Hard of Hearing weakness.	131	
9	Smashed Nose: Your nose was smashed beyond repair. If you have Acute Sense (smell) , lose it and gain Grit [End 5]. Otherwise, gain the Anosmia weakness.	123 128	
10	Lost Leg: The injury severed one of your feet, or even the whole leg. Gain the Crippled weakness and a new peg leg.	129	
J	Indebted: After your injury, someone spent time and resources nursing you back to health, and now you owe her your life. Pick a Bond and change its type to Obligation . If you don't have a Bond, make up a friendly character and gain her as an Obligation .	132	
Q	Bad Back: The injury did a number on your spine and it may never fully recover. Gain the Bad Back weakness.	128	
K	Open Wound: Your injuries never scabbed over quite right, and the wounds are still somewhat open. Gain the Susceptible (disease) weakness.	133	
Joker	Doomed: The injury has led to further complications in your health. You are going to die from those complications in the near future. Gain the Doomed weakness.	129	

Madness Table

At times, an entry may ask you to flip a card on the Madness table to determine some sort of long-term mental consequence. To do this, flip a card or pick an entry on the table below.



Card	Madness	Page	Box
A	Suspicious: The event has passed, but the experience has left you suspicious of those around you. Gain the Suspicious weakness.	133	
2	Alcoholic: You resorted to drink to deal with the trauma and now you are addicted. Gain the Compulsive Behavior (alcohol) weakness.	129	
3	Addled Speech: The trauma affected the speech centers of your brain, leaving you with difficulties speaking. Gain the Stutter weakness.	133	
4	Spacey: The traumatic event left you spacey and easily distracted. Gain the Absent-Minded weakness.	128	
5	Missing Time: You have vague memories of whatever happened—as if it were a dream—but afterward you were missing a significant amount of time. You still don't know what transpired. Gain the Amnesia weakness.	128	
6	Nothing Matters: After whatever traumatic event happened, nothing seems important anymore. Gain the Bothersome Habits weakness.	128	
7	Drown Your Sorrows: The bad habit you picked up doesn't make the pain go away, but it helps a little. Gain the Compulsive Behavior weakness, picking an appropriate unhealthy coping mechanism.	129	
8	Overly Cautious: The event left you fearful and overly cautious at times. Gain the Cowardice weakness.	129	
9	That Couldn't Have Happened: Whatever supposedly happened couldn't have happened. It's impossible! It must have been something else. Gain the Delusion weakness and pick an appropriate delusion.	129	
10	Despondent: The trauma left you suffering from fits of depression. Gain the Depression weakness.	129	
J	I Won't Fail Again: Your failure led to you fixate unreasonably on your other failures. Gain the Fixation weakness.	130	
Q	Flashbacks: Ever since the trauma, you have experienced troubling flashbacks of what happened. Gain the Flashbacks weakness.	130	
K	True Fear: Whatever traumatic event happened drove fear into your heart. Gain the Phobia weakness with a subject relevant to the cause of this trauma.	132	
Joker	Both of Us: In order to suppress your past experiences, you developed a second personality. Gain the Multiple Personality weakness.	132	

Birth Fortune

Sometimes fortune smiles on a character's birth and other times it portends only doom. Similarly, some characters are born into wealth

and status, while others are not. Flip a card on the table below to determine the circumstances surrounding your character's birth.

Card	Birth Fortune	Page	Box
A♠	Animal Allergy: You were born with an allergy to a common animal, such as cats, horses or dogs. Pick one. Gain the Allergy (pick animal) weakness.	128	
2♠	Botanical Allergy: You are allergic to a common healing herb or food. Pick a specific one. Gain the Allergy (pick plant) weakness.	128	
3♠	Magical Allergy: You are allergic to a specific arcane lore—this could be healing, movement, etc. Pick one. Gain the Allergy (pick lore) weakness.	128	
4♠	Bad Eyesight: You were born with poor vision. Blame it on your family line. Gain the Bad Eyesight weakness.	128	
5♠	Hard of Hearing: You were born a little hard of hearing or with other hearing difficulties. Gain the Hard of Hearing weakness.	131	
6♠	Anosmia: You were born with a barely functional sense of smell. Gain the Anosmia weakness.	128	
7♠	Numb: Your sense of touch is poor and has been since birth. Gain the Numb weakness.	132	
8♠	Colorblind: You are unable to distinguish between certain colors. Gain the Colorblind weakness.	129	
9♠	Limp: You were born with malformed legs—perhaps one is simply shorter than the other. Gain the Limp weakness.	132	
10♠	Little Person: You were born with the condition of dwarfism. Gain the Dwarfism weakness.	129	
J♠	Spirit-Touched: They say that sometimes the spirits touch your mind, causing you to lose your grasp on this world. Gain the Epilepsy weakness.	130	
Q♠	Slow Metabolism: Your naturally slow metabolism causes you to build up fat, even if you have an active lifestyle. Gain the Fat weakness.	130	
K♠	Huge Stature: You were born with the condition of gigantism. Gain the Gigantism weakness.	131	
A♥	Fragile Bones: You were born with a bone structure that is more fragile than most. Gain the Frail weakness.	131	
2♥	Troubled Sleep: The disturbed dreams of your family have been passed on to you. Gain the Insomniac weakness.	131	
3♥	Impulsive: You were born with a tendency to act on impulse. Gain the Impulsive weakness.	131	
4♥	Over-Fast Metabolism: Your metabolism is so fast that you have a hard time keeping on weight. Gain the Scrawny weakness.	133	

Card	Birth Fortune	Page	Box
5♥	Stutter: You were born with a speech impediment that often makes verbal communication more difficult. Gain the Stutter weakness.	133	
6♥	Unattractive: You were born with a physical appearance only a mother could love. Gain the Ugly weakness.	133	
7♥	Unlucky: Throughout your life luck just has never been with you. Gain the Unlucky weakness.	133	
8♥	Wandering Attention: You were born with an attention span that tends to wander in five directions at once. Gain the Absent-Minded weakness.	128	
9♥	Bad Back: Something about your back didn't develop correctly. Perhaps you're hunchbacked or have troublesome twists in your spine. Gain the Bad Back weakness.	128	
10♥	Melancholic: Some blame it on an overabundance of black bile, but for whatever reason, you've always been prone to fits of depression. Gain the Depression weakness.	129	
J♥	Dyslexia: Not everyone learns to read, and whether you have or not, any attempt is difficult. Gain the Dyslexia weakness.	130	
Q♥	Barren: You were born without the ability to reproduce. Perhaps this is the result of simple biology or even a curse against your family line!	—	
K♥	Identical Twin: You were born alongside an identical twin that looks just like you. Gain the Mistaken Identity weakness.	132	
A♦	Heterochromia: You were born with two differently-colored eyes. This makes your appearance distinctive, but makes you easy to remember.	—	
2♦	Inherited Knighthood: Although you may not have inherited great wealth or property, you have inherited a knighthood. Gain the Knight Bachelor title and Gentle 3 status.	186	
3♦	Ambidextrous: You were born with the inclination to use both of your hands equally. Gain the Ambidexterity trait.	121	✓
4♦	Pretty: You were born with noticeable good looks and will age well. Gain the Attractive and Fashion Sense traits.	121 123	✓
5♦	Born Leader: From the time you first were able to speak, you showed an amazing capacity to lead. Gain the Born Leader trait.	121	✓
6♦	Sensible: You were born with a natural inclination to use good judgment. Gain the Common Sense and Intuition traits.	122 124	✓
7♦	Good Luck: You've always had a degree of luck aiding you in your endeavors. Gain the Lucky trait.	124	✓
8♦	Keen Memory: You were born with a keen memory and the ability to recall much. Gain the Eidetic Memory trait and Academics (pick specialization) .	122 84	✓
9♦	Fast Healer: You have always recovered from injuries quickly. Gain Fast Healer .	123	✓
10♦	Acclimated Ancestors: Your ancestors came from a harsh land and you inherited their ruggedness. Gain the Acclimated (pick terrain) trait.	120	✓

Card	Birth Fortune	Page	Box
J ♦	Hale and Hearty: You have a truly impressive resistance to diseases, drugs and poisons. Gain the Robust trait.	126	✓
Q ♦	Iron Stomach: You are able to subsist on most anything organic and get by on very little. Gain the Iron Stomach and Scrounge traits.	124 126	✓
K ♦	Intuitive: You were born with an uncanny sense of intuition. Gain both the Intuition and Moxie traits.	124 125	✓
A ♣	Night Sight: Your eyes are better adapted to the dark than others of your people. Gain the Night Vision and Direction Sense traits.	125 122	✓
2 ♣	Hawkeyed: Your vision has always been far better than most of your peers. Gain the Acute Sense (vision) trait.	120	✓
3 ♣	Keen Hearing: Your sense of hearing is far better than many would expect. Gain the Acute Sense (hearing) trait.	120	✓
4 ♣	Sensitive: You have always had an extremely sensitive sense of touch. Gain the Acute Sense (touch) trait.	120	✓
5 ♣	Supertaster: Your senses of taste and smell have always been particularly acute. Gain the Acute Sense (smell/taste) trait.	120	✓
6 ♣	Friend of Beasts: As far back as you can remember, animals have always felt comfortable around you. Gain Animal Affinity and Danger Sense .	121 122	✓
7 ♣	Double-Jointed: Ever since you were born you've been amazingly flexible. Gain the Contortionist and Catfall traits.	122 121	✓
8 ♣	Strong Back: You were born with a sturdy build and capable physique. Gain the Strong Back and Smash! traits.	126	✓
9 ♣	Mistaken Identity: There is someone else out there who looks just like you and who is in a great deal of trouble. You may be blamed for their wrongdoing. Gain the Mistaken Identity weakness.	132	
10 ♣	Tough: You were born with a physique that is tougher than most. Gain the Toughness trait.	127	✓
J ♣	Gentry: Through your extended family you have inherited a position of social privilege. Gain the Gentle 1 status.	186	
Q ♣	Unfazeable: Your mind is more difficult to break than many others. Gain the Unfazeable trait.	127	✓
K ♣	Wealthy Family: You have inherited wealth from your extended family. Gain the Wealthy trait and the Gentle 1 status.	127 186	✓
Joker	Unusual Birth Fortune: Some particularly unusual event or circumstance surrounded your birth. The GM should roll on the Unusual Birth Fortune table.	258	



Origins

Where is your character from? What was her childhood like? Who are her people? Origins shed light on your character's background and connect her to the world at large.

Origin Tables

A character's origin is represented by three tables: Peoples, Religions and Foundational Events. Pick an entry or flip a card on the Peoples and Religions tables. Then flip a card on the Foundational Events table.

Peoples Table

The table below represents the various peoples of Trystell and their relative populations. Flip a card or pick a People from the table.

Card	People	Page
A – 2	Dwarf	37
3	Sea Elf	39
4♠♥	True Elf	40
4♦♣	Wild Elf	41
5	Aqua Gnome	42
6♠♥	Handler Gnome	43
6♦♣	Tinker Gnome	44
7 – 9	Human	45
10	Canny Minotaur	46
J♠♥	Brawny Minotaur	47
J♦♣	Goblin	48
Q	High Orc	49
K♠♥	Orc	51
K♦♣	Troll	52
Red Joker	True Ogre	53
Black Joker	Hobgoblin	50

Religions Table

The table below presents the major religions of Trystell. Flip a card or pick a religion from the table.

Card	Religion	Page
A – 3	Crono	221
4	Eios	222
5♠	Garmech	223
5♥	Io	223
5♦	Urgoch	223
5♣	Wazrath	223
6	Linquad, Licad Orthodox	224
7	Linquad, Muno'che	224
8♠♥	Linquad, Reformed	224
8♦	Cela	225
8♣	The True One	225
9 – 10	Zuraic, Orthodox	225
J	Zuraic, Reformed	225
Q	Non-Religious	227
K♠	Derich	226
K♥	Kalast	226
K♦	Maoh	226
K♣	Vonschlic	226
Joker	Singular cult or non-standard religion	227



Foundational Events Table

The Foundational Events table consists of influential events that might have occurred during your character's childhood or adolescence. Flip a card on the table below.



Card	Foundational Event	Page	Box
A♠	Education: Your parents enrolled you in formal education early. Gain a rank in two Academics specializations of your choice, the Gentle 1 status and + to your first advancement flip in the Scholar career.	84 186 74	✓
2♠	Empirical Parents: Your parents were advocates of the modern empirical worldview. You inherited some of their knowledge and some of their enemies. Gain a rank of Tradecraft (pick technical field) and Academics (pick field). Also gain Enemy (traditionalist).	86 84 130	✓
3♠	Medical Parents: Your parents were involved in the medical field and they made sure you knew the basics. Gain a rank of the Medicine skill.	85	✓
4♠	Popular Kid: You were one of the popular kids and were always surrounded by your peers. Gain a rank of the Socialize skill.	85	✓
5♠	Childhood Sport: You excelled at sports as a child. Gain a rank of the Athletics skill.	84	✓
6♠	Legal Education: You were enrolled in a school for legal studies. Gain a rank of Academics (law), a rank of Language (Standard) and the Gentle 1 status.	84 186	✓
7♠	Dueling School: You were enrolled in a prestigious dueling school. Gain a rank of Fencer-style and the Gentle 1 status.	91 186	✓
8♠	Mage Apprentice: You were apprenticed to a well-known mage. Gain the Mystic Affinity (pick tradition) trait, Contact (master mage) and + to your first advancement flip in the Mage career.	125 122 66	✓
9♠	Religious Education: You were given a formal religious education. Gain a rank of Academics (theology), Language (Standard) and + to your first advancement flip in the Missionary career.	84 68	✓
10♠	Merchant Family: Your family lived among a caravan of traveling merchants. Your childhood days were spent traveling. Gain Contact (wandering merchant), a rank of Socialize and the Gentle 1 status.	122 85 186	✓
J♠	Orphaned: Your parents were killed in one of Trystell's many armed conflicts. This left you orphaned. Gain a rank of the Thievery skill.	85	✓
Q♠	Family Feud: Your family was involved in a feud with another prominent clan. Gain Enemy (feuding family).	130	
K♠	Military Family: Your family was involved in the military and some of their experience was passed on to you. Gain a rank of the Tactician-style skill and Contact (military officer).	98 122	✓

Card	Foundational Event	Page	Box
A♥	Conscripted: You were conscripted into an army. Gain a rank of Pikeman-style and 🕒 to your first advancement flip in the Sellsword career. Flip a card. If it's a club, flip on the Injury table.	94 76 20	✓
2♥	Early to Labor: You joined the workforce early in life. Gain a rank of the Tradecraft (pick trade) skill, the Vehicles (pick type) skill and 🕒 to your first advancement flip in the Laborer career.	86 64	✓
3♥	Problem Sibling: A sibling of yours landed herself in jail and wanted you to help break her out. Choose: ✂ You refused and she held it against you. Gain Enemy (criminal sibling) . ✂ You agreed. Flip a card. If it's red, you were caught and must select the Captive career for your first attempt. Otherwise, you successfully broke her out and gain Favor (criminal sibling) .	130 58 123	
4♥	Street Urchin: You grew up on the streets of one of Trystell's large cities. Pick which one. Gain a rank of the Streetwise skill.	85	✓
5♥	Check This Out!: You did something really dumb as a kid, but it left you with a dashing scar that some find irresistible. Gain the Attractive trait and Reputation (daredevil) .	121 125	✓
6♥	Tough Love: Your parents let you learn things the hard way. It may have been cold, but it built up your strength of will. Gain Unfazeable .	127	✓
7♥	Angsty: Though you were well-cared for, you spent most of your adolescence believing nobody understood you. Hopefully you grew out of it. Gain a rank of Academics (poetry) and Language (Standard) .	84	✓
8♥	Death in the Family: Your sibling died—perhaps due to disease, starvation or war. Choose: ✂ If it was someone's fault, gain Enemy (sibling's killer) . ✂ If it was no one's fault, flip on the Madness table.	130 21	
10♥	Economic Education: You had access to a formal education. Gain a rank of Academics (economics) , Tradecraft (pick gentle trade) and the Gentle 1 status.	84 86 186	✓
J♥	Gang: You joined a gang and participated in its disputes. Flip a card. If it's red, you were injured; flip a card on the Injury table. Either way, gain a rank of Brawler-style .	20 89	✓
Q♥	A Brush with Death: You encountered a shrouded figure on a walk one day. As you drew close, the shrouding fell to one side and you realized that the figure was undead. Choose: ✂ It fascinated you. Gain Academics (kalid magic) and Tradecraft (taxidermy) . ✂ It horrified you, and you ran away. Gain a rank of the Athletics skill and make a flip on the Madness table.	84 86 84 21	
K♥	Enslaved: You were captured by a slaver and sold at auction. If you do not choose the Captive career for your first attempt, gain the Wanted (escaped slave) weakness.	58 133	

Card	Foundational Event	Page	Box
A ♦	Large Family: You come from a large family with many, many children. Some of your siblings grew up to do well for themselves. Gain Ally (affluent sibling).	121	
2 ♦	Farmers: Your family eked out a life farming a secluded corner of the wilds. Gain a rank of the Animals skill.	84	✓
3 ♦	Friends Forever: You were very close with one of your childhood friends, and the two of you swore a lifelong pact of friendship. Gain Ally (childhood friend).	121	
4 ♦	Accident: While playing one day, one of your friends slipped over the edge of a cliff and barely caught the edge. Choose: ✦ You attempted to rescue her and both fell over the cliff. Flip on the Injury table. ✦ You ran to get an adult and she fell to her death. It haunts you still—literally. Gain Rival (vengeful ghost of your childhood friend).	20 132	
5 ♦	Time in the Wilderness: You spent your adolescence living largely in the wilderness. Gain a rank of the Survival skill and gain 🍀 to your first advancement flip in the Pioneer career.	85 72	✓
6 ♦	Bamboozled: You encountered a traveling huckster. Lose 100 bp, but gain a rank of the Empathy skill. You learned from your mistakes.	135 84	✓
7 ♦	Gambling: You participated in a high-stakes gambling match. Flip a card. If it's red, gain 200 bp. Otherwise, lose 200 bp.	135	
8 ♦	Death of a Salesman: While out on a walk, you found the body of a dead merchant. Most of her inventory was still on her corpse. Choose: ✦ You reported it to the authorities. Gain Reputation (honesty) and Common Sense . ✦ You took her goods for yourself. Gain 200 bp and a rank of the Thievery skill.	125 122 135 85	✓
9 ♦	League Connections: You made friends with people within the Lanstrin League of Technology. You may, at your option, gain Membership (Lanstrin League).	125 231	
10 ♦	Consortium Connections: You made connections with people within the Consortium. You may at your option gain Membership (Consortium).	125 229	
J ♦	Modin Contacts: Organized crime thrives in many parts of Trystell, and you became involved. You may at your option gain Membership (Modin).	125 232	
Q ♦	Respectable Family: During your youth, your family obtained a respectable position in town life. Gain the Gentle 1 status, as you have inherited some of that respectability.	186	
K ♦	Liar, Liar: While growing up, one of your siblings was a compulsive liar, and despite yourself, you learned much from her. Gain a rank of the Deception skill and Ally (con-artist sibling).	84 121	✓



Card	Foundational Event	Page	Box
A♣	Watch Parents: One of your parents was a member of the city watch, and would tell stories about the ongoing investigations. Gain a rank of the Investigate skill and Contact (city watch) . Pick which city.	84 122	✓
2♣	Lookout: Your parents were political dissidents, railing against the injustices of the region. From a young age you served as lookout, keeping an eye open for the approaching authorities. Gain a rank of Awareness and gain + to your first advancement flip in the Agitator career.	84 56	✓
3♣	Gilded Tongue: You always had a way with words, always seeming to have the right thing to say on hand. Gain a rank of the Persuade skill.	85	✓
4♣	Raised at Sea: You grew up on the open sea, with the wind in your hair and the rigging under your feet. Gain a rank of Vehicles (watercraft) and Tradecraft (sailor) .	86	✓
5♣	Circus Folk: Growing up, your family toured the world as part of a traveling circus. Gain a rank of the Expression skill and + to your first advancement flip in the Entertainer career.	84 62	✓
6♣	Smuggler-kin: Your family ran a small smuggling operation, and sometimes called on you to fit in small passages where they couldn't go. Gain a rank of the Stealth skill and + to your first advancement flip in the Ne'er-do-well career.	85 70	✓
7♣	For the Cause!: Growing up, your life seemed directionless and without purpose until you discovered the cause. Pick a religion, philosophy or nation-state to champion. Also, gain + to your first advancement flip in the Zealot career.	80	
8♣	Puppeteer: Your family ran a traveling puppet show, and much of your youth was spent both carving and operating puppets. Gain a rank of Tradecraft (puppeteer) , Vehicles (land) and a fine quality puppet.	86	✓
9♣	Millwright: You were apprenticed to an esteemed millwright and spent much of your youth helping with the construction. Gain Favor (important millwright) and + to your first advancement flip in the Engineer career.	123 60	
10♣	Behind the Mask: Your parents were both killed by the Modin in a dingy alleyway while you helplessly watched. After that, you swore vengeance on criminals. Gain a mask and the Secret Identity (masked crusader) trait.	126	✓
J♣	Magical Mishap: While in the market one day, a traveling mage's spell went awry and struck you, leaving you altered by an accidental mystic affinity. Gain Wild Affinity (pick tradition) .	127	
Q♣	Military School: You were enrolled in a prestigious military academy. There you learned the basics of tactics and warfare as an officer. Gain a rank of Tactician-style and the Gentle 1 status.	98 186	✓
K♣	Bodyguard: Your first job was being a bodyguard for a local jeweler. Gain a rank of Guard-style and Contact (jeweler) .	92 122	✓
Joker	Flip Twice: Flip twice more on this table and take both results.	—	

Coming of Age

At this point, a vision of your character should be beginning to take shape. You should know the circumstances of her birth, her people, her family's religion and a prominent event that helped shape her childhood. Now, she is at the cusp of adulthood, and is about ready to set off to whatever careers await!

Take a moment to think about the sort of person that she is turning out to be. Is she strong and kind, albeit somewhat slow? Is she ruthless and cunning? Is she charismatic and quick? Keep this in mind, as it should inform your choices as she enters adulthood.

Name and Age

Your character was likely given a name when she was born, but now it's time to put it to paper. Come up with a name you like and write it down.

From this point onward, keep track of your character's age. If an elf, she is now 120 years old. If an ogre, she is now 8 years of age. For any other people, she is now 16 years old.

Assign Stats

Next, you should take the array of values below and assign one value to each of your character's stats: Strength, Dexterity, Speed, Endurance, Intelligence, Perception, Charisma and Determination. The array is as follows:

[7, 6, 6, 5, 5, 4, 4, 3]

Remember that your character's People may give restrictions on assigning certain stats. The areas in which she excels should be given the highest values, whereas the areas in which she is the weakest should be given the lowest. A value

of 4 or 5 is human average. For more information on stats, see page 13.

Starting Equipment & Language

All characters begin with a set of clothes befitting her family's status, a sack, a day's rations and her choice of either a dagger or staff. Additionally, all characters begin with a rank of the **Language (Standard)** skill (see page 84).

Youthful Ambition

Finally, write down one Ambition for your character (see page 34). It should reflect where your character is at this point in her life—her hopes, dreams or other youthful aspirations.

Don't worry about whether this Ambition will remain relevant as the campaign begins. Figuring out whether she has achieved her dream or whether life has crushed it beneath an uncaring boot is part of the Finishing Touches step!



Careers

Your character is now an adult and it is time for her to try her hand at a career—or several careers!

From here on out, your character's life is broken up into blocks of time called *attempts*. During each of these, she will attempt to pursue a career.

During an attempt, your character either tries her hand at a new career, or she tries to advance her existing career. This step will likely be repeated multiple times, with each attempt representing the next span of time in the character's life—determining what she learns and what happens to her during that period.

For most peoples, each attempt represents two years of the character's life. However, for ogres each attempt is one year, and for elves each attempt is 15 years.

Make repeated career attempts until you check off your last training box on the lifepath sheet (the 10th box for a starting character). At that point, immediately skip to the Finishing Touches step (see page 32).

Career Steps

Each career attempt consists of three steps, which may be completed in whatever order you desire. Each step involves making a flip or picking an entry on a table. The three steps are as follows:

- Training:** Either pick an entry you have not received previously or make a flip on the Training table for your career. This will determine which skills or other abilities your character learns.
- Event:** For each attempt in a career, flip a card on that career's Event table.
- Advancement:** Every career has several ranks, each granting a Title and Status.

Characters begin each career at Rank 1, gaining the listed benefits. During each subsequent attempt, make the advancement flip for the next rank, as listed in that career's Advancement table. On a success, increase your character's rank by one and gain the benefits listed for that rank. On a failure, life takes an unexpected turn and you must select a different Career next attempt.

Career List

Pick or flip a card on the table below to select your first career. Then go to the corresponding page.

Card	Career	Page
A	Agitator	56
2	Captive	58
3	Engineer	60
4	Entertainer	62
5	Laborer	64
6	Mage	66
7	Missionary	68
8	Ne'er-do-well	70
9	Pioneer	72
10	Scholar	74
J	Sellsword	76
Q	Tradesman	78
K	Zealot	80
Joker	GM's choice or flip again	—



Finishing Touches

Skip to this step as soon as you mark off the final training box on the lifepath sheet. At this point, your character is almost caught up to where she is in life at the beginning of the campaign.

Take a moment to think about how events in life have changed her. Also think about how she might relate to the other player characters and how life brought the party to the starting events of the campaign.




Gathering the Party

Talk to the other players and discuss how your characters might know each other. Did they meet during one of the events in your character's life or are they recent acquaintances? If the GM has a specific campaign in mind, it is also a good idea to discuss how they fit into the campaign.

Work together to figure out a connection between your character and the characters of the players sitting to your right and left. For each connection you come up with in this way, both of your characters gain a free **Favor** to an acquaintance, friend or family member you share in common (see page 123).









Starting Age

Figure out how old your character is when the campaign begins. This is determined by her people and her number of career attempts. Feel free to add or subtract a year or two.

-  **Elves:** $120 + (15 \times \text{career attempts})$ years.
-  **Ogres:** $8 + \text{career attempts}$ years.
-  **All Others:** $16 + (2 \times \text{career attempts})$ years.



Scores

Your character's starting stats, skills and traits are now finalized. Take a moment to calculate her derived scores.

-  **Attack:** Equal to the average of Dexterity and Intelligence. See page 161.
-  **Defense:** Average of Speed and Perception. See page 166.
-  **Encumbrance:** Average of Strength and Dexterity. See page 136.
-  **Health Points:** Equal to the sum of Strength and Endurance. See page 170.
-  **Luck:** Begins at 5. See page 156.
-  **Move:** Average of Speed and Endurance. See page 168.
-  **Status:** Choose a Status that you obtained at some point during the lifepath. Usually it will make sense to choose the highest. See page 186.
-  **Willpower:** Average of Charisma and Determination. See page 166.

Hearth & Coin

Most people aren't wandering vagabonds. Your character begins play with a home and some amount of money in her pocket.

-  Gain a number of coins equal to your character's Standing in the denomination associated with her Strata—bronze for Common, silver for Gentle or gold for Noble. For example, a Gentle 2 character would gain two silver pesos.
-  Your character will begin with a home as befits her Status. The GM may have ideas about where it is, otherwise pick a settlement of your liking. For a table of comparative Statuses, see page 186.

Creed & Idiosyncrasy

Creed and Idiosyncrasy are special traits that represent your character's outlook on life and her most notable quirk, respectively. They act as roleplaying hooks and as a way to draw more cards into your hand. Make up a fitting Creed and Idiosyncrasy for your character. For a full description, see pages 15-16.

Personal Weakness

Your character may already have one or more Weakness traits due to her Birth Fortune, past injuries or trauma. If you wish to pick an additional Weakness, you may do so at this time.

Ambitions

Look at the Ambition you chose during the Coming of Age step. Has your character achieved it? Is it still relevant to her? Revise this

Ambition to reflect her new life circumstances, then come up with two more Ambitions.

Your final personal Ambitions should include one long-term goal and two short-term goals. If looking for inspiration, it might help to look at the events in your character's life, or to discuss things with the other players.

Finally, the group should work together to come up with one party Ambition, which all players will share. For more on Ambitions, see page 34.

Begin Play!

Your character is now ready to begin play! Copy the information over from your now smudged and badly erased lifepath sheet, to your crisp and pristine character sheet, then look at the GM expectantly.



Character Advancement

Nothing ever stays the same, least of all the heroes. As the campaign continues, your character will achieve her goals, grow and advance in her abilities.

Ambitions

Your character will have three personal Ambitions and the group will work together to come up with a fourth party Ambition. These are statements about what your character hopes to accomplish. Two of these Ambitions should be short-term personal goals that might be achieved during a single session. The third personal Ambition should be a longer-term goal that somehow relates to how she hopes to change society. The party ambition can be either a short-term or a long-term goal. Examples include:

Become a member of the Soldiers of the Field.

Confront Warlord Kattanz in battle.

Invent a new flying machine and test its use.

Using Ambitions

The GM can use the party's Ambitions to inform her plans when preparing a session, helping her tailor the game to the players' interests. Additionally, during a session, you might look over your character's Ambitions if you want a reminder of what to do next.

Achieving Ambitions

When your character achieves one of her Ambitions, you should point this out during the game. If the GM agrees, your character gains an experience (see Experiences below). Then pick a new Ambition to replace the one she just achieved.

Long-term Ambitions also grant an experience whenever your character makes substantial progress towards the long-term goal (GM's discretion on what qualifies). You do not need to erase the long-term Ambition until it has actually been achieved.

Ambitions that are no longer relevant to a character may also be swapped out between sessions or once per downtime (see page 192). When a party Ambition is replaced, all players should work together to come up with the new Ambition.

What Makes a Good Ambition?

Ambitions serve several purposes: They help the GM plan the next session; they give direction to players who are at a loss about what to do next; and they serve as interesting fodder for roleplaying and dramatic conflicts. Ambitions are a way for players to outline the parts of the game they find most interesting and to reward them for being proactive.

Good Ambitions serve each of these goals. In addition, a well-chosen Ambition should be:

- ✦ **Measurable, finite and quantifiable.** It should be clear exactly when an Ambition has been achieved and what is necessary to achieve it.
- ✦ **Trigger, add to or resolve a conflict.** In short, an Ambition should add something interesting to the game. They should heighten the drama or further the plot in some way.
- ✦ **Be interesting to the player.** Pick something that you want to pursue and play through in the game. Don't pick boring Ambitions!

Experiences

Over the course of a campaign, as your character achieves Ambitions, she will accumulate experiences. Each experience represents her growth in a particular area.

Your character should not have more than 10 experiences at a time. If you ever accumulate more than 10 experiences, you must spend some during the next downtime, until you are once again below 10.

Ideally, each character should earn somewhere around 3 experiences per session.

Allocating Experiences

When your character receives an experience, you must give it a descriptor that states what knowledge or talent she picked up while achieving the Ambition. Ideally, this should be indicative of what actions she took during the session. Examples include “spotting tropical birds,” “long distance swimming” or “desert survival.”

Calling on Experience

During the game, you may call on one of your character’s experiences to gain + on a flip. To do this, you must describe how the past experience is both relevant and beneficial to the situation. For example, a character making a flip to locate wild healing herbs in the desert may call on her “desert survival” experience.

Once a character has called on a particular experience, mark it off as exhausted. That particular experience may not be called on again until the next downtime (see page 192).

Increasing Stats

Increasing a stat costs a number of experiences equal to the new value of the stat. For example, this means that it would take

Group Experience Pool

Some GMs might prefer to keep all players at an equal level of experiences. An easy way to do this, is that when a player achieves an Ambition, rather than gaining an experience directly, the point is placed into a group pool. Once this pool has as many points as there are players, it pays out an experience to each of them. This means that players will always gain an equal number of experiences.

five experiences to increase from Strength 4 to Strength 5. When experiences are spent in this way, erase them from your character sheet.

Purchasing Skills & Traits

A variety of skills and traits are available for purchase during downtime (see page 192). Every trait and skill has an experience cost which must be spent to acquire it. Many traits also have other requirements which must be met before purchase. Unless specified otherwise, traits may only be purchased once. Each skill may be purchased up to three times.

When purchasing a skill or trait, you should pick a relevant experience from among those you are spending and explain how your character learns this new ability from the experience. Then erase the spent experiences from your character sheet.

Other Awards

In addition to experiences, a GM might also choose to award increases in Status, points of Influence or new Bonds, based on the actions of the party. For more information on this, see page 263.



Peoples

In which we seek to expound upon the sundry peoples that inhabit the wider reaches of the world

Scholars on Trystell recognize six different peoples—intelligent species that trace their lineage back to the dawn of recorded history. Four of these are further divided into different subgroups—a distinction attributed to the Changeling Plagues that followed the semi-mythical War of the Shattering.

Hybrids

Any of the common peoples of Trystell are capable of cross-reproduction. Hybrid children, however, are always themselves infertile.

While they not particularly common, neither are hybrids particularly unheard of. They are most frequently found in diverse communities where many different peoples interact.

Generally speaking, there is no cultural stigma attached to being a hybrid. However, certain individuals may lament their inability to have children. Complications may also arise where hereditary rulership is concerned. In particular, some royal courts consider it inappropriate to pass the crown to a child who cannot continue the dynasty.

During character creation, you will pick (or randomly flip) a People as part of your character's Origin (see page 25). Each People provides a few traits, as well as two stat restrictions that will affect your character's Coming of Age (see page 30).

Dwarves

Dwarves are a short but durable people, known for being especially traditional and family-oriented. In fact, dwarves have a sort of ancestral memory, where the knowledge and prejudices of their ancestors pass down through the generations in the dwarven subconscious.

In the Bala'umn civilization of the ancient past, dwarven society was divided into two castes—a ruling and a servant caste. These two castes went to war around the time of the Bala'umn civilization's downfall. This has resulted in one of Trystell's longest-running feuds.

Dwarves gain the following traits and have the stat restrictions listed below.


✦ **Stats:** Endurance may not be a dwarf's lowest stat and Speed may not be her highest.

✦ **Size -1:** Dwarves are small in stature. This gives them Attack +1, Damage -1, Defense +1, HP -1 and Move -1.

The Ancestral Subconscious


To be a dwarf is to have a fundamentally different sense of self and identity than that of other peoples. To a dwarf, her family is not just crucially important to her, she in some sense actually *is* her family—or at least those ancestors that came before her.

A dwarf's mind is not hers alone. Every dwarf is connected to her ancestral subconscious. To her perceptions, this usually manifests as a gut instinct, or occasionally, broken fragments of memories from a life she's never lived. In extreme circumstances, bits of foreign thoughts may even haunt her mind. In each of these cases, she is experiencing bits of her ancestors' thoughts and identities. While these ancestral thought-fragments can often prove a boon, giving insight into situations where she would not normally be adept, they also can prove to be a hindrance. Grudges are slow to die among the dwarves, as the younger generations literally feel the hatred of their ancestors.

✦ **Night Vision:** Dwarves see well in dim light. On flips, they may ignore a  imposed by darkness.

✦ **Ancestral Insight:** Sometimes the knowledge of a dwarf's ancestors seeps into her conscious. Treat this trait as a special Bond (see page 188). In addition to all the normal Bond uses, a dwarf may expend this Bond to gain some insight into a situation. When used in this manner, the GM is obligated to provide a hint by describing what feelings, senses or images make their way into the dwarf's conscious from her ancestors. In rare instances, she may rule that they have

no useful insight, in which case the Bond is not expended.

✦ **Ancestral Prejudice (Weakness):** Ancestral prejudice can cause a dwarf to interact poorly with those to whom her ancestors would be prejudiced. When the dwarf makes a Charisma-based flip and a joker is revealed, regardless of whether it is used to resolve the flip, her ancestors shun the target. She suffers a  to all further flips targeting that character, except for those made to attack.

About Dwarves

✦ **Height:** 3' 7" to 4' 7" (109 cm to 137 cm)

✦ **Lifespan:** 72 to 132 years

✦ **Typical Stats:** Str 6, Dex 4, Spd 3, End 7, Int 5, Per 5, Chr 4, Det 6

✦ **Common Regions:** Rouh, Licad, Muno'che, Richoo Drylands, Suethron Lands, Yirdril Lands



Elves

Elves are the longest-lived of all Trystell's peoples by a significant margin. They are known for their keen senses of smell and taste, as well as their emotional connection to nature. This primal link gives elves the extraordinary ability to track other creatures by scent after having tasted their blood—a useful ability when hunting. Despite their long lives, elven memory deteriorates as they age, eventually reducing them to a state of dementia. Elves do not like to speak of this, and among non-elves it is known as the Elven Secret.

Physically, elves tend to be slimmer than humans, with thin faces and pointy ears. True elf hair color tends towards multiple hues as it layers. Sea elf hair runs the gamut from black to light green or blue. Both true and wild elves have complexions that run the spectrum

The Elven Senses

The elven peoples are renowned for their heightened senses of smell and taste. Legends speak of elves that have detected the presence of invisible predators by the smell of their sweat, of elves that can smell the subtlest poison hidden in food or which can tell when a horse is sick by scent alone. And while most elves don't live up to these legends, many do possess a sensory advantage over similarly skilled members of the other peoples.

Accompanying their heightened senses is a heightened memory for tastes. Elves who have tasted the blood of a foe can often pick that foe out of a crowd by their scent alone, or track that foe through the woods at night.

The Elven Secret

Elves are by far the longest-lived of all Trystell's peoples. While this longevity has certain benefits, it is also not without its drawbacks. While the elven body may live on, the elven mind is no more durable than those of other peoples.

Because of this, virtually all elves suffer from memory lapses as they age. These lapses are considered very personal, and it is taboo to acknowledge their existence in polite conversation. Instead, elves will carefully pretend not to notice these lapses, allowing the sufferer to save face

from dark brown to pale ivory, while sea elves generally have azure or teal skin.

All elves gain the following traits:

✦ **Elven Senses:** Elves have a keen sense of smell and taste. They gain + on flips made to detect or distinguish scents or tastes. Additionally, once an elf has tasted a particular creature's blood, she gains a + on all flips made to track that specific creature by scent.

✦ **The Elven Secret (Weakness):** The elves keep this condition quiet, but as they age, their memories begin to fail. They suffer - on all flips made to recall specific details or events.

Sea Elves

Sea elves are aquatic elves who, alone among all the peoples of Trystell, are capable of breathing both water and air. While sea elves are able to live outside of water for extended periods of time, they nevertheless prefer to be moistened regularly, for without this, their skin becomes uncomfortably dry and chapped.

Most sea elves make their homes in abodes constructed from materials found on the sea

About Sea Elves

- ✦ **Height:** 4' 1" to 5' 10" (124 cm to 177 cm)
- ✦ **Lifespan:** 360 to 660 years
- ✦ **Typical Stats:** Str 4, Dex 6, Spd 7, End 5, Int 5, Per 3, Chr 6, Det 4
- ✦ **Common Regions:** Gulf of the Deep, Kaluhn Wildseas, Quaklon, Quaris Ocean, Waladur

floor—such as shells, coral and woven kelp. These settlements are located in shallow seas, as the elves find the higher-pressure deeps uncomfortable, and deep sea trenches impossible places to reside. Most never dive below 150 feet (45 m).

Sea elves subsist largely on kelp farming, as well as the local fish and shellfish stocks. They largely consume their food raw, and eat it shortly after preparation. As sea elves are the only people to occupy the sea floor, they have less competition than most in regards to space and the local food supply. This allows their cities to spread out wide. Sea elf abodes are often both expansive and open to the waters.

Beneath the waves, sea elf clothing is sparse to non-existent, as clothes prove troublesome when swimming. Along similar lines, sea elves are known for their lack of materialistic nature, as transporting large numbers of possessions is difficult underwater.

Sea elves gain the following traits and have the stat restrictions listed below.

- ✦ **Stats:** Speed may not be a sea elf's lowest stat and Perception may not be her highest.
- ✦ **Elven Senses and the Elven Secret:** See page 39.
- ✦ **Aquatic:** Sea elves can breathe both water and air. They also gain ++ on flips made to swim.

True Elves

True elves are known for their grace and physical beauty, most taking it entirely for granted. Attention and praises simply come to them as a matter of course. Appearances of all sorts make up an important part of their culture, with dress and demeanor forming something of a subtle code, communicating what the elf feels, her status and her temperament regarding those around her.

True elf cities are traditionally breathtaking constructs, with tall slender spires and graceful arches. True elves place a great value on aesthetics and for the care of their dwellings. These are often surrounded by parks and other green spaces. True elves particularly favor flowering trees and bushes.



About True Elves

- ✦ **Height:** 4' 3" to 6' 0" (130 cm to 182 cm)
- ✦ **Lifespan:** 360 to 660 years
- ✦ **Typical Stats:** Str 4, Dex 5, Spd 5, End 3, Int 6, Per 6, Chr 7, Det 4
- ✦ **Common Regions:** Gilmgildral, Graundaur, Na Wilderness, Quaklon, Yirdril Lands

True elf parks and gardens not only provide beauty, but also release pleasing scents into the city air. Since elves are so sensitive to scents, this is an important feature, especially considering how unpleasant most cities can smell.

True elves gain the following traits and have the stat restrictions listed below.

- ✦ **Stats:** Charisma may not be a true elf's lowest stat and Endurance may not be her highest.
- ✦ **Elven Senses and the Elven Secret:** See page 39.
- ✦ **Elven Beauty:** True elves possess a beauty and grace that few can match. They gain an Influence where their beauty would apply (see page 185).

Wild Elves

All elves have a connection to the natural world, but wild elves have a particularly prominent link. Because of this, many wild elves feel uncomfortable living, or even sleeping, within artificial quarters. Most are either nomadic or live in permanent dwellings that are carefully crafted from living plants or earthworks.

In addition to their acute sense of smell and taste, wild elves have an additional connection to nature: the fiery temper of an apex predator. This temper, while useful in combat or in desperate hunting situations, can flare up at unexpected times. Because

of this, wild elf society has developed an elaborate system of wrestling-duels, designed to allow them to soothe their tempers and deal with slights, without resorting to serious injury. These duels are fought unarmed; lifting a weapon (or magic) against another, except in war, has a strong social taboo.

Wild elves gain the following traits and have the stat restrictions listed below.

- ✦ **Stats:** Perception may not be a wild elf's lowest stat and Determination may not be her highest.
- ✦ **Elven Senses and the Elven Secret:** See page 39.
- ✦ **Blood Rage:** Wounded wild elves often go into a frenzy. When a wild elf takes any damage other than fatigue, she gains the Bolstered consequence. While wounded, she also suffers ❖ to resist the Desire consequence with a subject related to anger.



About Wild Elves

- ✦ **Height:** 4' 7" to 6' 4" (140 cm to 193 cm)
- ✦ **Lifespan:** 360 to 660 years
- ✦ **Typical Stats:** Str 5, Dex 6, Spd 5, End 4, Int 4, Per 7, Chr 6, Det 3
- ✦ **Common Regions:** Gilmgildral, Licad, Na Peninsula, Rouh, Vegliar

Gnomes

Gnomes are a people known for their quirks. Tinker gnomes have an impulsive drive to “improve” things around them. Handler gnomes have an innate drive to steal small, shiny objects. Aqua gnomes are known for their use of the aguam drug, and for their almost obsessive desire to order things. Legend has it that these quirks are the product of divine inspiration. Gnomes call their impulses the Voice of Eios.

Physically, gnomes are a short people, although aqua and tinker gnomes tend to be a stockier than their handler cousins. Gnomish skin color ranges from a deep brown to a ruddy tan. Their hair ranges from a dirty blonde to dark auburn, but most gnomes begin balding by around the time they reach adulthood.

All gnomes gain the following traits:

- ✦ **Size -1:** Gnomes are small in stature. This gives them Attack +1, Damage -1, Defense +1, HP -1 and Move -1
- ✦ **Prophetic Dreams:** Gnomes have strangely foretelling dreams. Some believe

this to be Eios speaking to them. Treat this trait as a special Bond (see page 188). In addition to all the normal Bond uses, a gnome may expend this Bond before going to sleep to have particularly vivid and foretelling dreams. The GM should describe the dream, providing foreshadowing on what is to come. This information should be useful to the player, but may be cloaked in symbolism or metaphor.

Aqua Gnomes

Aqua gnomes mostly live on great barge-cities that are anchored or adrift in shallow seas. They tend to be isolationist, and their societies are known for being very controlled. This is one part tradition and one part necessity, given the crowded conditions of their cities and their inner voice which, if not silenced, urges aqua gnomes to destroy things around them.

From birth, aqua gnomes are almost universally addicted to the aguam drug. This drug both suppresses their inner voice of destruction and gives them a sense of focus. Because it is so

The Voice of Eios

Other peoples sometimes claim that all gnomes are crazy. This is not true, but the day-to-day gnomish experience does in some ways resemble mental illness.

All gnomes experience the phenomenon called the Voice of Eios. This causes them to hear voices in their heads—a consistent whisper in their ears, urging them to do things. The nature of this urging varies between the gnomish peoples. Handler gnomes are urged to steal things. Tinker gnomes have the urge to modify or tinker with the world around them. Aqua gnomes have destructive urges, but have largely managed to block out the voices through regular use of the aguam drug.

In addition to hearing voices during their waking lives, gnomes also experience them in their dreams. In a dreamscape, a voice may be literal or it may take the form of images or scenarios. Here the voices whisper of the future, or of situations far afield, about which they could not know.

It is because of these prophetic dreams that gnomes have come to associate the voices with the god Eios. Whether the voices actually are the god or not is anyone's guess, but gnomes know that their inner voices must come from somewhere.

embedded in aqua gnome culture, aguam can be found virtually anywhere aqua gnomes live. It's produced from a hardy species of kelp, which is cultivated in the waters in and around their cities.

Aqua gnomes gain the following traits and have the stat restrictions listed below.

Stats: Intelligence may not be an aqua gnome's lowest stat and Dexterity may not be her highest.

Size -1 and Prophetic Dreams: See page 42.

Semi-Aquatic: While aqua gnomes cannot breathe water, they can hold their breath for up to 90 minutes. If drowning, they make flips every minute rather than every round. They also gain **+** on flips made to swim.

Aguam Addiction (Weakness): Aqua gnomes are almost universally addicted to the drug aguam, which silences their inner Voice of Eios. A gnome needs to take a daily dose, otherwise she suffers from withdrawal. This manifests as the Fixation (aguam) consequence a day after a missed dose. An additional Fixation consequence is gained every two days that pass without the drug. Once five Fixation consequences have been gained in this way, the withdrawal symptoms are over. She loses the Fixation consequences and her Voice of Eios reasserts itself, urging her to destroy objects around her.

Handler Gnomes

Handler gnomes are a small, slender people whose inner Voice of Eios gives them the urge to steal small or convenient objects. These thefts are not malicious, and are not usually targeted for value, but they are nevertheless thefts. These urges sometimes give handler gnomes a bad reputation, but most handler gnomes are sensible enough to attempt to resist these urges when among the other peoples. Those who deal regularly with handler gnomes come to expect occasional slip-ups and plan accordingly.

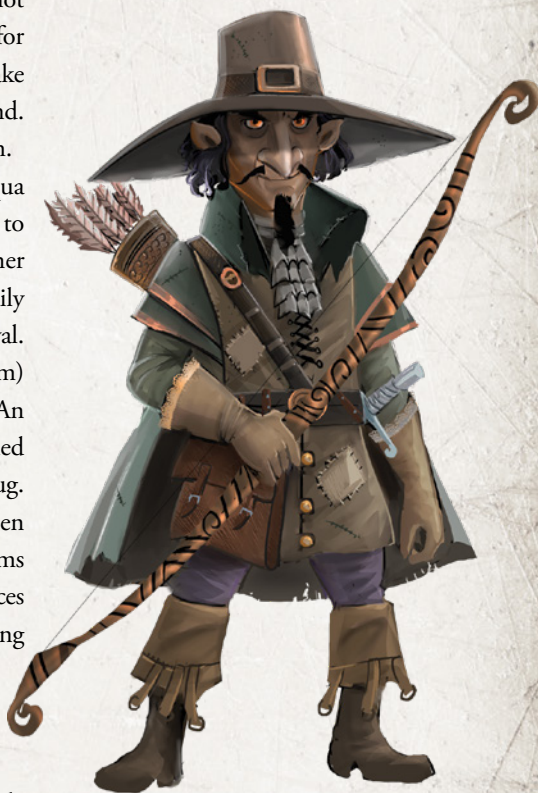
About Aqua Gnomes

Height: 2' 7" to 3' 6" (79 cm to 107 cm)

Lifespan: 48 to 88 years

Typical Stats: Str 4, Dex 3, Spd 5, End 6, Int 7, Per 5, Chr 4, Det 6

Common Regions: Cymqued Ocean, Eoris, Fonlelial, Kaluhn Wildseas, Vognash Sea



About Handler Gnomes

Height: 2' 9" to 3' 8" (84 cm to 112 cm)

Lifespan: 48 to 88 years

Typical Stats: Str 3, Dex 7, Spd 5, End 6, Int 5, Per 6, Chr 4, Det 4

Common Regions: Eoris, Graundaur, Grichom, Muno'che, Yirdril Lands

When among their own, however, taking small, cheap objects is a gesture of politeness. It's a way of recognizing the status of the host, of admiring her taste and demonstrating that she has things worth possessing. Towards this end, a handler gnome host will often leave small "gifts" out for her guests to take.

Handler gnomes gain the following traits and have the stat restrictions listed below.

Stats: Dexterity may not be a handler gnome's lowest stat and Strength may not be her highest.

Size -1 and Prophetic Dreams: See page 42.

Handler Luck: A handler gnomes increases her Luck score by +1.

Voice of Eios (Weakness): All gnomes have an inner voice which urges them to perform certain tasks. For handler gnomes, this voice urges them to steal things—not necessarily expensive things, but things which are novel or which might have a symbolic significance to Eios.

Tinker Gnomes

Tinker gnomes have the innate urge to regularly modify the world around them. Their inner Voice of Eios whispers to them about what could use improvement—moving walls, decorating buildings, constructing devices, rearranging furniture, etc.

Because of this, a tinker gnome's home is always changing, with furniture being rearranged, new rooms added and old rooms torn down, cannibalized for their material. Similarly, a tinker gnome's appearance frequently changes, as she alters her hair style, clothing and modifies her body. Tattoos, piercings and scarification common.

To other peoples, tinker gnomes often appear to be distracted and prone to getting off topic. In a way they are—after all, they frequently have their inner voice whispering

to them, and in a sense they are following two conversations at once.

This voice manifests in tinker gnome dreams in ways that inspire inventions or other makeshift devices. It is from this creative knack that tinker gnomes get their name. Tinkering with things is a habit that many gnomes use to keep their hands busy when otherwise occupied.

Tinker gnomes gain the following traits and have the stat restrictions listed below.

Stats: Intelligence may not be a tinker gnome's lowest stat and Perception may not be her highest.

Size -1 and Prophetic Dreams: See page 42.

Gadgeteer: A tinker gnome may spend an Influence to retroactively have been working on an invention, as if she had taken the Inventing downtime action (see page 194). The GM will call for an appropriate flip for the invention. Assuming it is successful, the gnome has the prototype already on hand. However, she must immediately and retroactively pay any costs associated with the prototype.

Voice of Eios (Weakness): All gnomes have an inner voice which urges them to perform certain tasks. For tinker gnomes, this voice urges them to "improve" objects or systems around them—making alterations or modifications in an (often unsuccessful) attempt to make them better. This could involve anything from adding complex machinery to additional artistic decor.

About Tinker Gnomes

Height: 2' 8" to 3' 7" (81 cm to 109 cm)

Lifespan: 48 to 88 years

Typical Stats: Str 4, Dex 5, Spd 4, End 6, Int 7, Per 3, Chr 5, Det 6

Common Regions: Bala'umn, Cebul, Graundaur, Licad, Yirdril Lands

Humans

While the ogre peoples may be the most populous on Trystell, humans are the most widespread. In many ways, driven by their innate sense of hope, humans have spread out across the globe and can be found in many societies. Their lifestyles vary from primitive hunter-gatherers, to the scholars and laborers at the forefront of social progress.


Humans come in a variety of shapes and colors. Most have black or brown hair, while others have various shades of yellow or auburn. Their hair usually turns to gray as they age. Human eyes are mostly black or brown, but green, gray and blue are not unheard of. Skin tones range from a pale peach to ebony, although various hues of blue or purple are also known.

All humans gain the following traits:

- Stats:** No restrictions.
- Legacy:** All humans gain the first rank (proficient) in either a general skill or two specialized skills related to their upbringing or family vocation. Animals, Academics, Tradecraft or Survival are the most common.

Being Human

Humans have a funny mindset compared to most other peoples. While most peoples have an innate sense of when they are defeated or bested, humans are known to carry on, uplifted by a sense of hope despite the odds. This can sometimes carry humans to success through the toughest of situations, where all others would give up. On the other hand, it can also lead humans to make reckless or foolhardy choices, as their inborn sense of optimism leads them into folly.

Human Hope: Humans possess a sense of hope that can get them through even the most difficult situations. When a card is played from hand as a , they gain a +1 bonus to the flip.

Human Optimism (Weakness): Humans have the tendency to be overly-optimistic and shortsighted. This gives them an overconfidence that can lead to foolish or shortsighted decisions.

About Humans

- Height:** 4' 5" to 6' 4" (135 cm to 193 cm)
- Lifespan:** 48 to 88 years
- Common Regions:** Muno'che, Quaris Ocean, Rouh, Suethron Lands, Yirdril Lands



Minotaurs

Minotaurs are known for their sense of social harmony and coherence in groups. They are a communally-oriented people, who pride themselves on their horns. These horns sprout at puberty, regardless of the minotaur's sex. Elderly minotaurs will sometimes need to "rest their heads" as the weight of their horns become too much to bear.

A tall people, minotaurs tower over all but the largest of the ogre kinds. They are covered from head to hoof in a coat of fur, which ranges from black to white, to a deep brown. A few rare minotaurs have coats with patches of differing colors, giving them a spotted appearance. This coat sheds significantly in the springtime, and gradually thins as minotaurs age, sometimes developing bald patches.

All minotaurs gain the following traits:

- ✦ **Minotaur Horns:** Minotaurs possess a set of horns which can act as makeshift weapons. For horn damage, see page 284.
- ✦ **Herd Mentality (Weakness):** Minotaurs are group-oriented and are easily influenced by others of their kind. When any minotaur gains a Dazed or Fear consequence, all others nearby gain one as well.

Brawny Minotaurs

Brawny minotaurs are a people endowed with great physical prowess, but they are no mere brutes. They are renowned for their ability to coordinate and work as a team, each minotaur falling into line.

They have horns that range anywhere from a foot to two feet in length (30 cm to 60 cm). Brawny minotaurs take great pride in their horns, which are held as a symbol of both the minotaur's personal honor and status. Because of this, many polish their horns, while wealthy

Herd Mentality

Deep down inside, minotaurs are herd animals. They get along well in groups, as their thoughts subconsciously adjust in ways that encourage coexistence with other minotaurs. While this is a benefit to societal harmony, it also is a trait which can be exploited by duplicitous members of the minotaur peoples. These schemers know that they can bend other minotaurs to their will.

Minotaur herd mentality can also lead to mob behavior. Once a group has their emotions provoked, it can quickly spread to other minotaurs nearby.

About Brawny Minotaurs

- ✦ **Height:** 6' 2" to 7' 10" (188 cm to 239 cm)
- ✦ **Lifespan:** 48 to 88 years
- ✦ **Typical Stats:** Str 7, Dex 4, Spd 4, End 6, Int 3, Per 5, Chr 5, Det 6
- ✦ **Common Regions:** Grichom, Quaris Ocean, Richoo Drylands, Wala'dur, Yirdril Lands

minotaurs may coat them in precious metallic foils or elaborate paint.

Minotaurs who have horns which are broken or poorly-tended often find themselves stigmatized. This stems from an ancient practice where a criminal's horns were cut off as a punishment for a crime. In some traditionalist regions this practice still continues. Minotaur horns grow back if broken, but the recovery takes many years.

Brawny minotaur society is communally-focused, with a strong emphasis on the family and religion. Most minotaurs live in large communal dwellings alongside their extended family. Most

such houses have a family shrine, where the residents can privately worship or burn offerings.

Brawny minotaurs gain the following traits and have the stat restrictions listed below.

✦ **Stats:** Strength may not be a brawny minotaur's lowest stat and Intelligence may not be her highest.

✦ **Minotaur Horns and Herd Mentality:** See page 46.

✦ **Teamwork:** Brawny minotaurs are known for their ability to work together. They gain an Influence point that may only be used on other minotaurs or members of the party.

Canny Minotaurs

Canny minotaurs have less physical prowess and more innate cleverness than their brawny cousins. Their horns are also shorter and more curled, ranging from a couple inches to a foot in length (5 cm to 30 cm). Most canny minotaurs have horns that curl forward, but a minority have backward curling horns. Superstition has it that these "back-horned" minotaurs have a strong connection to the spirit world, and that their horns face backwards in order to ward off ghosts or other hostile spirits.

Like their brawny cousins, canny minotaurs are community-oriented, but their communities tend to be more hierarchically-organized. Each family clan always has a distinct leader.

About Canny Minotaurs

✦ **Height:** 6' 0" to 7' 9" (183 cm to 236 cm)

✦ **Lifespan:** 48 to 88 years

✦ **Typical Stats:** Str 6, Dex 4, Spd 3, End 6, Int 5, Per 7, Chr 5, Det 4

✦ **Common Regions:** Grichom, Na Wilderness, Quaklon, Richoo Drylands, Wala'dur

As minotaurs are a very social people, families will keep in touch with members going back generations, even with relatives that moved far away decades in the past. This elaborate web of familial connections acts as a social safety net, where minotaurs can call on distant relatives to provide food and housing in desperate times. They will likewise be expected to provide the same if called upon.

Canny minotaurs gain the following traits and have the stat restrictions listed below.

✦ **Stats:** Perception may not be a canny minotaur's lowest stat and Speed may not be her highest.

✦ **Minotaur Horns and Herd Mentality:** See page 46.

✦ **Coordinator:** A canny minotaur may exhaust a Bond and explain how it relates to the current situation to give + to another character's flip.



Ogres

Ogres are the most diverse and short-lived of all Trystell's peoples. They are known for their ability to adapt to their environment, and for quickly picking up new skills. Ogres are also known for their fierce independence, a trait which can make them unruly in large groups.

The ogre peoples range in size from just over 2' feet (0.6 m) to almost 10' 6" (3.2 m), although most common varieties of ogres fall somewhere in the middle. Ogre hair runs the gamut from pale white to dark blue, while ogre skin tones range from a pale gray to a deep green.

All ogres gain the following traits:

✦ **Ogre Adaptability:** Ogres are able to quickly adapt to new situations. As a downtime action spent watching an unknown skill in use, an ogre may pick up on the basics. Assuming she meets all other requirements for the skill, she is then temporarily considered to have one rank (proficient) in it. Temporarily learning a new skill in this way causes her to forget any previous skill she gained through Ogre Adaptability.

✦ **Ogre Independence (Weakness):** Ogres may be adaptable, but they also have the tendency to be independent and don't always play nicely with others. They suffer ⚡ when making Group Effort flips, regardless of whether they are acting as primary or secondary (see page 154).

Goblins

Goblins are one of the smallest ogre peoples. This, perhaps, explains a number of elements of their culture and why goblins have a reputation for being very wily. What they lack in size they make up for in speed and craftiness.

A foe pursuing a goblin is often surprised by just how quickly one can move when the need arises. This is quite a bit faster than would be normally presumed given their small size, and when caught, goblins can be savage.

Goblin dwellings tend to be small, claustrophobic affairs, with a maze of rooms, chambers, crawlspaces and corridors. This setup plays to the strengths of the goblin people, and over the centuries it has become emblematic of their

The Ogre Mindset

To understand the ogre mindset, one must first understand the ogre lifespan. Ogres have only half the life expectancy of humans, dwarves, gnomes or minotaurs—aging at twice the rate of those peoples. Because of this, ogres don't have time to waste.

Additionally, the short ogre lifespan means that they only acquire half as many memories over the course of their lives as do most peoples. This leaves them with a greater capacity for short-term memory—an ability they put to good use picking up new skills, holding them for a time and then promptly forgetting them once they've moved on. In some ways, this ability is to be both envied and pitied.

Ogre cognitive adaptability also comes with another downside: their fierce independence. When making quick mental adaptations, the ogre mind makes use of myriad shortcuts. It doesn't have time to fully integrate the new adaptations with existing knowledge. Practically, this means that ogres have a more difficult time than most coordinating on a shared task, as each ogre's mind is trying to optimize the situation in different, mutually incompatible ways.



About Goblins

- ✦ **Height:** 2' 5" to 3' 7" (74 cm to 109 cm)
- ✦ **Lifespan:** 24 to 44 years
- ✦ **Typical Stats:** Str 4, Dex 6, Spd 7, End 6, Int 5, Per 5, Chr 4, Det 3
- ✦ **Common Regions:** Bala'umn, Graundaur, Licad, Quaris Ocean, Richoo Drylands

culture. Goblin children love to run and hide in their household's many spaces.

Goblins gain the following traits and have the stat restrictions listed below.

- ✦ **Stats:** Speed may not be a goblin's lowest stat and Determination may not be her highest.
- ✦ **Ogre Adaptability and Independence:** See page 48.
- ✦ **Size -1:** Goblins are small in stature. This gives them Attack +1, Damage -1, Defense +1, HP -1 and Move -1.
- ✦ **Goblin Dash:** Goblins are faster than their small size would indicate. Double the goblin's Move score (after factoring in the modifier for Size).

High Orcs

High orcs have a reputation for being among the quickest-witted and most resolute of the ogre peoples. In many high orc parables they cast themselves as misunderstood savants. They are also on the larger

end of the ogre spectrum, surpassed in size by only trolls and true ogres.

In addition to these features, most high orcs possess what they call "the low voice." That is, a high orc's hearing and vocal range extend lower than all of Trystell's other peoples. In fact, a high orc can croak out words in so low of a pitch that others are not able to hear her speaking. This means that two high orcs standing next to an individual could be having an in-depth conversation about her



and she might not even know. Many high orcs use this ability to shamelessly gossip about others around them.

High orcs gain the following traits and have the stat restrictions listed below.

✦ **Stats:** Determination may not be a high orc's lowest stat and Dexterity may not be her highest.

✦ **Ogre Adaptability and Independence:** See page 48.

✦ **Low Voice:** The high orc vocal range extends below what other peoples are able to hear. At the very lowest end in the range, they have the low voice. At this range, only other high orcs—and a handful of creatures with sensitive hearing—can perceive what is said. When speaking in their low voice, high orcs must have their mouth open, but do not need to move their lips. This can lead to subtle uses of the voice.

About High Orcs

✦ **Height:** 4' 7" to 6' 7" (140 cm to 201 cm)

✦ **Lifespan:** 24 to 44 years

✦ **Typical Stats:** Str 6, Dex 3, Spd 4, End 5, Int 6, Per 5, Chr 4, Det 7

✦ **Common Regions:** Gilmgildral, Licad, Muno'che, Wala'dur, Zompar

Hobgoblins

Hobgoblins are the smallest of Trystell's peoples. They are also the only one to possess innate magical capabilities. While these are nowhere near as powerful as those of kalids, their abilities have, nevertheless, been subject to much speculation.

Hobgoblins view their magic as an extension of their physical being, often referring to it as their breath. They visualize it as emanating from their lungs and extruding outward into the world around them. Using it, however, takes its toll, straining their body and draining their corporeal energy. This magic first manifests sometime around puberty, and its first use is seen as a sign of adulthood. Not all hobgoblins have the same magical aptitudes as others, and which ability a hobgoblin first manifests is subject to much speculation among elders.

In the distant past, before the Golden Age, the magical capabilities of hobgoblins were viewed with a mixture of fear and superstition. In some regions, hobgoblins were hunted for their body parts in much the same fashion as kalids. In others, they found themselves exiled from the community. While this practice stopped millennia ago, it took its toll on the hobgoblin population and today they are only found in and around the Yirdril Lands.



Hobgoblins gain the following traits and have the stat restrictions listed below.

- ✦ **Stats:** Dexterity may not be a hobgoblin's lowest stat and Strength may not be her highest.
- ✦ **Ogre Adaptability and Independence:** See page 48.
- ✦ **Size -1:** Hobgoblins are small in stature. This gives them Attack +1, Damage -1, Defense +1, HP -1 and Move -1.
- ✦ **Hobgoblin Magic:** Hobgoblins have some amount of innate magic. This allows hobgoblins to use second sight and dispel magic without needing a mystic affinity or reagent (see page 178).

Orcs

Orcs have the reputation for being a cheerful, but pugnacious people. There is a stereotype that orcs are unruly and quick to throw punches. And there may be some truth to this, as orcs heal faster than others and consequently pay less heed to minor bruises and scrapes that come from "clean, honest fights." Despite their impressive willpower, orcs also have a reputation for poor impulse control. They laugh quickly, fight quickly, love quickly and anger just as quick.

As far as the ogre peoples go, orcs fall somewhere in the middle in terms of size and

About Hobgoblins

- ✦ **Height:** 2' 1" to 3' 3" (63 cm to 99 cm)
- ✦ **Lifespan:** 24 to 44 years
- ✦ **Typical Stats:** Str 3, Dex 7, Spd 6, End 5, Int 6, Per 4, Chr 5, Det 4
- ✦ **Common Regions:** Yirdril Lands

physical prowess. They are also known for their fierce appetite, easily eating twice as much as other peoples of similar size—a side effect of their quickened rate of healing.

Orcs gain the following traits and have the stat restrictions listed below.

- ✦ **Stats:** Determination may not be a orc's lowest stat and Charisma may not be her highest.
- ✦ **Ogre Adaptability and Independence:** See page 48.



About Orcs

- ✦ **Height:** 4' 5" to 6' 5" (135 cm to 196 cm)
- ✦ **Lifespan:** 24 to 44 years
- ✦ **Typical Stats:** Str 6, Dex 5, Spd 6, End 5, Int 4, Per 4, Chr 3, Det 7
- ✦ **Common Regions:** Desolation, Licad, Muno'che, Suethron Lands, Zompar

Orc Healing: Orcs have a truly impressive natural healing ability. An orc heals each night, regardless of the environment. In safe clean conditions, when others would naturally heal, an orc heals twice her Endurance in HP, rather than the usual rate.

Trolls

Trolls are the second largest of the ogre peoples. They are known for their tremendous endurance, and for being acutely influenced by the cycles of day and night.

To be a troll is to live a life where a significant portion of your aptitudes change with a daily cycle. By the light of the sun, a troll's mental faculties improve, giving her an edge in cognition. However, it also makes her sluggish and more easily fatigued. By the light of the moons, however, the opposite is true. Under these conditions, a troll's physical abilities are at their peak, but her mental abilities become foggy and slow.

While this daily cycle may be disorienting for other peoples, to trolls it is a fact of life, and they simply plan their days accordingly—performing mental pursuits by day and physical labor at night.

This cycle also has an effect on trollish dueling traditions. Traditionally, one party in a duel will pick the location and time of

day, while the other party will then pick the method. Such duels are not always fought with weapons, as some are duels of wits. Riddles and rhymes are both favorites.

Trolls gain the following traits and have the stat restrictions listed below.

Stats: Endurance may not be a troll's lowest stat and Charisma may not be her highest.

Ogre Adaptability and Independence: See page 48.

Sunlight Duality: Trolls react strongly to the cycles of day and night. Whenever a troll plays a card from hand, the flip may gain an extra \oplus . During the day this affects only Intelligence-, Perception-, Charisma- and Determination-based flips. During the night, this affects only Strength-, Dexterity-, Speed- and Endurance-based flips.



About Trolls

Height: 5' 10" to 7' 10" (178 cm to 239 cm)

Lifespan: 24 to 44 years

Typical Stats: Str 6, Dex 6, Spd 5, End 7, Int 4, Per 5, Chr 3, Det 4

Common Regions: Bala'umn, Licad, Muno'che, Rouh, Yirdril Lands

True Ogres

There are several ways in which true ogres are exceptional: They are by far the largest of Trystell's peoples; they are one of only two subgroups untouched by the Changeling Plagues (the other being the true elves); and they are only commonly found on the remote island of Cebul.

Despite their large size and truly impressive physical prowess, it is easy to see how true ogres may have fared poorly in the past: on the whole, they are not very bright. While they possess the same short-term mental adaptability as the other ogre peoples, transitioning anything to long-term memory is a truly daunting feat.

True ogre culture is semi-nomadic and tribal. Bands of true ogres move about with the seasons, making their way from the mountains of Cebul's interior to the coast. Along the way, they hunt the mega-fauna that inhabits the island. Food is either eaten immediately or dried and stored for the winter. This means burying it in the earth or leaving it in cool, dark caves.

True Ogres gain the following traits and have the stat restrictions listed below.

- ✱ **Stats:** Strength may not be a true ogre's lowest stat and Intelligence may not be her highest.
- ✱ **Size +1:** True ogres are large in stature. This gives them Attack -1, Damage +1, Defense -1, HP +1 and Move +1.
- ✱ **Ogre Adaptability and Independence:** See page 48.
- ✱ **Brute Strength:** True ogres are able to muster truly astounding levels of strength when called upon. They gain + on Strength-based flips.

About True Ogres

- ✱ **Height:** 7' 11" to 10' 5" (241 cm to 318 cm)
- ✱ **Lifespan:** 24 to 44 years
- ✱ **Typical Stats:** Str 7, Dex 4, Spd 5, End 6, Int 3, Per 4, Chr 5, Det 6
- ✱ **Common Regions:** Cebul





Careers

In which numerous professions are described and their bountiful possibilities unveiled

How has your character spent her adult life? What has she accomplished? What skills has she picked up? Her Careers help answer these questions.

Conceptually, your character's adult life is broken up into blocks of time called *attempts*. During each of these she will attempt a Career.

This will be repeated multiple times during character creation. Each attempt you will choose whether she continues with her existing career or attempts a new career.

advancement flip for the next rank. On a success, increase your character's rank by one and gain that rank's listed benefits. On a failure, life takes an unexpected turn and you must select a different Career next attempt.

List of Careers

Below is a table of Careers. Each attempt, either pick a Career from the list or flip a card and let fate decide. Full descriptions for each Career can be found on the pages that follow.

Career Attempts

Each Career consists of a description and several tables. When making an attempt, perform each of the following steps in whatever order you wish.

Training: On the Training table for your career, either pick an entry you have not received previously or make a random flip. This will determine which skills or other abilities your character learns.

Event: Make a flip on the Event table.

Advancement: Every career has several ranks, each granting a Title and Status. Your character will begin each career at Rank 1, gaining its listed benefits. During every subsequent attempt, make the listed

Card	Career	Page
A	Agitator	56
2	Captive	58
3	Engineer	60
4	Entertainer	62
5	Laborer	64
6	Mage	66
7	Missionary	68
8	Ne'er-do-well	70
9	Pioneer	72
10	Scholar	74
J	Sellsword	76
Q	Tradesman	78
K	Zealot	80
Joker	GM's choice or flip again	—

Agitator



Agitators loudly call for social, religious or political change. Towards this end, they frequently organize protests or utilize skills in public speaking and printing.



Card	Training	Page	
A	Academics (pick social field) and Tradecraft (printing)	84	✓
2	Awareness	84	✓
3	Deception	84	✓
4	Empathy	84	✓
5	Expression	84	✓
6	Investigate	84	✓
7	Persuade	85	✓
8	Socialize	85	✓
9	Stealth	85	✓
10	Streetwise	85	✓
J	Beneath Notice [*]	121	✓
Q	Born Leader [Chr 5]	121	✓
K	Honeyed Tongue [Chr 5]	123	✓
Joker	Secret Identity [Chr 5]	126	✓

Rank	Title	Status	Advan.	Benefits	Page	
1	Malcontent	Common 1	—	Expression, Cloak and hood	84	✓
2	Firebrand	Common 2	Det-10	Language (Standard), Academics (pick field) and Leaflets	84	✓
3	Agitator	Common 3	Spd-10	Contact (malcontents)	122	
4	Rabble-rouser	Common 4	Chr-10	Streetwise, Gambeson	85	✓
					142	
5	Instigator	Common 5	Int-10	Reputation (demagogue) and Academics (politics)	125	✓
					84	

Card	Event	Page	
A	Assassination Attempt: Someone who wanted you silenced hired an assassin to send you to the grave. Make a Per-10 flip. On a success, the attempt was completely foiled; gain Enemy (assassin's mysterious sponsor). Otherwise, the assassin managed to wound you, flip on the Injury table.	130 20	
2	Speech: You had the opportunity to give a speech before a large crowd. Make a Chr-10 flip. On a success, the speech becomes more well-known than you had dared hope. Gain Reputation (famous speech) and Academics (pick related field). Otherwise, you are embarrassed, but the failure helps steel your resolve; gain Unfazeable [Det 5].	125 84 127	✓
3	Street Contacts: You spent time garnering support among the people on the street, whether a seedy back alley or a dusty trail. Gain Contact (street people).	122	

Card	Event	Page
4	Brushed Shoulders: You brushed shoulders with someone with true power, such as the leader of a nation, religion or global organization. Make a Chr-12 flip. On a success, you impressed that person in a way that doesn't end in your incarceration. You have the option of gaining Membership (pick organization) , but cannot make your next attempt in the Agitator career. On a failure, you must either make your next attempt in the Captive career or flip on the Injury table.	125 58 20
5	Declared Trouble: Someone in power saw your growing social network as a threat and declared you a troublemaker. Choose: <div> <div> You spoke out more loudly against those in power. Decide who you angered in doing this and gain Enemy (powerful individual). </div> <div> You accepted the declaration and moved on. Lose an Ally, Contact or Patron, if you have one. </div> </div>	130 188
6	Saved From Mob: One of your speeches angered a mob of people. You were saved from the mob, but owe the person who saved you a favor. Look over your Bonds and pick one. Change that Bond's type to Obligation . If you have no Bonds, gain a new Obligation .	188 132
7	Betrayer: You were cornered by those in power and pressured to betray your comrades. Choose: <div> <div> You betrayed them; change an Ally, Contact or Patron to an Enemy. If you have none, simply gain Enemy (betrayed ex-comrade). </div> <div> You refused; you must flip on the Injury table and make your next attempt in the Captive career. </div> </div>	188 130 20 58
8	Exiled: You were charged with a crime <i>in absentia</i> . Gain the Wanted weakness, as you have officially been exiled for your crimes.	133
9	Rival: Agitating for social change led to a bitter rivalry. Gain Rival (fellow agitator) . Although you are allies in the cause, there is a lot of personal animosity between you.	132
10	Denounced by Clergy: You offended a prominent member of the clergy who publicly denounced you. Make an Int-10 flip to refute the denouncement. On a success, you turned public opinion in your favor; gain Contact (clerical dissidents) . On a failure, this made your life harder; take  on your next advancement flip. Either way, gain a rank of Academics (theology) and Reputation (enemy of clergy) .	122 84 125
J	Discredited: Your enemies worked in the shadows to discredit you. Make an Int-10 flip to outmaneuver them. On a success, gain  on your next advancement flip. On a failure, suffer  on that flip. Either way, gain your choice of Deception , Empathy or Streetwise .	84 85
Q	Betrayed: One of your associates betrayed you to those in power. Make a Spd-10 flip. On a failure, you were caught. Flip on either the Injury or Madness tables. Either way, gain a rank of Streetwise .	20 21 85
K	Given Gift: One of your social connections gave you a magnificent gift. Have the GM flip on the Artifact table. If you succeed on an Int-12 flip, you know the function of the artifact.	261
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259

Captive

Captives spend some portion of their lives imprisoned, whether literally locked away in a dank cell or enslaved and made to perform forced labor.

Card	Training	Page	
A	Academics (law) and Academics (theology)	84	✓
2	Animals	84	✓
3	Athletics	84	✓
4	Awareness	84	✓
5	Empathy	84	✓
6	Expression	84	✓
7	Socialize	85	✓
8	Streetwise	85	✓
9	Thievery	85	✓
10	Tradecraft (pick trade) and Strong Back [Str 5]	86 126	✓
J	Beneath Notice [*]	121	✓
Q	Robust [End 5]	126	✓
K	Toughness [End 5]	127	✓
Joker	Iron Hide [End 5]	124	✓



Rank	Title	Status	Advan.	Benefits	Page	
1	Scum	Common 0	—	Streetwise, Tattered clothes	85	✓
2	Rabble	Common 0	Str-10	Shiv (poor quality dagger)	140	
3	Respected	Common 0	End-10	Brawler-style	89	✓
4	Notorious	Common 1	Per-10	Persuade	85	✓
5	Boss	Common 2	Chr-12	Empathy	84	✓



Card	Event	Page	
A	Hard Labor: You are forced to repeatedly work hard labor. Make an End-10 flip. On a success, gain Strong Back [Str 5] and Smash! [Str 5]. On a failure, flip on the Injury table and do not check off a training box.	126 20	✓
2	Escape Chance: You had a chance to escape your confinement. Make a Spd-10 flip. On a success, you got away; gain the Wanted weakness. On a failure, you were captured; flip on the Injury table.	133 20	
3	Brutal Treatment: You endured brutal treatment at the hands of your captors. Make an End-10 flip. On a failure, flip on the Injury table. Either way, gain Grit [End 5].	20 123	✓
4	Bloody Revolt: Your fellow captives rose up in bloody revolt. Choose: <div> <div>✖ You joined them. Make a Str-10 flip. On a failure, flip on the Injury table. Either way, gain the Wanted weakness.</div> <div>✖ You refused. Gain Contact (former captor).</div> </div>	20 133 122	
5	Malicious Captive: One of the other captives was particularly cruel to you. Make a Str-10 flip. On a success, gain + on your next advancement flip. On a failure, flip on the Madness table.	21	
6	Gangs: Gangs formed among the captives. Make a Chr-10 flip. On a success, you remained on their good side; gain Contact (gang member) . On a failure, flip on the Injury table.	122 20	
7	Offer of Freedom: Your captor offered to free you if you agreed to owe her a boon. <div> <div>✖ You agreed. Gain the Obligation (former captor) weakness.</div> <div>✖ You refused and she made life difficult. Take - on your next advancement flip.</div> </div>	132	
8	Kill or Be Killed: You were caught in a fight. Make a Dex-10 flip. On a success, you killed the other person and must make your next attempt in the Captive career. On a failure, were are badly injured; flip on the Injury table.	20	
9	Corrupt Guard: One of the guards offered to set you free if you were willing to undergo a strange rite and sell your soul. Choose: <div> <div>✖ You agreed. Gain Membership (Brotherhood of the Form).</div> <div>✖ You refused and the guard made your life difficult. You must make your next attempt in the Captive career.</div> </div>	125 228	
10	Traded: You were sent from one place of captivity to another and had to find your way among the new captives. Make a Chr-12 flip. On a failure, you are demoted to Rank 1 (scum), but keep previously acquired benefits.	58	
J	Friendly Guard: You made friends with one of the guards. Make a Chr-10 flip. On a success, you gain Contact (prison guard) . On a failure, the guard is fired and you gain Enemy (prison guard) .	122 130	
Q	Betrayed: One of the captives betrayed your plan to escape, telling the guards. Gain Enemy (prisoner) . Make an End-10 flip; if you fail, flip on the Injury table.	130 20	
K	Remember the Dead: A fellow prisoner died telling you where she hid her loot. Make an Int-10 flip for once you get out. On a success, you find her loot, gaining 100 bp.	135	
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259	

Engineer

Engineers are prized specialists who design and build mechanical devices and complex structures, such as mills, bridges, canals and siege engines.



Card	Training	Page	
A	Academics (pick two)	84	✓
2	Athletics	84	✓
3	Awareness	84	✓
4	Investigate	84	✓
5	Language (pick language) and Vehicles (pick type)	84 86	✓
6	Persuade	85	✓
7	Streetwise	85	✓
8	Thievery	85	✓
9	Tradecraft (pick two)	86	✓
10	Mystic Affinity (lunar); or pick from the Lunar Magic Training table	125 66	✓
J	Acute Sense (pick sense) [Per 5]	120	✓
Q	Scrounge and Common Sense	126 122	✓
K	Shrug Off [Det 5]	126	✓
Joker	Wealthy	127	✓

Rank	Title	Status	Advan.	Benefits	Page	
1	Apprentice Engineer	Common 4	—	Language (Standard) and Tradecraft (pick technical trade)	84 86	✓
2	Senior Apprentice	Common 5	Dex-10	Academics (pick field) and Vehicles (pick type), Hammer	84 86	✓
3	Novice Journeyman	Gentle 1	Int-10	Trade tools (engineer), Guild license	145	
4	Associate Journeyman	Gentle 2	Det-10	Respectable set of clothes, Pouch with 10 silver pesos	143 135	
5	Senior Journeyman	Gentle 3	Dex-12	Schematics for new design, Ink, Quill, Paper	145	
6	Master Engineer	Gentle 4	Int-12	Trade workshop (engineer), Obligation (apprentice)	145 132	

Card	Event	Page	
A	Invention: You created a new invention—perhaps a new eating utensil, navigational aid or a better way to rotate agriculture. Decide on the nature of the invention. Gain Reputation (new invention) and Tradecraft (field related to invention) .	125 86	✓
2	Accident: There was a terrible accident in a workshop while you were present. Make a Dex-10 flip. On a failure, flip on the Madness or Injury tables. Either way, gain Danger Sense [Per 5].	21 20 122	✓
3	Lynch Mob: An angry mob formed after a piece of machinery killed a local child. Right or wrong, you were blamed for the death. Make a Chr-10 flip. On a success, you talked them down; gain a rank of Persuade . On a failure, they strung you up by your neck and presumed that you died; gain Secret (survived failed execution) and Diehard [End 5].	85 133 122	✓
4	Wealthy Patron: You had the opportunity to secure a wealthy patron who promised to aid you in your engineering endeavors. Make an Int-10 flip to impress her. On a success, gain Patron (wealthy sponsor) .	125	
5	House Arrest: The local authorities cracked down on the intelligentsia for possessing subversive outlooks and you were placed under house arrest. You must make your next attempt in either the Captive, Laborer or Tradesman careers.	58 64 78	
6	Heretical Discovery: You made a discovery that challenged a commonly believed piece of theology. Choose: ✎ You publicized your discovery, much to the anger of some. Gain Enemy (angry cleric) . ✎ You kept the discovery to yourself, leaving you with little to show for your time. Suffer ☹ on your next advancement flip.	130	
7	Rival: Another engineer attempted to cut in on your business, initiating a fierce competition. Choose: ✎ You sabotaged your rival. Gain ☺ on your next advancement flip and Rival (engineer) . ✎ You decided to compete fairly. Suffer ☹ on your next advancement flip.	132	
8	Bookwork: You spent a great deal of time researching foreign technologies. Gain a rank of Tradecraft (pick trade) and Language (pick language) .	84 86	✓
9	On the Road: You spent a period of time on the road, making repairs and constructing machinery onsite. This led you to make many connections. Gain Contact (traveling peddler) .	122	
10	Trade Secret: You were charged with protecting an important trade secret. Make a Per-10 flip to keep it guarded. On a success, you kept it safe; gain Favor (guild official) . On a failure, it was stolen; suffer ☹ on your next advancement flip.	123	
J	League Membership: You were offered membership in the Lanstrin League of Technology. If you accept, gain Membership (Lanstrin League) .	125 231	
Q	Windfall: For a time, work was steady and your services were in high demand. Make a Det-10 flip to keep up with demand. On a success, gain 100 bp.	135	
K	Fumes: While laboring in a workshop you were exposed to toxic fumes. Make an End-10 flip. On a failure, flip on the Madness table. Either way, gain Robust [End 5].	21 126	✓
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259	

Entertainer

Entertainers range from circus performers to established troupe actors, from court jesters to wandering minstrels. They entertain everyone, from the masses to royalty.

Card	Training	Page	
A	Deception	84	✓
2	Empathy	84	✓
3	Expression	84	✓
4	Language (pick two)	84	✓
5	Persuade	85	✓
6	Socialize	85	✓
7	Streetwise	85	✓
8	Thievery	85	✓
9	Pick from the Fighting Style Training table	76	✓
10	Mystic Affinity (pick tradition); or pick from the training table for that tradition	125 66	✓
J	Attractive [Chr 5] and Fashion Sense	121 123	✓
Q	Contortionist [Dex 5] and Eidetic Memory [Int 5]	122	✓
K	Honeyed Tongue [Chr 5]	123	✓
Joker	Secret Identity [Chr 5]	126	✓



Rank	Title	Status	Advan.	Benefits	Page	
1	Busker	Common 1	—	Expression, Bowl, Instrument	84 145	✓
2	Bit-player	Common 1	End-10	Costume	143	
3	Thespian	Common 2	Det-10	Deception, Script	84	✓
4	Troubadour	Common 3	Chr-10	Empathy, Fancy hat	84 143	✓
5	Understudy	Gentle 1	Int-12	Wardrobe of costumes and props	143	
6	Headliner	Gentle 3	Chr-12	Contact (groupies)	122	
7	Star	Gentle 5	Chr-14	Reputation (star) and Moxie	125	✓

Card	Event	Page	
A	Many Lovers: In your travels you had many lovers available to you. Gain Contact (past lovers) , Reputation (exceptional lover) and Fashion Sense .	122 125	✓
2	Patron: You had the chance to impress a potential patron with your work. Make a Chr-12 flip. On a success, gain Patron , Independent Income and Reputation (trendy) . On a failure, you made up for it with practice; gain a rank of Expression .	125 124 84	✓
3	Bar Fight: A bar fight broke out during one of your performances. Make an End-10 flip. On a failure, flip on the Injury table. Either way, gain a rank of Brawler-style .	20 89	✓
4	Bandits: While traveling between gigs you were attacked by bandits. Choose: <div> <div> </div> <div> </div> </div> You ran away. Make a Spd-10 flip. On a failure, flip on the Injury table. Either way, gain a rank of Athletics . <div> <div> </div> <div> </div> </div> You talked your way out of it. Make a Chr-12 flip. On a failure, flip on the Injury table. Either way, gain a rank of Persuasion .	20 84 85	✓
5	Known Work: One of your works caught on and became well known. Gain Reputation (popular work) and Socially Mobile .	125 126	✓
6	Avid Following: You built up an avid following of fans. Make a Chr-10 flip. On a success, you managed to keep some over time. Gain Contact (avid fans) . On a failure, most of them eventually move on, but a single crazed stalker still follows you; gain Rival (psycho stalker) .	122 132	
7	Angry Crowd: One of your performances angered the locals. Make a Chr-10 flip. On a success, you talked them down from violence; gain + on your next advancement flip. Otherwise, flip on either the Injury or Madness table.	20 21	
8	Shadowy Acquaintances: You dealt with many shady individuals during this part of your life. Make an Int-10 flip. On a success, you left an inspiring impression on some of them; gain Favor (criminal contact) . On a failure, you left many of them angry; gain Enemy (angry criminal) .	123 130	
9	Cantrips: In your travels you picked up a small bit of magical know-how. Gain Wild Affinity (pick tradition) and flip on the training table for that tradition to gain a single Arcane Lore.	127 66	✓
10	Wrong Lover: In retrospect, one of your lovers was obviously a bad decision, and things went very wrong. Make a Spd-10 flip to get away. On a failure, flip on the Injury or Madness table. Either way, gain Enemy (ex-lover) .	20 21 130	
J	Heavy Drinking: You were treated to too many free drinks. Make a Det-10 flip. On a failure, gain the Compulsive Behavior (drinking) weakness. Either way, gain Robust [End 5].	129 126	✓
Q	Ran Off: Whether true or not, someone accused you of a crime and rallied the authorities against you. Make a Chr-12 flip. On a failure, gain Wanted (pick a city) . Either way, gain Enemy (accuser) .	133 130	
K	Taverns: You spent much time in taverns across the land, where you were known and appreciated as a patron. Gain Contact (drinking buddies) .	122	
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259	

Saborer

Laborers pursue a simple, fulfilling and well-rounded life—the kind most sane folk strive for. It might include getting married, working a farm or seeking a job in one of Trystell's bustling foundries.

Card	Training	Page	
A	Animals	84	✓
2	Athletics	84	✓
3	Awareness	84	✓
4	Empathy	84	✓
5	Persuade	85	✓
6	Socialize	85	✓
7	Streetwise	85	✓
8	Survival	85	✓
9	Thievery	85	✓
10	Tradecraft (pick trade) and Strong Back [Str 5]	86 126	✓
J	Vehicles (pick type) and Socially Mobile	86 126	✓
Q	Beneath Notice [*]	121	✓
K	Animal Affinity [Det 5] and Night Vision [Per 5]	121 125	✓
Joker	Wealthy	127	✓



Rank	Title	Status	Advan.	Benefits	Page	
1	Cottar	Common 2	—	Tradecraft (pick trade) and Vehicles (pick type)	86	✓
2	Husbandman	Common 3	End-10	Packed Lunch, 10 bronze pennies spending money	147 135	
3	Yeoman	Common 4	Str-10	Fine quality set of clothes for special occasions	143	
4	Freeholder	Common 5	Det-10	Draft Horse or Mule	146	
5	Gentleman	Gentle 1	Chr-10	Independent Income and Reputation (landlord)	124 125	✓

Card	Event	Page
A	Marriage: You got married, either to a spouse of your choice or as part of an arrangement by your family. Gain Ally (spouse) .	121
2	Birth: Either you or someone close to you gave birth, leaving you with some responsibility over the child. Gain Obligation (child) .	132
3	Death: Someone close to you died. If you have an Ally , Contact or Patron , pick which one perished and lose that Bond.	188
4	Falling Out: You had a falling out with someone close to you. If you have an Ally , Contact or Patron , turn one into an Enemy . If not, gain Enemy (friend-turned-foe) .	188 130
5	Accused: You were accused of a very serious crime. Choose:	
✠	You chose to defend yourself in court. Make a Chr-10 flip. If you fail, you must make your next attempt in the Captive career.	58
✠	You went on the run. Gain the Wanted weakness and make a Per-10 flip. On a failure, flip on the Injury table.	133 20
6	Hard Times: Hard times fell upon you, threatening to leave you destitute. Make a Chr-10 flip. On a failure, lower your Standing by 2. This lasts until your next successful Advancement flip.	186
7	Artifact: Somehow you came into possession of an artifact. Have the GM flip on the Artifact table. Make an Int-10 flip. On a success, you have since gained some insight into its capabilities.	261
8	Drafted: A military conflict resulted in you being drafted. Choose:	
✠	You came to terms with it. You must make your next attempt in the Sellsword career.	76
✠	You fled. Make a Spd-10 flip. On a failure, flip on the Injury table.	20
9	Your 10 Minutes: Look back over your past events and decide which is the most impressive. A traveling minstrel wrote a ballad about it, giving you renown whether you want it or not. Gain Reputation (well-known ballad) and Socially Mobile .	125 126 ✓
10	Debt: You fell into debt. If you have an artifact, lose it as it pays off your debt. If not, make a Chr-10 flip. On a success, you talk your way into being able to pay off the debt over time. Lose 200 bp. If you fail, you must make your next attempt in the Captive career.	135 58
J	Favored Pet: You acquired a favorite pet who is frequently by your side. Gain Ally (favorite pet) . Choose whether it is a cat, dog, horse, pig or similar animal.	121
Q	Religious Experience: You had what could be called a religious experience. Gain Lucky and + on your first advancement flip in the Missionary career.	124 68 ✓
K	Magic Exposure: A runaway spell exposed you to magic and you inadvertently developed a mystic affinity. Gain Wild Affinity (pick tradition) .	127
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259



Mage

Trystell is home to two major magical traditions—kalid magic and lunar magic. Mages study one of these two traditions, learning to extract magical energy and cast spells.

Card	Training	Page	
A – 8	Pick or flip on tradition-specific training table	See Right	
9	Academics (kalid magic or lunar magic) and Academics (pick field)	84	✓
10	Tradecraft (taxidermist or machinist) and Language (pick one)	86 84	✓
J	Ally (Familiar or Homunculus)	121	
Q	Investigate	84	✓
K	Medicine	85	✓
Joker	Warcaster-style	99	✓

Card	Kalid Magic Training	Page	
A – 2	Lore of Communication	100	✓
3 – 4	Lore of Divination	102	✓
5 – 6	Lore of Harm	103	✓
7 – 8	Lore of Healing	104	✓
9 – 10	Lore of Illusion	105	✓
J – Q	Lore of Shapeshifting	109	✓
K	Lore of Mentalism	106	✓
Joker	Lore of Necromancy	108	✓

Card	Lunar Magic Training	Page	
A – 2	Lore of Air	110	✓
3 – 4	Lore of Earth	112	✓
5 – 6	Lore of Enhancement	113	✓
7 – 8	Lore of Fire	114	✓
9 – 10	Lore of Protection	116	✓
J – Q	Lore of Water	119	✓
K	Lore of Movement	115	✓
Joker	Lore of Telekinesis	118	✓

Rank	Title	Status	Advan.	Benefits	Page	
1	Apprentice	Common 4	—	Mystic Affinity (kalid or lunar), Smudged or singed robes	125 143	✓
2	Senior Apprentice	Common 5	Int-10	Language (Standard), Academics (kalid or lunar), Pouch, 10 reagents	84 147	✓
3	Novice Journeyman	Gentle 1	Det-12	Academics (pick field) and Tradecraft (taxidermist or machinist)	84 86	✓
4	Associate Journeyman	Gentle 2	Per-12	Fine quality robes	143	
5	Senior Journeyman	Gentle 3	Chr-12	10 fine quality kalid parts or lunar devices	147	
6	Master Mage	Gentle 4	Int-14	Membership (Kalid's Guild or Society for Lunar Magic)	125	
7	Magister	Gentle 5	Det-14	Obligation (apprentice)	132	
8	Archmage	Noble 1	Chr-14	Reputation (powerful mage) and Language (pick one)	125 84	✓

Card	Event	Page
A	Guild Membership: Because of your mentor's connections, you were offered membership in either the Kalid's Guild or Society for Lunar Magic Preservation. If you accept, gain Membership (Kalid's Guild or Lunar Society) .	125 230 233
2	Artifact: Your studies led to possession of an artifact. Have the GM flip on the Artifact table. Make an Int-10 flip. On a success, you have gained some insight into its capabilities.	261
3	Breakthrough: You were on the edge of a magical breakthrough. Make an Int-10 flip. On a success, gain 🟢 to your next advancement flip. On a failure, a rival makes the discovery first; take 🟡 on your next advancement flip.	—
4	Supernatural Contacts: Your studies led you to deal with supernatural creatures—usually spirits or undead for kalid mages, or elementals for lunar mages. Make a Chr-10 flip. On a success, gain Contact (supernatural creature) . On a failure, flip on the Injury table.	122 20
5	Ancient Texts: You spent much time in the library, pouring over ancient texts. Gain Academics (history) and Language (pick one) .	84 ✓
6	Rival: A rival tried to steal your work. Make a Per-10 flip to stop her. On a success, gain Rival (mage) . Otherwise, take 🟡 to your next advancement flip and lose an artifact, if you have one.	132
7	Expedition: You were part of an expedition to an ancient ruin during which your mentor went missing. Make a Per-10 flip. On a success, you didn't find her, but you did find her familiar (if a kalid mage) or homunculus (if a lunar mage). Gain Ally (familiar or homunculus) .	121
8	Colleague Romance: You struck up a romantic relationship with a fellow mage. Make a Chr-10 flip to keep the relationship positive. On a success, it turned into a long-term relationship; gain Contact (love interest mage) .	122
9	Field Work: You spent time in the field, either hunting kalids or in a lunar foundry. Gain Tradecraft (kalid hunter) or Tradecraft (machinist) . Also gain Vehicles (land) .	86 ✓
10	Training Accident: An accident during training resulted in an explosion. Lose one of your items in the explosion. Suffer 🟡 to your next advancement flip.	—
J	Subject of Experiment: Your mentor chose you as the subject of one of her experiments. Make an End-10 flip. On a failure, flip on the Injury table. Either way, gain 100 bp in compensation.	20 135
Q	Mentor Killed: Your mentor was killed. Make a Chr-10 flip. On a success, you were able to step into her now-absent shoes; gain 🟢 to your next advancement flip. On a failure, you were unable to quickly find a new mentor; you cannot make your next attempt in the Mage career.	—
K	Enigmatic Artifact: You were put in charge of guarding a particularly enigmatic artifact. Make a Per-10 flip. If you fail, it was stolen and your mentor kicked you out. You cannot make your next attempt in the Mage career. On a success, have the GM flip on the Artifact table. You still have it, even though you're not truly the owner of it. You have no idea what it does.	261
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259

Missionary

While priests and monks mostly minister to the laity or sit around in dank monasteries, missionaries go out into the world to proselytize, do good works and spread the faith.

Card	Training	Page	
A	Academics (theology) and Reputation (pious)	84 125	✓
2	Awareness	84	✓
3	Empathy	84	✓
4	Expression	84	✓
5	Investigate	84	✓
6	Medicine	85	✓
7	Persuade	85	✓
8	Socialize	85	✓
9	Tradecraft (scribe) and Language (pick one)	86 84	✓
10	Mystic Affinity (kalid); or pick from the Kalid Magic Training table	66	✓
J	Honeyed Tongue [Chr 5]	123	✓
Q	Master Detective [*]	124	✓
K	Unfazeable [Det 5]	127	✓
Joker	Intuition and Independent Income	124	✓



Rank	Title	Status	Advan.	Benefits	Page	
1	Alcolyte	Common 1	—	Clean but simple robes	143	
2	Ostuary	Common 2	Det-10	Academics (theology) and Language (Standard)	84	✓
3	Lector	Common 3	Int-10	Holy book and holy symbol	145	
4	Hypodeacon	Common 4	Chr-10	Mace or staff	140	
5	Deacon	Common 5	Per-10	Mystic Affinity (kalid magic)	125	✓
6	Brother	Gentle 1	Det-12	Membership (ordained cleric)	125	
7	Presbyter	Gentle 2	Chr-12	Obligation (congregation)	132	
8	High Priest	Gentle 3	Per-12	Reputation (pious) and Independent Income	125 124	✓
9	Vicar	Gentle 4	Int-12	Ink, Quill and Parchment	145	
10	Bishop	Gentle 5	Chr-12	Religious Relic	—	

Card	Event	Page
A	Ordained: For your good works, you were received into the ranks of the ordained clergy. Gain Membership (clerical order) and the Gentle 1 status.	125 186
2	Charity Work: As part of your religious service you performed charity work. During that time you helped many people, and someone you helped feels she owes you. Gain Favor (charity case) .	123
3	Your Flock: Your work earned you a number of adherents who respect your religious work. Gain Contact (religious flock) .	122
4	Heretic: You uncovered a heretic in the clergy's midst. Choose: <div> <div> </div> <div> </div> </div> You turned her in, gain + on your next advancement flip. <div> <div> </div> <div> </div> </div> You said nothing and she was thankful. Gain a Favor (heretic) .	123
5	Clerical Cover-Up: You uncovered concealed crimes within your order. Choose: <div> <div> </div> <div> </div> </div> You let it go; gain + on your next advancement flip. <div> <div> </div> <div> </div> </div> You blew the whistle. Gain Enemy (disgraced cleric) .	130
6	Temptation: You had the opportunity to rob your order blind. Choose: <div> <div> </div> <div> </div> </div> You succumbed to this temptation. Gain Secret (robbed clergy) , 100 bp and pick a different career next attempt. <div> <div> </div> <div> </div> </div> You resisted the temptation and a month later found yourself considered for promotion; gain + on your next advancement flip.	133 135
7	Theological Dispute: After much thought, you decided that you disagreed with your sect on a particular theological point. Choose: <div> <div> </div> <div> </div> </div> You were vocal in your opinions; gain Rival (purist cleric) . <div> <div> </div> <div> </div> </div> You kept your opinions to yourself; gain Secret (heretical views) .	132 133
8	Proselytizing: You were assigned to spend a period of time proselytizing your religion. Make an Int-10 flip. On a success, you made many converts. Gain Born Leader [Chr 5] . On a failure, at least you learned from your mistakes; gain a rank of Expression .	121 84
9	Commentary: You were involved in writing an in-depth theological commentary. Gain Reputation (theological scholar) and a rank of Academics (theology) .	125 84
10	Mystic Study: You were initiated into the ancient magical traditions of your sect. Gain Mystic Affinity (kalid magic) . If you already have it, instead pick an Arcane Lore from the Kalid Magic Training table.	125 66
J	Oath: You had the option of taking a solemn religious oath, such as an oath of poverty, charity or chastity. If you do, gain Obligation (religious oath) and Lucky . If you refuse, do not check off a training box.	132 124
Q	Betrayer: You had a chance to advance your career by stabbing a fellow missionary in the back. Choose: <div> <div> </div> <div> </div> </div> You betrayed her; gain Enemy (missionary) and a rank of Deception . <div> <div> </div> <div> </div> </div> She was the one who stabbed you in the back. Gain a rank of Empathy .	130 84
K	Accused: You were accused of heretical beliefs. Make a Chr-10 flip. On a failure, you cannot make your next attempt in the Missionary career. Either way, suffer - to your next advancement flip.	—
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259

Ne'er-do-well




Ne'er-do-wells are thieves, tramps, con artists or any other sort of scoundrel. They make a living by virtue of guile and stealth, leading a life of crime and shady dealings

Card	Training	Page	
A	Athletics	84	✓
2	Awareness	84	✓
3	Deception	84	✓
4	Empathy	84	✓
5	Investigate	84	✓
6	Persuade	85	✓
7	Socialize	85	✓
8	Streetwise	85	✓
9	Stealth	85	✓
10	Thievery	85	✓
J	Catfall [Dex 5] and Contortionist [Dex 5]	121 122	✓
Q	Honeyed Tongue [Chr 5]	123	✓
K	Fleet of Foot [Spd 5]	123	✓
Joker	Shadows-style	95	✓



Rank	Title	Status	Advan.	Benefits	Page	
1	Vagabond	Common 1	—	Streetwise	85	✓
2	Footpad	Common 2	End-10	Thievery, Dagger or Club	85	✓
3	Scoundrel	Common 3	Dex-10	Stealth, Lockpicks	85	✓
4	Whipjack	Common 4	Spd-10	Contact (fence)	122	
5	Sharper	Common 5	Str-10	Deception, Deck of cards	84	✓
6	Magsman	Gentle 1	Int-12	Costume	143	
7	Rogue	Gentle 2	Chr-12	Crossbow and 10 bolts, or Grappling hook	141 145	
8	Ringleader	Gentle 3	Per-12	Obligation (criminal underlings)	132	
9	Bosman	Gentle 4	Det-12	Wealthy	127	✓

Card	Event	Page	
A	Observer: For a time you were paid to observe potential marks from a distance and learn what they said. Make a Per-10 flip. On a success, gain Lip Reading [Per 5]. On a failure, you were spotted and had to react fast; gain Combat Reflexes [Spd 5].	124 122	✓
2	Gambling: You had the chance to gamble for large stakes. If you accept, make a Per-10 flip. On a success, gain 200 bp. On a failure, lose 200 bp.	135	

Card	Event	Page
3	Artifact: While looting someplace questionable you stole an artifact. Have the GM flip on the Artifact table. Also make an Int-10 flip. On a success, you know what the artifact does. Either way, gain Enemy (artifact's former owner) .	261 130
4	Authority Deal: You were offered a deal by the authorities. Choose: <div> <div> You ratted out your contacts and your past crimes were forgiven. If you have one, turn an Ally, Contact or Patron into an Enemy, then lose a Wanted weakness. Pick a different career next attempt. </div> <div> You refused and the authorities made an example of you. You must pick the Captive career next attempt. </div> </div>	188 133 58
5	Wet Work: You were offered a large boon to kill someone. Choose: <div> <div> You accepted. Make a Dex-10 flip. On a success, gain Favor (murder patron). On a failure, flip on the Injury table. </div> <div> You refused. Suffer  on your next advancement flip. </div> </div>	123 20
6	Chased by Guards: You were chased by guards after committing a crime. Make a Spd-10 flip. On a failure, you must pick the Captive career next attempt. Either way, gain Fleet of Foot [Spd 5].	58 123
7	Boss Assassinated: A crime boss you worked closely with was assassinated, leaving a power vacuum. Choose: <div> <div> You stepped in to fill the vacuum. Gain  on your next advancement flip, but flip on the Injury table due to an assassination attempt by a rival claimant. </div> <div> You hunted down the killer, but her friends still hold a grudge. Gain Enemy (assassin). </div> </div>	20 130
8	Risky Heist: You were part of a risky heist. Make an Int-10 flip. On a success, gain 200 bp. On a failure, gain Enemy (heist target) and make your next attempt in the Captive career.	135 130 58
9	Turf War: A turf war broke out among the local underworld. Make an Int-10 flip to pick the right side. On a success, gain Patron (gang) . On a failure, suffer  to your next advancement flip.	125
10	Partner: You worked closely with a partner for a time and owe her a few favors. Gain Favor (former partner) and Obligation (former partner) .	123 132
J	On Trial: You were put on trial. Make a Chr-10 flip to defend yourself. On a success, you managed to talk your way out of it, but made an enemy of the prosecutor in the process. Gain Enemy (lawyer) . On a failure, you must pick the Captive career next attempt.	130 58
Q	Gang War: You were caught up in a gang war. Make an Str-10 flip. On a success, you made a reputation from it. Gain Reputation (street fighter) and Smash! [Str 5]. On a failure, flip on the Injury table and gain Diehard [End 5] and Moxie .	125 126 122
K	Horrors of the Night: You had a run-in one night with one of the creatures that stalk the urban streets after dark. Choose: <div> <div> You ran and memories still haunt your dreams. Flip on the Madness table. </div> <div> You stood your ground and fought, but were no match for it. Flip on the injury table and gain Enemy (urban nightmare). </div> </div>	21 20 130
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259

Pioneer




Pioneers survive in the wilderness and in remote settlements where few would manage to eke out a life. They are skilled at hunting, gathering and keeping alert for signs of danger.

Card	Training	Page	
A	Academics (geography) and Night Vision [Per 5]	84 125	✓
2	Animals	84	✓
3	Awareness	84	✓
4	Athletics	84	✓
5	Medicine	85	✓
6	Stealth	85	✓
7	Survival	85	✓
8	Tradecraft (herbalist) and Iron Stomach	86 124	✓
9	Animal Affinity [Det 5] and Catfall [Dex 5]	121	✓
10	Danger Sense [Per 5]	122	✓
J	Direction Sense [Per 5]	122	✓
Q	Grit [End 5]	123	✓
K	Acclimated (pick terrain) [End 5]	120	✓
Joker	Skirmisher-style	96	✓



Rank	Title	Status	Advan.	Benefits	Page	
1	Hermit	Common 1	—	Survival, Tattered and rugged clothes	85 143	✓
2	Scout	Common 3	Per-12	Bow and 10 arrows	141	
3	Guide	Common 4	End-12	Backpack, Tent, Bedroll	145	
4	Explorer	Gentle 1	Det-12	Dagger or Handaxe	140	
5	Ranger	Gentle 3	Spd-12	10 rations	147	



Card	Event	Page
A	Call of Civilization: Too many lonely nights in the wilderness left you dreaming of something else. Make a Det-10 flip. On a failure, pick a different career next attempt. Either way, gain a dried gourd with a face painted on one side. Give the gourd a name.	55
2	Bandits: While escorting a caravan through the wilderness, it was attacked by bandits. Make a Dex-10 flip to defend it. On a success, gain Favor (merchant caravan) . On a failure, flip on the Injury table.	123 20
3	Long Pork: You were trapped in a desolate area with several companions and it looked hopeless. Choose: <div> <div> You drew straws and resorted to cannibalism. Gain Secret (past cannibal). </div> <div> You refused to resort to that, but your companions looked on you with hungry eyes. Flip on both the Injury and Madness tables. </div> </div>	133 20 21
4	Artifact: Somehow you came into possession of an artifact. Have the GM flip on the Artifact table. Make an Int-10 flip. On a success, you have since gained some insight into its capabilities.	261
5	Hazards: You encountered enough hazards in the wilderness that you either learned how to avoid them or how to survive them. Make an Int-10 flip. On a success, gain Toughness [End 5]. On a failure, gain Diehard [End 5] and Direction Sense [Per 5].	127 122
6	Scout Work: You did some work as a scout for a military unit. Make a Per-10 flip. On a success, you impressed the unit; gain Contact (soldier) . On a failure, gain Enemy (soldier) .	122 130
7	Slavers: While along a remote road, a group of slavers tried to capture you. Make a Spd-10 flip to get away. On a failure, you must pick the Captive career next attempt. Either way, gain Fleet of Foot [Spd 5].	58 123
8	Dangerous Flora: You encountered dangerous plants. Make an Int-10 flip. On a failure, you were poisoned; flip on the Injury table. Either way, gain Robust [End 5].	20 126
9	Spirit Stalker: A spirit in the wilderness seems to have taken a keen interest in you for some reason. You're not sure whether it's truly friendly or hostile. Gain Contact (nature spirit) .	122
10	Animal Friend: You befriended a particular animal. Choose an animal of Size -1 or smaller. Gain Ally (animal companion) .	121
J	The Brotherhood: You encountered a diabolical cult known as the Brotherhood of the Form. What you saw still haunts you. Make a Det-10 flip. On a failure, flip on the Madness table.	228 21
Q	Trophy Hunt: You took a shot at a prize animal. Make a Dex-10 flip. On a success, you felled it. Gain 100 bp and  on your next advancement flip. On a failure, you were disheartened; suffer  on your next advancement flip.	135
K	Ancient Ruins: You discovered ancient ruins while out in the wilderness. Choose: <div> <div> You told people of your discovery. Gain  on your next advancement flip. </div> <div> You kept the discovery to yourself and made a tidy profit by picking over the ruins. Gain 100 bp. </div> </div>	135
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259

Scholar






Scholars are experts in one or more academic fields. Most study at one of Trystell's many universities, but a few work independently or have wealthy patrons.



Card	Training	Page	
A	Academics (pick two)	84	✓
2	Awareness	84	✓
3	Empathy	84	✓
4	Expression	84	✓
5	Investigate	84	✓
6	Language (pick two)	84	✓
7	Medicine	85	✓
8	Socialize	85	✓
9	Tradecraft (pick two)	86	✓
10	Vehicles (pick type) and Common Sense	86 122	✓
J	Eidetic Memory [Int 5] and Intuition	122 124	✓
Q	Master Detective [*]	124	✓
K	Unfazeable [Det 5]	127	✓
Joker	Lip Reading [Per 5]	124	✓

Rank	Title	Status	Advan.	Benefits	Page	
1	Freshman or Sophomore	Common 3	—	Language (Standard) and Academics (pick field), Alcohol	84	✓
2	Junior or Senior Sophister	Common 4	Int-10	Socialize, Paper, Ink, Quill, Library pass, Textbook	85	✓
3	Graduate	Gentle 1	Int-12	Degree	—	
4	Fellow	Gentle 2	Det-12	Expression, Obligation (students)	84	✓
5	Professor	Gentle 4	Chr-12	Academics (pick field) and Reputation (scholarly expert)	84 125	✓

Card	Event	Page	
A	Ancient Texts: You spent much time in the library pouring over ancient texts. Gain Academics (history) and Language (pick one).	84	✓
2	Rival: A rival tried to steal your work. Make a Per-10 flip to stop her. On a success, gain Rival (scholar). Otherwise, take ☹ to your next advancement flip and lose an artifact, if you have one.	132	

Card	Event	Page	
3	Breakthrough: You were on the edge of an academic breakthrough. Make an Int-10 flip. On a success, gain  to your next advancement flip. On a failure, a rival makes the discovery first; take  on your next advancement flip.	—	
4	Colleague Romance: You struck up a romantic relationship with a colleague. Make a Chr-10 flip to keep the relationship positive. On a success, gain Contact (love interest colleague).	122	
5	Wealthy Patron: You had the opportunity to secure a wealthy patron who promised to aid you in your scholarly endeavors. Make an Int-10 flip to impress her. On a success, gain Patron (wealthy sponsor).	125	
6	House Arrest: The local authorities cracked down on academics for demonstrating subversive outlooks, and you were placed under house arrest. You must make your next attempt in either the Captive , Laborer or Tradesman careers.	58 64 78	
7	Exciting Discovery: In your research you were on the verge of an exciting discovery. Make an Int-10 flip. On a success, you put the final pieces together staying up late nights and eating questionable food; gain Reputation (pick discovery) and Iron Stomach . On a failure, your school was displeased and sent you on a sabbatical to a harsh and distant land; gain Acclimated (pick terrain) [End 5].	125 124 120	✓
8	Plagiarism: While under considerable stress to complete a project, you were faced with the possibility of plagiarizing another scholar's work. Choose:  You broke down and plagiarized. Gain Secret (plagiarized important research).  You refused to compromise your principles. You also failed to complete the project. Take  on your next advancement flip.	133	
9	Applied Studies: In order to obtain funding, you had to figure out how your field might be applied to outside work. Gain a rank of Tradecraft (pick trade) and Socially Mobile .	86 126	✓
10	Cross-Discipline: You collaborated with a scholar of a different discipline to complete important research. Gain Academics (pick a new field), Language (pick language) and Contact (collaborating scholar).	84 122	
J	Expelled?: An accident involving sleep deprivation and a candle left several books destroyed, and some in the university calling for you to be expelled. Make a Chr-10 flip to defend yourself. On a success, gain Enemy (librarian). On a failure, you must try a different career next attempt.	130	
Q	Night Job: For a time you ran low on funds for your education and had to take up a job at night in order to support your schooling. Gain Tradecraft (pick trade) and Night Vision [Per 5].	86 125	✓
K	Field Work: While performing some fieldwork to support your research, you discovered an artifact. Have the GM flip on the Artifact table. Make an Int-10 flip. On a success, you have since gained some insight into its capabilities.	261	
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259	

Sellsword

Wherever there is a demand for martial skill there are those who make their living in that trade. They could be mercenaries, soldiers, bandits or sometimes all three.

Card	Training	Page	
A	Animals	84	✓
2	Athletics	84	✓
3	Awareness	84	✓
4	Medicine	85	✓
5	Socialize	85	✓
6	Streetwise	85	✓
7	Tradecraft (architect) and Tradecraft (sapper)	86	✓
8	Tradecraft (cook) and Vehicles (land)	86	✓
9 – J	Pick from the Fighting Style Training table	See Right	
Q	Combat Reflexes [Spd 5]	122	✓
K	Diehard [End 5] and Scrounge	122 126	✓
Joker	Weapon Master [Dex 5]	127	✓

Rank	Title	Status	Advan.	Benefits	Page	
1	Levy	Common 1	—	Pike	140	
2	Private	Common 2	Str-10	Athletics, Backpack	84	✓
3	Lance-corporal	Common 3	End-10	Gambeson, Insignia	142	
4	Corporal	Common 4	Det-10	Sword, or Arquebus with 10 bullets and powder	140 141	
5	Sergeant	Common 5	Per-12	Obligation (members of unit) and Uniform	132 143	
6	Staff Sergeant	Gentle 1	Chr-12	Reputation (veteran soldier) and Tradecraft (administrator)	125 86	✓

Card	Event	Page
A	Soldiers of the Field: You were offered membership in the Soldiers of the Field. If you accept, gain Membership (Soldiers of the Field) .	125
2	Caught Spy: You caught a spy in your unit. Choose: ✖ You turned the spy in. Gain + on your next advancement flip. ✖ You let the spy leave peacefully. Gain Favor (spy contact) .	123

Card	Fighting Style Training	Page	
A	Berserker-style and a Handaxe	88 140	✓
2	Brawler-style	89	✓
3	Duel Wield-style and a Dagger	90 140	✓
4	Fencer-style and a Sword	91	✓
5 – 6	Guard-style and a Shield	92	✓
7 – 8	Heavy-style and a Mace	93	✓
9 – 10	Pikeman-style	94	✓
J	Shadows-style and an Arquebus with 10 bullets and powder	95 141	✓
Q	Skirmisher-style and a Bow with 10 arrows	96 141	✓
K	Sniper-style and a Crossbow with 10 bolts	97 141	✓
Joker	Tactician-style	98	✓



Card	Event	Page
3	Gambling: You had the chance to gamble for large stakes. If you accept, make a Per-10 flip. On a success, gain 200 bp. On a failure, lose 200 bp.	135
4	Friendly Fire: You were hit by friendly fire. Make an End-10 flip. On a failure, flip on the Injury table. Either way, choose:	135
	☞ You made a formal complaint. Gain 100 bp in compensation and Enemy (solider) .	130
	☞ You declined to make a formal complaint. If you failed the Endurance flip earlier, you are discharged. Pick a different career next attempt.	
5	Mutiny: The soldiers in your unit staged a mutiny. Choose:	
	☞ You joined them. Make a Str-10 flip. On a success, gain Contact (mutinous solider) . On a failure, you lose all Status from this career and must make your next attempt in the Captive career.	122 58
	☞ You notified command before they could act. Gain Favor (old commander) .	123
6	Camp Followers: You spent a good deal of time with the camp followers. Gain Contact (camp follower) .	122
7	Compatriot Dies: Your compatriot died in combat. If you have an Ally , lose this Bond. However, gain ☕ on your next advancement flip and a memento which belonged to her.	—
8	Betrayed: Your unit was betrayed by your patron and left to die. Make an End-10 flip. On a failure, flip on the Injury table. Either way, gain Enemy (ex-patron) , Diehard [End 5] and Reputation (refuses to die) .	130 122 125
9	Exposed to Magic: You were exposed to magic during a mission. If you do not have an affinity, gain Wild Affinity (pick tradition) .	127
10	Suicide Mission: You were sent on a nearly-suicidal mission. Choose:	
	☞ You refused and were kicked out. Lose all Status from this career. Pick a different career next attempt.	
	☞ You accepted and barely survived. Flip on the Injury table and gain ☕ on your next advancement flip.	20
J	Unit Romance: You struck up a romantic relationship with a member of your unit. Make a Chr-10 flip to keep the relationship positive. On a success, gain Contact (sellsword love interest) .	122
Q	Food Shortages: Your unit was left for a time without an adequate food supply. Gain Iron Stomach and Scrounge .	124 126
K	Corruption: You caught your commander engaged in embezzling money. She offered to let you join her in the scam. Choose:	
	☞ You accepted. Make an Chr-10 flip to finish executing the scam. On a success, gain 100 bp and pick a different career next attempt. On a failure, lose any Status from this career and make your next attempt in the Captive career.	135 58
	☞ You refused and turned her in. Gain Enemy (ex-commander) and ☕ on your next advancement flip.	130
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259

Tradesman

Tradesmen are the middle class of Trystell's bustling cities and countrysides. Merchants and artisans, each is skilled in a particular trade.

Requirement: To first enter the Tradesman career you must either already be of the Gentle strata or succeed on a **Dex-10** flip. On a failure, enter the Laborer career instead.



Card	Training	Page	
A	Academics (pick two)	84	✓
2	Deception	84	✓
3	Empathy	84	✓
4	Expression	84	✓
5	Language (pick language) and Vehicles (pick type)	84 86	✓
6	Medicine	85	✓
7	Persuade	85	✓
8	Socialize	85	✓
9	Streetwise	85	✓
10	Tradecraft (pick two)	86	✓
J	Common Sense and Scrounge	122	✓
Q	Independent Income and Socially Mobile	124 126	✓
K	Fashion Sense and Moxie	123	✓
Joker	Wealthy	127	✓

Rank	Title	Status	Advan.	Benefits	Page	
1	Apprentice Tradesman	Common 3	Dex-12	Tradecraft (pick trade) and Language (Standard)	86 84	✓
2	Novice Journeyman	Common 5	Det-10	Trade tools (pick trade), Guild license	145	
3	Associate Journeyman	Gentle 1	Int-10	Respectable set of clothes, Pouch with 10 silver pesos	143 135	
4	Journeyman	Gentle 2	Per-10	Persuasion	85	✓
5	Master Tradesman	Gentle 4	Dex-12	Trade workshop (pick trade), Obligation (apprentice)	145 132	
6	Esteemed Master	Gentle 5	Int-12	Reputation (skilled tradesman), Academics (pick field)	125 84	✓
7	Grandmaster	Noble 1	Chr-12	Contact (guild members)	122	

Card	Event	Page
A	Marriage: You got married, either to a spouse of your choice or as part of an arrangement by your family. Gain Ally (spouse) .	121
2	Birth: Either you or someone close to you gave birth, leaving you with some responsibility over the child. Gain Obligation (child) .	132
3	Death: Someone close to you died. If you have an Ally , Contact or Patron , pick which one perished and lose that Bond.	188
4	Mercantile Espionage: You were tempted to resort to criminal activities to get dirt on a rival tradesman. Choose: <div> <div> You broke into her private workshop. Gain a rank of Thievery. </div> <div> You resisted the temptation. Gain Shrug Off [Det 5]. </div> </div>	85 126
5	Favored Pet: You acquired a favorite pet who is frequently by your side. Gain Ally (favorite pet) . Choose whether it is a cat, dog, horse, pig or similar animal.	121
6	Hard Times: Hard times fell upon you, threatening to leave you destitute. Make a Chr-10 flip. On a failure, lower your Standing by 2. This lasts until your next successful Advancement flip.	186
7	Artifact: Somehow you came into possession of an artifact. Have the GM flip on the Artifact table. Make an Int-10 flip. On a success, you have since gained some insight into its capabilities.	261
8	Grunt Work: Due to a labor shortage, you had to help load and unload cargo. Gain a rank of Athletics .	84
9	Falling Out: You had a falling out with someone close to you. If you have an Ally , Contact or Patron , turn one into an Enemy . If not, gain Enemy (friend-turned-foe) .	188 130
10	Debt: You fell into debt. If you have an artifact, lose it as it pays off you debt. If not, make a Chr-10 flip. On a success, you talk your way into being able to pay off the debt over time. Lose 200 bp. If you fail, you must make your next attempt in the Captive career.	135 58
J	Inheritance: You inherited money from either family or a friend. Decide whom and gain Wealthy . Unfortunately, someone else believes this inheritance rightly belongs to her; gain Rival (family member) .	127 132
Q	Investment: You invested in a particular venture—perhaps a new business, expedition or colony. Make an Int-10 flip. On a success, you invested wisely. Gain 200 bp. On a failure, you went into debt; Gain Obligation (creditor) .	135 132
K	Magic Exposure: A runaway spell exposed you to magic and you inadvertently developed a mystic affinity. Gain Wild Affinity (pick tradition) .	127
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259



Zealot




Zealots fanatically champion a cause, whether religious, political or philosophical. They are uncompromising in their ideals and often possess an astounding strength of will.



Card	Training	Page	
A	Academics (pick field) and Language (pick one)	84	✓
2	Athletics	84	✓
3	Awareness	84	✓
4	Expression	84	✓
5	Persuade	85	✓
6	Socialize	85	✓
7	Survival	85	✓
8	Tradecraft (pick trade) and Vehicles (pick type)	86	✓
9	Pick from the Fighting Style Training table	76	
10	Dichard [End 5]	122	✓
J	Combat Reflexes [Spd 5]	122	✓
Q	Shrug Off [Det 5]	126	✓
K	Weapon Master [Dex 5]	127	✓
Joker	Iron Hide [End 5]	124	✓

Rank	Title	Status	Advan.	Benefits	Page	
1	Fanatic	Common 2	—	Socialize, Whip or sword	85	✓
					140	
2	Zealot	Common 3	Det-10	Book, Gambeson	142	
3	Militant	Common 4	End-10	Expression, Arquebus, 10 bullets and powder	84	✓
					141	
4	Partisan	Common 5	Str-10	Survival, Contact (true believers)	85	✓
					122	
5	Champion	Gentle 1	Chr-10	Fighting Style (pick style)	76	✓

Card	Event	Page
1	Special Training: You received special training in the service of your cause. Pick or flip a card on the Fighting Styles table.	76
2	Accused: You were accused of betraying the cause. Make a Chr-10 flip to defend yourself. On a success, gain + on your next advancement flip. Otherwise, you must make your next attempt in the Captive career.	58

Card	Event	Page
3	Offered Bribe: A merchant tried to offer you a bribe to look the other way at her wrongdoing. Choose: <div> <div> You accepted. Gain 100 bp. Unfortunately, the merchant spread the word that you were corrupt. Suffer  on your next advancement flip. </div> <div> You refused. Gain Enemy (merchant). </div> </div>	135 130
4	Artifact: You were rewarded for your service to the cause with an artifact. Have the GM flip on the Artifact table. If you succeed on an Int-12 flip, you know its function.	261
5	Betrayer: You had the chance to betray your cause, but gain a great profit. Choose: <div> <div> You betrayed the cause. Gain 200 bp and a rank of Deception. You may not attempt the Zealot career again. </div> <div> You refused. Gain Lucky from the good karma. </div> </div>	135 84 124
6	Battle: You were caught in a brutal battle. Make an End-10 flip. On a success, you were commended for your service to the cause; gain  to your next advancement flip. On a failure, flip on the Injury table.	20
7	Caught Traitor: You caught a fellow zealot attempting to betray the cause. She offered you money to let her go. Choose: <div> <div> You accepted. Gain 100 bp and Favor (cause betrayer). </div> <div> You refused her bribe and turned her in, but she later escaped captivity. Gain Enemy (ex-zealot). </div> </div>	135 123 130
8	Rewarded Medal: For your efforts, you were awarded a medal of honor. Gain a point of Influence (medal for supporting the cause) .	185
9	Sacrifice: You were asked to sacrifice personal wealth in honor of the cause. Choose: <div> <div> You did as requested. Lose 100 bp. Gain Reputation (generous) and Moxie. </div> <div> You lied and said you were unable to donate more. Gain a rank of Deception. </div> </div>	135 125 84
10	Saved Comrade: You saved a comrade from certain death. Decide how you saved her. She now owes you a favor. Gain Favor (comrade owes you her life) .	123
J	Questionable Ally: You had a chance to make an ally for the cause. Unfortunately, her allegiance was questionable. Make a Per-10 flip to discern her intentions. On a success, you made friendly contact but realized you couldn't trust her; gain Favor (shady contact) . On a failure, she did more harm than good; suffer  on your next advancement flip.	123
Q	Assassin: Enemies of the cause sent an assassin to kill you. Make a Per-10 flip. On a success, you captured the assassin; gain Danger Sense [Per 5]. On a failure, you were injured but recovered; gain Fast Healer [End 5].	122 123
K	Immoral Orders: You were commanded by your superiors to do something clearly immoral in pursuit of the cause. Choose: <div> <div> You refused. Gain Lucky. You must choose a different Career next attempt. </div> <div> You carried out your orders, but what you did still haunts you. Flip on the Madness table and gain Shrug Off [Det 5]. </div> </div>	124 21 126
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259



Skills & Traits

In which myriad forms of expertise are described, and their applications explicated

This chapter contains full descriptions of each of the various skills and traits available in *Age of Ambition*, including Fighting Styles, Arcane Lores and Weaknesses.

Skills

Skills represent capabilities that are learned. When you make a flip, the action may have a relevant skill as well as the relevant stat. When this is the case, modify the flip based on whether your character possesses the skill in question. For full rules see page 153.

Skill Ranks

There are three skill ranks, plus one for not possessing the skill in question. Skill ranks are often written as the name of the skill followed by any provided boons or banes; for example: **Expression** +. The different ranks are below.

- Unskilled:** Your character does not have experience in this area. The flip suffers -.
- Proficient:** Your character has basic training in the area in question.
- Expert:** Your character has extensive experience. The flip benefits from +.
- Master:** Your character is world-renowned in this skill. The flip benefits from ++.

Purchasing Skills

Skills may be purchased using experiences. Specialized skills cost 3 experiences, while other skills cost 5 experiences. Each skill may be purchased three times, with each purchase granting the next skill rank.

DeLoan has Survival (proficient). He purchases Survival a second time, spending 5 experiences. This grants him Survival + (expert).

Skill List

There are eighteen general skills available in *Age of Ambition*. Descriptions of each skill are provided below. Specialized skills are denoted by an asterisk (*) and include a list of example specializations.

Skill		
Academics*	Expression	Stealth
Animals	Investigate	Streetwise
Athletics	Language*	Survival
Awareness	Medicine	Thievery
Deception	Persuade	Tradecraft*
Empathy	Socialize	Vehicles*

Academics*

Academics is a broad skill with many specializations, each representing an area of formal education. Specializations include all of the liberal arts and sciences, as well as the humanities and natural philosophy. It does not cover applied cultural knowledge or artistic expression: for those, use Socialize or Expression, respectively.

✦ **Example Specializations:** Astrology, Astronomy, Economics, Fine Arts, Heraldry, History, Kalid Magic, Law, Lunar Magic, Mathematics, Philosophy, Politics, Theology, Warfare

Animals

The Animals skill covers interacting with animals in a variety of ways—from reading their warning signs to training them to do tricks. The skill also includes riding a mount, herding and recognizing the sounds of common beasts.

Athletics

The Athletics skill covers any number of athletic activities—from climbing to jumping, and from racing to tumbling. The skill includes both aerobic and anaerobic activities, as well as feats of strength.

Awareness

Awareness is more than general perception; it is a skilled alertness regarding your surroundings. Awareness allows you to notice an ambush, spot someone in a crowd or notice a strange smell when entering a building. It does not include more ponderous activities, such as reading a person's body language or investigating a murder; these are covered by Empathy and Investigate, respectively.

Deception

The Deception skill includes telling convincing lies, giving off inaccurate body language, sleight of hand and disguising yourself as someone else. Additionally, Deception is useful when gambling, acting or partaking in other activities which involve deceiving others.

Empathy

Empathy is the skill used to read a person's body language and tone of voice. It's used to get an idea of a person's emotional state or to give some insight into her motivations. Empathy is not a lie-detector. It might let you know that another person seems unusually nervous, but it wouldn't tell you she's nervous because of a specific lie.

Expression

The Expression skill covers musical and theatrical performance, as well as artistic expression and public speaking. Use it to play an instrument, teach a class, create a beautiful painting, deliver a rousing speech or reenact a famous play.

Investigate

Investigation is the art of looking into an unknown matter and trying to make sense of what is found, often by piecing together seemingly disparate clues. The Investigate skill covers searching a particular area for hidden objects, as well as other aspects of investigation—such as questioning witnesses, checking informants or asking the right questions.

Language*

Language is the skill of speaking, reading or writing a particular tongue. It covers vocabulary, grammar and the use of common idioms. Characters who are proficient in a

language can speak it, while characters who are expert at a language can read and write it as well. For dead languages this is reversed, with proficient representing literacy and expert representing spoken proficiency.

By default, all characters begin with one rank of **Language (Standard)**, meaning they can speak, but not necessarily read or write, the Standard tongue.

Example Specializations: See the table below.

Living Languages		Dead Languages
Bala'umn	Grichomic	Ancient Bala'umn
Blaugh'ock	Grundz	Old Cad
Cad	Na	Rasonic
Cebulese	Quaklonian	Vognash
Eoran	Standard	Yirdril
Fonlel	Walan	

Medicine

This is the skill of applied healing knowledge. It's used to apply first aid, treat injuries and other medical conditions, make practical diagnoses, cure poisons, perform surgery and dress wounds.

Persuade

The Persuade skill covers a variety of tactics to get other people to see things your way or to otherwise comply with your requests. It covers sweet-talking, formal diplomacy, browbeating, fast-talking and intimidation. It does not include carousing, seduction or putting people at ease; for those use Socialize.

Socialize

The Socialize skill is all about getting other people to like you. Use this skill to pick up rumors, put your rivals at ease, make a play at seduction or distract others with small talk. Additionally, this skill covers knowledge of

appropriate customs, slang and etiquette. It does not cover convincing others to see things your way or gaining deep insight into what people are feeling. For those, use the Persuade or Empathy skills, respectively.

Stealth

The Stealth skill covers hiding and generally sneaking around. It includes any aspect of remaining hidden, from fitting into small hiding spaces to tailing people without notice, and from setting ambushes to sneaking by guards. It does not include sleight of hand or shoplifting; for those, use the Deception or Thievery skills.

Streetwise

This is the skill of being familiar with how things are actually done on the street and using this to your advantage. It includes knowledge of where to find illegal goods, which alleyways to avoid after dark and what might damage one's reputation.

Survival

The Survival skill covers the ability to live outside the bounds of civilization, as well as applied knowledge of local flora and fauna, including the practical knowledge of both what's edible and what's dangerous. It also covers tracking and foraging for food, firewood and other basic natural resources.

Thievery

Under the auspice of the Thievery skill fall many simple but questionable proficiencies. This includes the ability to pick locks, breaking and entering, larceny and picking pockets. It does not include con artistry or sleight of hand; for those, use Deception. Nor does it include remaining hidden; for that, use Stealth.

Tradecraft*

Tradecraft is a broad skill with many specializations, each representing a particular trade—such as cobbling, tanning, weaving or stonemasonry—or an applied field of engineering or craftwork. It can be used to mend a pair of boots, carve a spear out of a plank of wood, cook a tasty meal or weave a rope. It does not cover artistic expression, for that use the Expression skill.

✦ **Example Specializations:** See the trade tables below.

Vehicles*

This skill is used to operate vehicles, with each specialization representing a different type. This includes anything from sailing ships to horse-drawn carriages, and from Blaugh'ock skyships to experimental balloon transport. It does not include the design or maintenance of such vehicles; for that use the Tradecraft skill.

✦ **Example Specializations:** Aerial, Land, Submersible, Watercraft

Trades

What follows are three tables listing common trades. These can be used either to pick specializations in the Tradecraft skill or to generate the family business of a character.

Common

The following trades are typically considered “unskilled” and thus usually represent workers of the Common strata.

Card	Trade	Card	Trade	Card	Trade
A♠	Apiarian	6♥	Fisher	J♦	Nailor
2♠	Baker	7♥	Flauner	Q♦	Netmaker
3♠	Basketweaver	8♥	Fortune Teller	K♦	Quister
4♠	Beader	9♥	Furrier	A♣	Parchmenter
5♠	Boxmaker	10♥	Gardener	2♣	Pavior
6♠	Bricklayer	J♥	Gelder	3♣	Ploughwright
7♠	Broomer	Q♥	Gongfarmer	4♣	Plumber
8♠	Burlester	K♥	Gravedigger	5♣	Pouchmaker
9♠	Burnisher	A♦	Hacker	6♣	Rat Catcher
10♠	Butcher	2♦	Hooper	7♣	Roper
J♠	Caulker	3♦	Hunter	8♣	Sailmaker
Q♠	Charcoal Burner	4♦	Hurdler	9♣	Sailor
K♠	Cobbler	5♦	Hurer	10♣	Shepherd
A♥	Cook	6♦	Inker	J♣	Skinner
2♥	Cutler	7♦	Knitter	Q♣	Upholsterer
3♥	Farmer	8♦	Malster	K♣	Weaver
4♥	Fellmaker	9♦	Miller	R-Joker	Wheelwright
5♥	Felter	10♦	Miner	B-Joker	Woodcarver

Gentle

The trades below are considered “skilled.” Those formally trained in these trades are usually of the Gentle strata.

Card	Trade	Card	Trade	Card	Trade
A♠	Apothecary	6♥	Elymaker	J♦	Loriner
2♠	Architect	7♥	Falkner	Q♦	Machinist
3♠	Armorer	8♥	Farrier	K♦	Millwright
4♠	Bellfounder	9♥	Gemcutter	A♣	Painter
5♠	Blacksmith	10♥	Girdler	2♣	Potter
6♠	Bookbinder	J♥	Glass Blower	3♣	Sapper
7♠	Bowyer	Q♥	Glazier	4♣	Scribe
8♠	Cabinetmaker	K♥	Glover	5♣	Shipwright
9♠	Calligrapher	A♦	Goldsmith	6♣	Silversmith
10♠	Carpenter	2♦	Hatter	7♣	Spicer
J♠	Cart Maker	3♦	Horner	8♣	Stonemason
Q♠	Chandler	4♦	Instrument Maker	9♣	Tailor
K♠	Chemist	5♦	Jeweler	10♣	Tanner
A♥	Clockmaker	6♦	Kalid Hunter	J♣	Tinner
2♥	Cooper	7♦	Leatherworker	Q♣	Weaponsmith
3♥	Cordwainer	8♦	Limeburner	K♣	Wigmaker
4♥	Demolitionist	9♦	Limner	R-Joker	Wineskiner
5♥	Dyer	10♦	Locksmith	B-Joker	Vinter

Noble

Nobles traditionally live off their holdings, rather than entering a particular trade. Nevertheless, a few specializations are common among the nobility.

Card	Trade
♠	Falconer
♥	Huntsman
♦	Landlord
♣	Ruler
Joker	Sportsman

Tradecraft Substitution

The various Tradecraft specializations frequently overlap with other skills. The GM is encouraged to accept an appropriate Tradecraft specialization in lieu of the usual skill when a relevant flip is made. For example, a character with **Tradecraft (falconer)** might be able to substitute that skill in place of **Animals** when making a flip dealing with falcons.



Fighting Styles

Fighting styles are special skills which are frequently used with the Attack score. Each fighting style grants access to several maneuvers, which are special tricks taught as part of the style. Full rules for fighting styles can be found on page 163.

A list of common fighting styles is below.

Berserker-style

✦ **Compatible Weapons:** Any axe or two-handed melee weapon

You are skilled at entering combat in a trance-like state of violence and fury, using the sheer force of your attacks to overwhelm your foes.

Break Parry

✦ **Action:** Free reaction to a Parry

✦ **Costs:** Bolstered consequence

You are adept at using your weapon's weight and momentum to crush your foe's parry. By spending a Bolstered consequence after a foe successfully parries one of your attacks, you push through it, injuring her anyway. Deal damage as if the Parry failed. In addition, if the foe is wielding a poor-quality weapon, it breaks.

Charge!

✦ **Action:** Move action

✦ **Costs:** Bolstered consequence

You are particularly intimidating when you charge headfirst into battle. By spending a Bolstered consequence when moving, you gain +1 Move this turn per rank of Berserker-style. In addition, after moving, any enemy you successfully attack with a compatible weapon this turn gains a Fear consequence.



Overwhelming Force

✦ **Action:** Attack/berserker-style vs. Defense

✦ **Costs:** Bolstered consequence

You are an expert at launching attacks with overwhelming force. By spending a Bolstered consequence when making an attack, you gain +1 damage per rank of Berserker-style. In addition, if your damage before taking Armor into account exceeds twice your foe's Strength, she gains the Prone consequence.

Reckless Fury

✦ **Action:** Attack/berserker-style vs. Defense; start of round.

✦ **Costs:** —

As a berserker, you are adept at recklessly throwing yourself into the thick of battle. Declare your reckless fury at the start of the round, giving yourself ⚡ on your Defense flip and ignoring any ⚡ on it. After you make an attack this round, gain a Bolstered consequence.

Brawler-style

Compatible Weapons: Unarmed attacks or any weapon with the Close property

From boxing matches to barroom brawls, you have learned a variety of techniques that are useful when fighting up close and personal.

Dirty Fighting

Action: Attack/brawler-style vs. Defense

Costs: —

You are well versed in a number of dirty fighting techniques. Gain a Bolstered consequence after you gain Control points in a grapple or after you successfully hit with an unarmed attack.

Chink in the Armor

Action: Attack/brawler-style vs. Defense

Costs: Bolstered consequence

You have learned to exploit gaps in your foes' armor. While unarmed or attacking with a weapon with the Close property, you may spend a Bolstered consequence to target a gap in her armor. If the attack is successful, halve the foe's Armor rating. If you are dealing piercing damage, it automatically penetrates, using the second of the two Armor values.

Mean Right Hook

Action: Attack/brawler-style vs. Defense


Costs: Bolstered consequence

Whether through formal training or barroom experience, you are especially adept at fighting barehanded. By spending a Bolstered consequence when making an unarmed attack, add +1 damage per rank of Brawler-style.

Wrest Away

Action: Attack/brawler-style vs. Defense

Costs: Bolstered consequence

You are skilled at wresting away your foes' weapons. By spending a Bolstered consequence, you may make a Disarm without the usual  imposed (see page 162). If the disarm attempt is successful and you have a free hand, you may opt to arm yourself with the disarmed weapon.



Dual Wield-style

✦ **Compatible Weapons:** Any non-shield one-handed melee weapon, especially when a weapon is wielded in each hand

Most combatants fight with only one weapon, but you've learned to fight effectively with two, making the most of each.

Double Parry

✦ **Action:** Parry reaction

✦ **Costs:** Bolstered consequence

Wielding a second weapon means having a second arm with which to parry. By spending a Bolstered consequence when you take a Parry reaction, you may parry with both weapons, adding both of their Parry bonuses to your Defense.

Dual Attack

✦ **Action:** Attack/dual wield-style vs. Defense

✦ **Costs:** Bolstered consequence

Effectively wielding two weapons means your foe must keep up her guard against both, dividing her attention. By spending a Bolstered consequence when you make an attack, you can utilize both weapons, feinting with your primary hand and striking home with your secondary. When you do this, any Dodge reaction made against this attack suffers ☹ and any Parry bonus is halved.

Offhand Attack

✦ **Action:** Attack/dual wield-style vs. Defense

✦ **Costs:** Bolstered consequence

You have trained at being able to strike with each weapon at once. By spending a Bolstered consequence when you make an attack, should your attack miss, you may follow it up with a second attack from your off-hand weapon.



This second attack requires a second action, but allows you to attack twice in the same round.

Pin Weapon

✦ **Action:** Parry reaction

✦ **Costs:** Bolstered consequence

Wielding two weapons means you can hold your foe back with one while still being able to strike with the other. By spending a Bolstered consequence when you Parry an attack, you may use your parrying weapon to pin your foe's weapon. This prevents her from using that weapon in the Harry or Parry reactions until the start of her next turn. In addition, if she Dodges, Intercepts or moves in that time, she must let go of her weapon, effectively disarming her. Your pinning weapon is likewise occupied during that time.

Fencer-style

Compatible Weapons: Any one-handed blade, including daggers and swords

You are skilled at using a blade and superior mobility to outmaneuver your enemies and exploit openings in their defenses.

Flourishing Parry

Action: Parry reaction

Costs: Bolstered consequence

You are well-trained at stepping and weaving while parrying your foe's attacks. By spending a Bolstered consequence when you take a Parry reaction, you may double your Parry bonus. You may then immediately move 1 yard per rank of Fencer-style. This movement does not trigger the Harry reaction.

Probing Attack

Action: Attack/fencer-style vs. Defense

Costs: —

You are apt at sizing up your opponent's defenses with a few quick sword thrusts. Make an attack with \ominus , giving up any \oplus you would normally gain. After the attack is resolved, gain a Bolstered consequence.

Quick Draw

Action: Attack/fencer-style vs. Defense

Costs: Optional Bolstered consequence

Whereas most weapons are drawn by the head, forcing the wielder to adjust her grip before they can be used, a skilled fencer can draw a blade and attack with it in a single motion. You may draw a blade from a belt scabbard and attack with it in the same action.

You may optionally spend a Bolstered consequence with this attack. If you do, your foe

may not Parry this attack and suffers \ominus if she takes a Dodge reaction.

Riposte

Action: Attack/fencer-style vs. Defense

Costs: Bolstered consequence

You are well-trained at counterattacking when your foe parries, using the opening against her. By spending a Bolstered consequence when a foe successfully parries your attack, you may immediately make a second attack against the same target. This second attack requires a second action but allows you to attack twice in the same round.



Guard-style

Compatible Weapons: Any one-handed melee weapon, especially shields

You are a trained combatant, utilizing a shield and focusing on defensive measures.

Block

Action: Parry reaction

Costs: —

You are practiced at blocking attacks. Gain a Bolstered consequence after you successfully Parry an attack with your shield.

Bodyguard

Action: Parry reaction

Costs: Bolstered consequence

With your shield you are able to defend not only yourself, but also your nearby allies. When an ally within 1 yard is attacked, by spending a Bolstered consequence, you may take the Parry reaction with your shield, applying your Parry bonus to her Defense, as if she had taken the reaction herself.

Shield Wall

Action: Move action

Costs: Bolstered consequence

You are adept at using your shield to move carefully, not exposing any openings for your enemies to exploit. By spending a Bolstered consequence and holding up your shield, any Move action you take this turn does not trigger the Harry reaction.

Vigilant Defense

Action: None; start of round

Costs: Bolstered consequence

You are skilled at maintaining your guard during combat. By spending a Bolstered consequence and declaring Vigilant Defense at the start of the round, your Defense flip for the round gains ++.



Heavy-style

✦ **Compatible Weapons:** Any melee weapon which deals Smashing damage

Bludgeoning weapons are some of the oldest on Trystell, with a long and proud history. With them you are well trained at smashing your foes.

Dazing Strike

✦ **Action:** Attack/heavy-style vs. Defense

✦ **Costs:** Bolstered consequence

A strike in the right place at the right time can leave a foe reeling and at a disadvantage. By spending a Bolstered consequence when making an attack, the target gains the Dazed consequence if you hit or if the foe parries.

Heavy Blow

✦ **Action:** Attack/heavy-style vs. Defense

✦ **Costs:** —

A powerful blow forces your foe to respond, potentially revealing an opening. Make an attack. Defending against this attack grants the target double her usual Parry bonus or + to Dodge. If you hit or if the foe parries, gain a Bolstered consequence. Additionally, if you hit, gain +1 damage per rank of Heavy-style.

Knockback

✦ **Action:** Attack/heavy-style vs. Defense

✦ **Costs:** Bolstered consequence

A forceful hit can knock your foe backward, leaving an opening for your allies. By spending a Bolstered consequence when making an attack, the foe is knocked backward a yard if either you hit or if the foe parries. This movement does not provoke the Harry reaction from you, but it may provoke the Harry reaction from your allies.



Knockdown

✦ **Action:** Attack/heavy-style vs. Defense

✦ **Costs:** Bolstered consequence

You are an expert at using your attacks to unbalance your foes. By spending a Bolstered consequence when making an attack, if you hit or if the foe takes the Dodge reaction, she gains a Prone consequence.

Pikeman-style

Compatible Weapons: Any melee weapon with the Reach property

You are skilled at using superior reach to attack your enemies from beyond the range of their weapons.

Brace

Action: Attack/pikeman-style vs. Defense; beginning of round.

Costs: —

You are experienced at bracing the butt of your weapon against the ground to gain an added advantage against oncoming foes. Declare your brace at the beginning of the round. This round you may not move or take the Dodge reaction. After you make an attack on your turn, gain the Bolstered consequence.

Hold at Bay

Action: Harry reaction

Costs: Bolstered consequence

You are adept at holding your enemies at bay. By spending a Bolstered consequence when an enemy first enters your reach, you may take the Harry reaction against her. Furthermore, if she uses a defensive reaction against this attack, she cannot move further this turn.

Long Reach

Action: Attack/pikeman-style vs. Defense

Costs: Bolstered consequence

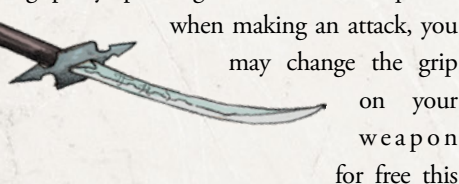
You are skilled at making the most of your weapon's reach. By spending a Bolstered consequence when making a melee attack, you may treat your weapon as having +1 to its Reach property. The extra reach for this attack does not require an action to change grip (see page 139).

Sliding Grip

Action: Attack/pikeman-style vs. Defense

Costs: Bolstered consequence

You are well practiced at quickly adjusting your grip. By spending a Bolstered consequence when making an attack, you may change the grip on your weapon for free this round, both before and after the attack. This allows you to attack at full reach or within your reach without spending an AP to adjust your grip (see page 139).



Shadows-style

Compatible Weapons: Any ranged weapon or one-handed melee weapon

You are adept at fighting from the shadows, using stealth and misdirection to ambush and confound your foes.

Melt Into Shadows

Action: Move action

Costs: Bolstered consequence

You've learned how to fade into the shadows, remaining hidden until you launch your next attack. By spending a Bolstered consequence when moving, you gain +1 Move this turn per rank of Stealth. In addition, if you do not attack this turn and end your movement in a location with cover or concealment, gain the Hidden consequence.

Dit & Run

Action: Attack/shadows-style vs. Defense

Costs: Bolstered consequence

You are adept at attacking swiftly and withdrawing to strike again later from the shadows. By spending a Bolstered consequence when making an attack, you may take a free Move action immediately afterward. In addition, if the attack hits its target, this Move action does not provoke the Harry reaction from that target.

Sneak Attack

Action: Attack/shadows-style vs. Defense

Costs: —

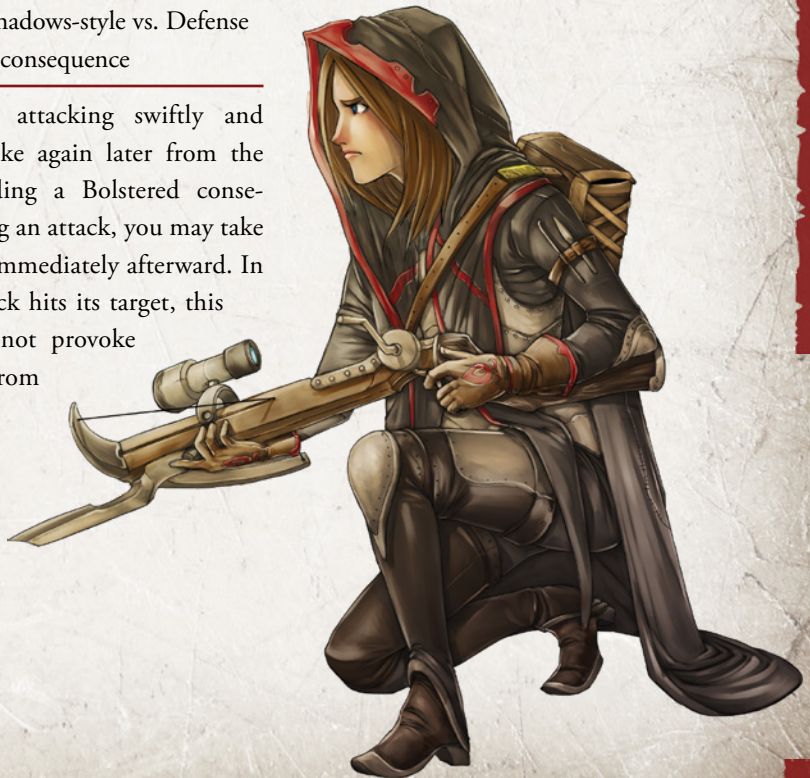
You are adept at exploiting an opponent's openings. Gain a Bolstered consequence immediately after attacking a foe that is surprised, has the Stun consequence or which is unaware of your attack.

Vital Strike

Action: Attack/shadows-style vs. Defense

Costs: Bolstered consequence

An oblivious enemy is an enemy that is easy to observe for vulnerable points. By spending a Bolstered consequence when making an attack, you gain +1 damage per rank of Stealth. This increases to +2 damage per rank of Stealth if the target is surprised, has the Stun consequence or is unaware of your attack.



Skirmisher-style

Compatible Weapons: Any ranged weapon

You have trained at making the most of your mobility in a fight, moving across the battlefield and keeping your distance from the enemy lines.

Duck & Weave

Action: Move action; start of round

Costs: —

You are well-practiced at ducking and weaving across the battlefield to find a better position. Declare that you are ducking and weaving at the start of the round, giving yourself + on your Defense flip and +1 Move this round per rank of Skirmisher-style. Gain a Bolstered consequence at the end of your turn. However, you may not attack, nor take the Parry or Harry reactions this round.

Nimble Dodge

Action: Dodge reaction

Costs: Bolstered consequence

You are skilled at nimbly dodging out of the way of your opponent's attacks. By spending a Bolstered consequence, you gain + to a Dodge reaction.

Quick Shot

Action: Attack/skirmisher-style vs. Defense

Costs: Bolstered consequence

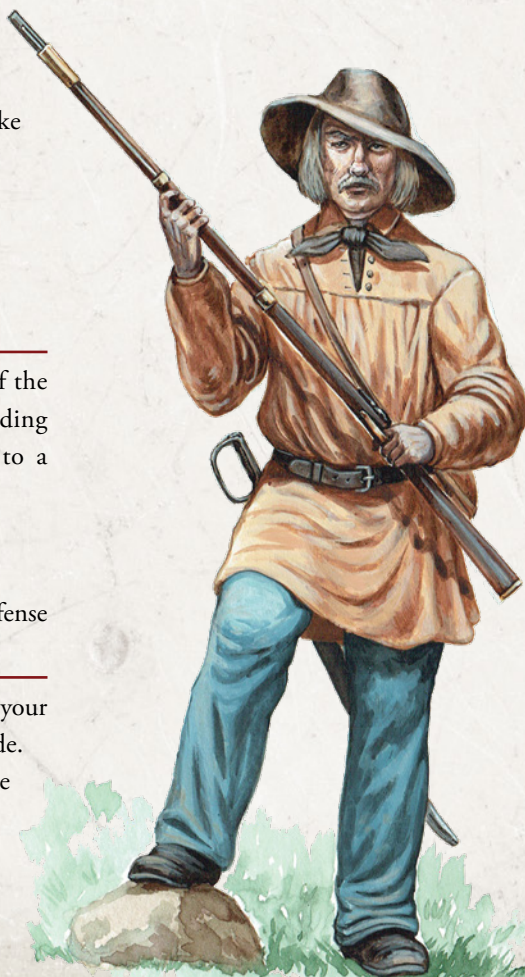
You are skilled at attacking quickly, before your foe has time to knock your weapon aside. By spending a Bolstered consequence when attacking with a ranged weapon, you may use that weapon, even when engaged with an enemy. In addition, you may take a free draw action immediately after the attack.

Triple Draw

Action: Draw action

Costs: Bolstered consequence

You are practiced at drawing and holding up to three shots at once—for example, holding an arrow between each pair of fingers in your draw hand or holding several sling bullets in your palm. Draw these extra shots when you spend a Bolstered consequence while performing a draw action. This means that the following two attacks require one fewer action to reload.



Sniper-style

Compatible Weapons: Any ranged weapon

You have trained to have steady hands and a sure aim, despite extreme range and hazardous conditions.

Deadeye

Action: Attack/sniper-style vs. Defense

Costs: Bolstered consequence

Your attacks have uncanny accuracy, even in harsh conditions. By spending a Bolstered consequence when making a ranged attack, you may ignore any **○** imposed by darkness, weather or concealment.

Far Shot

Action: Attack/sniper-style vs. Defense

Costs: Bolstered consequence

You have learned to find your aim quickly. By spending a Bolstered consequence, you may double your range. In addition, you may forgo a **+** granted by the expert or master rank of this skill. For each **+** you give up, double the range an additional time.

Pinpoint Shot

Action: Attack/sniper-style vs. Defense

Costs: Bolstered consequence

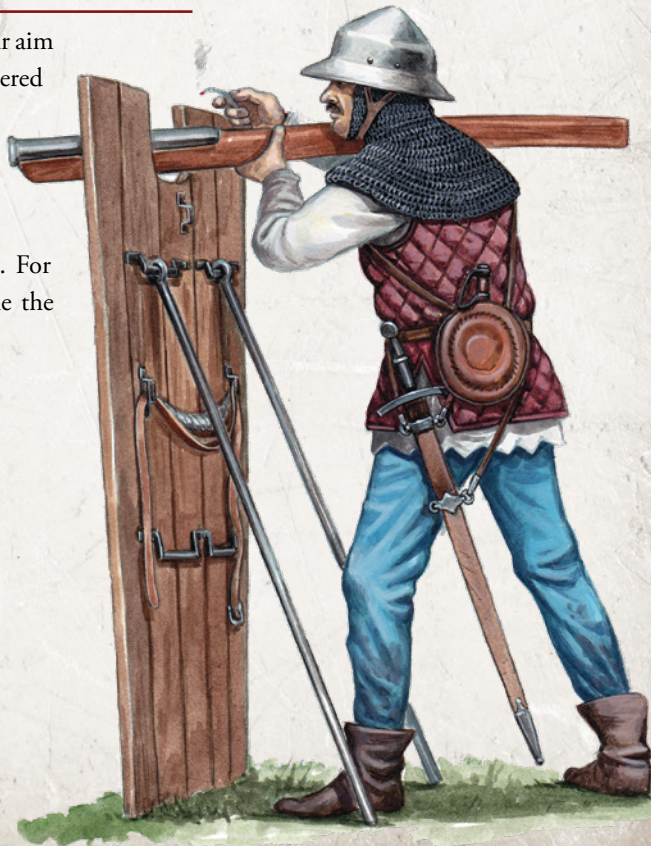
You are skilled at targeting vital areas, despite great distance. By spending a Bolstered consequence when making a ranged attack, you gain +1 damage per rank of Sniper-style. Additionally, you may make a Called Shot without the usual **○** imposed (see page 162).

Steady Aim

Action: Aim

Costs: —

Through training you have developed steady hands and a careful aim. Gain a Bolstered consequence at the end of each turn in which you took an Aim action with a ranged weapon.



Tactician-style

Compatible Weapons: Any weapon

A skilled tactician is well-versed in the optimal application of numerous forms of combat. To use any of these maneuvers, the tactician must be able to communicate freely with her target.

Coordinate

Action: Chr/tactician-style-10

Costs: —

An effective team fights in coordination. Pick an ally within a number of yards equal to your Charisma. On a success, the ally gains a Bolstered consequence. If you do not make an attack this turn, you also gain a Bolstered consequence at the end of the turn.



Evaluate Foe

Action: Per/tactician-style vs. Willpower

Costs: Bolstered consequence

Sometimes the best way to defeat an enemy is to know her capabilities. Spend a Bolstered consequence and take an action to observe a foe within a number of yards equal to your Perception. On a success, pick one statistic per rank of Tactician-style. The GM reveals the value of the chosen statistic. This might include stats, skill ranks, traits, weaknesses, combat scores or the foe's Defense card for the round.

Rousing Words

Action: Focus action

Costs: Bolstered consequence

Sometimes inspiring words can mean the difference between victory and defeat. By spending a Bolstered consequence and saying a few rousing words while taking a Focus action, an ally of your choice within a number of yards equal to your Charisma may immediately take a free Focus action (see page 169).

Teamwork

Action: Attack/tactician-style vs. Defense

Costs: —

Successful teams fight as a coordinated unit. Pick an ally within a number of yards equal to your Charisma. If you and that ally attack in the same phase—that is, you both take fast turns or slow turns—you may give that ally one of your +s from the expert or master rank of this trait. Additionally, if you did not use a defensive reaction this round, gain a Bolstered consequence at the end of the round.

Warcaster-style

Compatible Weapons: Any spell requiring an attack

Through both magical and martial training, you have learned how to more accurately attack with your spells in combat.

Arcane Clarity

Action: Spellcasting action

Costs: Bolstered consequence

Your mind has become well-versed at maintaining spells. By spending a Bolstered consequence when casting a spell, you may maintain it for free for up to one minute. This means that for that minute, you do not need to take an action each round to maintain the spell. Only one spell may benefit from Arcane Clarity at a time.



Break Spell

Action: Attack/warcaster-style vs. Willpower

Costs: Bolstered consequence

You have learned how to disrupt the spells of others. By spending a Bolstered consequence when attacking with a spell, on a hit, compare your total to the target's Willpower. If successful, you are able to channel extra energy into the attack, disrupting and ending any spell the target is currently maintaining.

Channel

Action: Focus action

Costs: —

You have learned how to use small amounts of magical energy to enhance your focus. After drawing a fresh reagent, you may take a Focus action, during which you absorb magical energy from reagent, gaining the Bolstered consequence at the end of your turn. The reagent may be used to cast a spell this turn, but regardless, the reagent is expended at the end of the round. Channel may only be performed once per reagent.

Mystic Precision

Action: Spellcasting action

Costs: Bolstered consequence

You are skilled at flinging your spells further than most. By spending a Bolstered consequence when casting a spell or attacking with a spell, you may double the spell's range (see page 180). This does not apply to spells that require you to touch the target.

Arcane Lores

Most scholars divide mystic power up into schools of magical ability called “arcane lores,” or sometimes just “lores.” Each lore consists of group of related spells that work with a similar subject matter.

Arcane lores are special skills (see page 179). Like all skills, they have three ranks—proficient, expert and master. They may not be used untrained and require the appropriate Mystic Affinity before they may be purchased. Arcane lores cost 5 experiences per rank.

Kalid Lores

By long tradition, kalid magic is divided into eight arcane lores. Each lore lists a name, a description, any special rules and several spells, which are actions that may be taken with the lore.

Lore of Communication

Communication is the magical ability to speak with other beings, despite lacking a common language or anatomy. This includes the ability to speak with animals, plants and spirits. The lore is also capable of impeding normal communication.

When making use of communication spells, you don’t speak any differently. Rather, the magic acts as a mental translation for those participating in the conversation. Others observing the conversation will hear you speak and then hear the other party respond however it is normally capable.

Babble

- ✦ **Action:** Chr/lore of communication vs. Willpower
- ✦ **Casting:** 1 action.
- ✦ **Maintenance:** Up to 1 hour.

This spell impedes the target’s ability to communicate, preventing her from conveying information or tactical advice, and hindering her ability to warn others.

On a success, the Babble spell scrambles the target’s ability to speak or understand language. Anything she says comes across as nonsensical gibberish to others, while anything said to her comes across that way as well. On a critical success, her understanding of written and nonverbal communication is likewise scrambled.



Speak With Animals

Action: Chr/lore of communication-10

Casting: 1 action.

Maintenance: Up to 1 hour.

With this spell, you can speak to and understand animals. Keep in mind that animals often have a somewhat limited understanding of the world, so you may need to put questions in terms the animal understands.

Speak With Plants

Action: Chr/lore of communication-10

Casting: 1 action.

Maintenance: Up to 1 hour.

This spell lets you speak with and understand plants. Keep in mind that plants have a very different understanding of the world. They neither see nor hear, but they might be able to tell when it's been sunny, when they've been watered or when they have brushed against a passing creature. Many plants also have an excellent sense of spiritual presences, such as lingering ghosts or malevolent auras.

Speak With Spirits

Action: Chr/lore of communication-12

Casting: 1 action.

Maintenance: Up to 1 hour.

Spiritual beings are common throughout Trystell. Ghosts cling to their bodies for up to three days after death. Spirits of nature lurk in secluded glens. Ethereal beings of all types are bound to fetishes and totems.

On a success, this spell allows you to speak with nearby spirits. It doesn't, however, call spirits from afar, nor does it compel the spirits to answer truthfully or cooperate. Most spirits

can be bargained with, although their concerns are often bizarre or even incomprehensible.

Tongues

Action: Chr/lore of communication-10

Casting: 1 action.

Maintenance: Up to 1 hour.

This spell allows you to speak to another person with whom you do not share a language. It also allows someone who is not normally capable of speech—for example, someone who is mute or who had her tongue removed—to communicate with you.



Lore of Divination

Divination is the magical ability to gain insight into a situation through arcane means. This ranges from fortune telling by reading palms, tea leaves or cards, to prophetic dreams, to reading the omens written in the flights of birds, entrails of slaughtered animals or astrological alignments.

To target a person or other subject with divination, you must first have a sympathetic connection to the target. This involves obtaining a physical piece of the target or a prized possession. For example, a lock of the target's hair or a piece of stone from the city whose omens you are reading. Having the subject present is also acceptable, such as with reading the target's palm when fortune telling.

Dreaming

Action: Per/lore of divination-10

Casting: Preparation takes 10 minutes.

To use this spell you must prepare a sleeping space for dreaming, first meditating on a particular subject or question. You, or a willing target, then go to sleep in the prepared space.

Make the required flip. On a success, the target dreams about the subject, gleaned insight into the matter at hand. The GM should come up with the contents of the dream, which should be relevant, albeit still somewhat cryptic.

Fortune

Action: Per/lore of divination-10

Casting: 10 minutes.

This spell allows you to tell the target's fortune. Doing so provides insight into the target's personality and potential future. To perform this spell, you need access to a suitable chaotic pattern created by the target. Common patterns include a deck of cards shuffled by the

target, tea leaves at the bottom of a cup drank by the target, rune stones shaken by the target or lines on the target's palm.

On a success, the GM should pick a personality trait or Ambition of the target, as well as a likely future event and tell you these.

Omens

Action: Per/lore of divination-10

Casting: Reading flights of birds or the weather takes a full day. Reading the omens through entrails takes an hour but requires an animal of at least Size -1 as sacrifice.

This spell allows you to interpret whether the omens are especially auspicious or inauspicious for a particular subject or course of action. Reading the omens always involves either observing the natural world—such as by observing the weather or flights of birds—or involves slaughtering an animal and reading the spots on its entrails.

On a success, you witness a relevant omen. The GM should let you know whether the omens favor or disfavor the particular subject or course of action.

Scry

Action: Per/lore of divination-10

Casting: 1 action.

Maintenance: Up to 24 hours.

With this spell you can see events happening far away. First you need a sympathetic connection to the target, and either a reflective or translucent surface in which to gaze. Usually this takes the form of a mirror, crystal ball or bowl of clear water.

On a success, you see reflected in the surface an image of the target as well as what is happening around her. With Margin 5 or more, you may hear events as well.

Lore of Harm

This is the arcane lore of manipulating malevolent energy to hinder or injure a target.

While this lore has a long history of use by spies, assassins and even in military engagements, among the common folk it maintains a sinister reputation. Openly practicing the lore may result in ☹ being imposed on social flips.

Evil Eye

☞ **Action:** Int/lore of harm vs. Willpower

☞ **Casting:** 1 action.

With a long and intense glare, you curse your target to suffer a misfortune. At a point of your choosing within the next 24 hours, your target suffers one of the following: a fall or other accident causing a 10-Flip in damage, the Stun or Disabled consequence, ☹☹ imposed on an important flip, or a moderate detrimental coincidence that hinders her physically, mentally or financially (GM's discretion on what qualifies).

When viewed with second sight, the evil eye is visible on the target, appearing as a literal eye superimposed over the victim's heart. The eye matches yours and might be used to identify you.

This spell may be removed with the Lore of Healing's Cure Malady spell (TN 10).

Sap Vitality

☞ **Action:** Int/lore of harm vs. Willpower

☞ **Casting:** 1 action.

You channel a sudden burst of malign energy into your target, causing her strength to wane and her muscles to seize up.

On a success, the target gains a Disabled consequence. On a critical success, she also gains your choice of either the Bleeding or Dazed consequences.

Strike Blind

☞ **Action:** Int/lore of harm vs. Willpower

☞ **Casting:** 1 action.

☞ **Maintenance:** Up to 1 hour.

By crushing the reagent in your hands and blowing it at the target, you may strike her blind, deaf or otherwise nullify one of her senses.

Choose a sense. On a success, this imposes ☹☹ on flips that are dependent on that sense. With a critical success, two senses are affected.

Wounding

☞ **Action:** Int/lore of harm vs. Willpower

☞ **Casting:** 1 action. May require an additional action to draw the clay.

☞ **Maintenance:** Up to 1 hour.

With this spell, you create an effigy of the target, which you use to channel malevolent energy, reopening old wounds.

To cast this spell, you press a reagent into a small glob of clay, putty or similar malleable material, which you then fashion into a vague semblance of the target. By doing this you establish a connection between the effigy and the target.

While maintaining the spell, you may take an action to stab, twist or otherwise harm the effigy. This is an **Attack vs. Willpower** action that ignores armor and deals toxic damage equal to your Determination. It causes the target's old wounds to visibly reopen and bruises to spread over her body.

Casting and maintaining the spell requires the target to either be close by, or requires a sympathetic connection using a piece of the target's body—a lock of hair, nail clippings or vial of blood suffices. A sympathetic connection is less efficient, however, as the connection burns out the first time it's used to cause damage, and a new piece of the target's body must be acquired.

Lore of Healing

One of the most sought after and venerated magical lores, healing includes the ability to knit together wounds, cure diseases and resist other afflictions.

At its most basic level, the Lore of Healing allows you to channel life energies into a patient's body, or to move those energies around, restoring the body's delicate balance. It's also capable of drawing malign energies out of the body. For this reason, healing spells do not work on objects, spirits, elementals, the undead or creatures without a conventional anatomy.

Cure Malady

Action: Det/lore of healing. TN is equal to the recovery TN of the malady.

Casting: 1 minute.

This spell allows you to compel a poison, disease or similar malady to pass from the target's body, leaving the patient healthier than before. To do this, you crush the spell's reagent between your hands and then hold them out in the direction of the target, visualizing the toxin leaving her body and evaporating into the aether.

On a success, the Margin immediately counts towards the patient's extended action to overcome the malady. A critical failure increases the victim's symptoms with the malady's next effect.

This spell may be repeated on the victim once per hour for a poison or once per day for a disease. At the GM's discretion, supernatural maladies such as hexes might be curable, but often these have high TNs or other requirements.

Heal

Action: Det/lore of healing-10

Casting: 1 action.

By grasping your target and channeling healing energy into her, you are able to knit together wounds, repair bruises and fix tissue damage.

On a success, the patient heals a number of HP equal to your Margin, up to a maximum equal to your Determination. A patient may only benefit from this spell once per set of wounds received.

Recover

Action: Det/lore of healing-10

Casting: 1 action.

By channeling healing energy, you are able to help your patient recover from one of her ailments.

On a success, this spell removes all instances of one of the following consequences from the target: Bleeding, Dazed, Disabled, Dying or Stun. Similar fleeting physical consequences might also be removable at the GM's discretion.

Succor

Action: Det/lore of healing-10

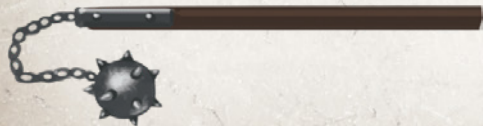
Casting: 1 action.

Maintenance: Up to 1 hour.

By channeling energy into your patient, you are able to buoy her on and hold her together for a limited time.

While this spell is being maintained, the target may ignore any effects from Bleeding, Disabled, Exhausted, Grave Wound or similar physical consequences. Additionally, she need not make an Endurance flip every round for the Dying consequence.

This spell does not remove any of those consequences, it just suppresses their effects. They impose their usual effects once the spell is no longer being maintained.



Sore of Illusion

Illusion is the magical ability to create illusory images, sounds or other sensory emanations, as well as to manipulate light. It is a flexible and deceptive ability, and one best put to use by a mage with a creative streak.

All of the illusion spells listed below assume that they affect a target person or area or Size +1 or below (up to two yards across). Targeting an area of up to Size +4 (16 yards across) is possible, but it imposes Ⓢ on the flip.

All of the spells listed below also assume that only one illusory sense is produced. That is, the illusion fools one of sight, sound, scent/taste or touch. Additional senses can be fooled by imposing Ⓢ per additional sense.

Interactivity can also be added to an illusion by imposing Ⓢ and specifying how it will react at the time of invocation.

Most people are used to trusting their own senses. If confronted with an illusion, most will simply believe that what they experience is real. However, sometimes a character will know to expect an illusion or will be given reason to doubt one. For example, a dog that relies heavily on its sense of smell may not be convinced by an illusory man that lacks all scent. A woman confronted by an illusion of her husband might notice details that are out of place and might begin to suspect an impostor.

A flip may be made to see through an illusion, but only after the character has been given a reason to doubt her senses. Seeing through an illusion is a **Perception vs. Willpower** flip.

Illusory Object

✂ **Action:** Per/lore of illusion-10

✂ **Casting:** 1 action.

✂ **Maintenance:** Up to 24 hours.

Using this spell, you can create an illusory object. It can be given increased size, senses or

interactivity using the rules described above. When creating an illusory object, adding to the observer's senses is easy. A wall might appear where it is not, a character might appear clad in bulky armor when she is not, etc. Subtracting from observer's senses, however, is much more difficult. Making a wall appear not to exist or making an elephant appear to be a mouse is essentially a use of invisibility. For that use the Invisibility spell below.

Invisibility

✂ **Action:** Per/lore of illusion-12

✂ **Casting:** 1 action.

✂ **Maintenance:** Up to 1 hour.

This spell makes the target creature, object or area appear like the scene behind it, effectively rendering it invisible to observers. Alternatively, this spell may also be used to conceal a target from other senses—it can negate sound, scent and so forth.

Invisible characters gain the Hidden consequence. Invisibility is harder to achieve if the target is moving, particularly if moving quickly, because essentially you must continually alter the target's appearance to match what's behind it.

Anytime the target makes a sudden movement—such as by taking a move action or making an attack—the Hidden consequence is momentarily lost. For a second the target is visible as a blurred form. The Hidden consequence is regained when you take an action to maintain the spell.

Invisible characters may be attacked, but only if the attacker is aware of the invisible character's presence, and even then the attack suffers Ⓢ. Characters visible in blurred form may be targeted as normal.

Sensory Burst

✦ **Action:** Per/lore of illusion vs Willpower or TN 10

✦ **Casting:** 1 action.

This spell creates a sudden, sharp burst of sensory output, lasting no more than a second or two. For example, you might create a sudden burst of light, a loud banging sound or a sudden whiff of sulfur that hangs in the air.

Often this spell is used to create distractions or provide false evidence in support of a larger deception. It is also sometimes used to daze opponents with a sudden sensory outburst. If successfully used this way, the opponent gains the Dazed consequence. On a critical success, she gains the Stun consequence as well.



Sensory Shroud

✦ **Action:** Per/lore of illusion-10

✦ **Casting:** 1 action.

✦ **Maintenance:** Up to 24 hours.

Rather than calling upon the finesse of a true illusion, this spell simply blankets an area with a shroud of sensory “noise.” This might be literal noise, a scattering of light that causes an area to darken or blur, an inexact stench or even the sensation of nonexistent water.

On a success, the spell imposes  on flips relying on the affected sense. This increases to  with Margin 5 or more.



Lore of Mentalism

Mentalism includes the ability to communicate directly through thought, as well as the ability to read the minds of others, distract others with unwanted thoughts and even to implant false memories.

Casting mentalism spells is usually simple, as they have few ceremonial trappings. You must have a clear and unimpeded line of sight on the target. You must then reach out and grasp the target's mind mentally. A few of the more powerful spells, however, require a stronger connection, meaning you must physically grasp or even restrain the target.

Bombard

✦ **Action:** Chr/lore of mentalism vs. Willpower

✦ **Casting:** 1 action.

✦ **Maintenance:** Up to 1 minute.

With this spell, you bombard the mind of your target with a constant stream of unwanted thoughts and imagery, making it difficult for her to concentrate.

On a success, the target gains a Dazed consequence. Every round this spell is maintained, she gains an additional Dazed consequence, up to a maximum of three.

Deep Probe

✦ **Action:** Chr/lore of mentalism vs. Willpower

✦ **Casting:** 10 minutes to cast and probe the target's memories.

This elaborate spell allows you to force your way into the mind of your target, tearing through memories until you uncover the one you are seeking. This process is both lengthy and uncomfortable for all involved. The target must either be willing or fully restrained throughout the entire process.

A success allows you to ask one question to which you receive an answer to the best of the target's memory. Two questions may be asked with a critical success.

Implant

- Action:** Chr/lore of mentalism vs. Willpower
- Casting:** Time varies; see text.
- Maintenance:** Up to 24 hours.

With this spell, you implant a false memory into the target's mind. This doesn't erase any already existing memories, and a careful examination of past feelings or events might reveal to the target that something is wrong with the memory. However, unless she has reason to doubt her memory, most people assume what they remember is true.

This spell requires a stronger connection than just line of sight. Implanting a memory requires a continuous hold on the target for the duration of the memory involved—that is, for example, a memory lasting five minutes would require a five-minute hold. This hold does not need to be continued after the memory has already been implanted.

On a success, the false memory will last as long as the spell is maintained. On a critical success, the implanted memory is permanent.

Send

- Action:** Chr/lore of mentalism vs. Willpower
- Casting:** 1 action.
- Maintenance:** Up to 1 hour.

This spell allows you to form a link with the mind of your target, establishing a means of two-way communication using thought alone. No flip is necessary if the target is willing, but actions must still be taken to draw a reagent and cast the spell.

Surface Read

- Action:** Chr/lore of mentalism vs. Willpower
- Casting:** 1 action.
- Maintenance:** Up to 1 hour.

This spell allows you to listen in on the surface thoughts of your target. This does not guarantee that the target is thinking anything you want to hear, but the target might be tricked into thinking something with a critical success or with a clever line of conversation and a successful Chr/socialize vs. Willpower flip.



Sore of Necromancy

Necromancy is the practice of manipulating the energy of death itself, usually with the intent to either communicate with, or raise, the dead.

The practice of necromancy comes with a heavy stigma in many cultures across Trystell. Death is a potent force and takes its toll on those who wield it nonchalantly. Some cultures find necromancy a crime worthy of death. Even in those cultures where it is accepted, necromancers are often given a wide berth.

Any failed attempt to cast a necromancy spell comes with serious consequences. On any failure, you lose a number of HP equal to the Margin—working so closely with death it takes its toll.

Cheat Death

Action: Int/lore of necromancy-12

Casting: Free reaction triggered by death.

This spell is cast as a reaction when you would die. Like all spells, it still requires that a reagent has been drawn. On a success, instead of dying, you only appear to die and instead return to life within three days. To do this, your corpse must be mostly intact. Incinerated or decapitated bodies will not suffice, nor will ones mangled beyond all utility. When you return to life, your eyes simply open, you start breathing and you live once again.

Command Dead

Action: Int/lore of necromancy vs. Willpower

Casting: 1 action.

Maintenance: Up to 1 hour.

With this spell, you may issue a command to an undead creature. Specify the command. On a success, the creature gains the Desire (follow the command) consequence. On a critical success, you may continue to issue new commands for as long as the spell is maintained.

Mindless undead—those with Intelligence 1—will usually follow the command without question. Intelligent undead—those with Intelligence 2 or higher—may take the Resist reaction or try to circumvent the command.

Death Touch

Action: Int/lore of necromancy-10

Casting: 1 action.

Maintenance: Up to 1 minute.

Using this spell causes your hand to glow a sickly green color. Touching a foe with this hand channels death energy into the target and pulls life energy back. This has no effect on nonliving or undead targets, such as machines or ghosts.

With a successful touch, the target is dealt toxic damage equal to half your Determination. You heal the amount dealt. This damage repeats when maintained every round until you are no longer grasping the target. For maximum impact, this spell is often used on a helpless foe or with a grapple.

Raise Dead

Action: Int/lore of necromancy-10

Casting: 10 minutes to cast.

Maintenance: Up to 24 hours.

With this spell, you flood a corpse with necromantic energy, animating the body and bringing to it a pale reflection of life. This takes 10 minutes, during which you must touch the corpse.

On a success, a fresh corpse animates as a zombie, while an ancient desiccated corpse animates as a skeleton (see pages 307 and 305). While this spell is maintained, the zombie or skeleton will obey your directions. After this spell ceases to be maintained, flip a card. A black card means the corpse falls back into a state of inanimate death. A red card means that it remains animated but is no longer under your control.

Séance

- ✦ **Action:** Int/lore of necromancy vs. Willpower
- ✦ **Casting:** 1 action if the spirit or corpse is present, 10 minutes otherwise.
- ✦ **Maintenance:** Up to 1 hour.

Using this spell, you may speak with the spirit of the deceased. If the spirit is present, or if the corpse of the deceased is present, this spell takes effect almost instantaneously. If the spirit must be called from afar, you need to know the spirit's true name and invoking this spell takes 10 minutes. Many spirits use the Ghost stats on page 300. With hostile spirits, this spell is often used in conjunction with some sort of protective circle.

You may compel the spirit to answer three answers with a success, or an unlimited number with a critical success. This is a Desire (answer caster's questions) consequence. The spirit is not necessarily compelled to be truthful. Open-ended questions—such as “What is everything you know?”—only garner a few facts before the spirit is no longer compelled to provide an answer.

Raising Other Undead

The Raise Dead spell can be used to create new zombies and skeletons. Rumor has it that similar spells exist for other forms of undead. Most necromancers agree that this is likely true—after all, where else do the other forms of undead come from? Regardless, the means of doing this is a well-guarded secret—one many necromancers would literally kill to get their hands on.

Lore of Shapeshifting

Shapeshifting is the magical ability to take on an alternate physical form. Usually this means taking the form of an animal of Size -2 to Size +1—such as becoming a wolf, bear or hawk. Each rank of this lore lets you learn a new form.

While in your alternate form, you gain the four physical stats of that form—Strength, Dexterity, Speed and Endurance. You also gain the Size trait and Armor of the new form. You keep your four mental stats—Intelligence, Perception, Charisma and Determination.

Once in your alternate form, you gain access to the special traits of that form. Certain actions may be beyond the abilities of this form, if for example, it lacks opposable thumbs. Use common sense.

This change in form may cause your Attack, Defense and maximum HP to change. When switching forms, your current HP will change proportionally to your maximum. For example, if you are at half HP and switch physical forms, in your new form, your current HP will be half the new maximum.

The GM has the final say in which forms are available.

Alternate Form

- ✦ **Action:** Det/lore of shapeshifting-10
- ✦ **Casting:** 1 action.
- ✦ **Maintenance:** Up to 24 hours.

This spell allows you to assume your alternate form. This appears to the observer as a gradual morphing from your current form to the assumed one. Your equipment is not subsumed into this new form—it either falls to the ground around you or clothing that is too small may be ripped away.

Example Forms

The following are several example alternate forms and their associated stats

- ✦ **Bear:** Use the stats for Large Animal (see page 294).
- ✦ **Hawk:** Use the stats for Tiny Animal, but add the Flight trait (see pages 294 and 285).
- ✦ **Wolf:** Use the stats for Medium Animal (see page 294).

Partial Transformation

- ✦ **Action:** Det/lore of shapeshifting-12
- ✦ **Casting:** 1 action.
- ✦ **Maintenance:** Up to 1 hour.

This spell allows you to only partially transform your body, taking on aspects of your alternate form. You must specify which aspects you are taking on when the spell is cast. This allows you to selectively assume one of the form's physical stats, Size, Armor, natural attacks or traits, picking and choosing which.



Lunar Lore

The newer of Trystell's two magical traditions, lunar magic is divided into eight lores. Each lore lists a name, a description, any special rules and several spells, which are actions that may be taken with the lore.

Lore of Air

The Lore of Air consists of the magical ability to manipulate and control the wind. It is the least directly offensive of the four elemental lores, but is renowned for being both dynamic and defensive.

The air spells below assume that you are affecting an area up to Size +1 (up to 2 yards across). Affecting a larger area is possible but more difficult. You may affect an area up to Size +4 (16 yards across), albeit with ⚡ on the spellcasting flip.

Air spells do not function when you are not surrounded by air, such as underwater or in space. If you have the master (third) rank, however, you can conjure air from the aether, making the spells work, albeit with ⚡.

Air Ball

- ✦ **Action:** Int/lore of air-10
- ✦ **Casting:** 1 action.
- ✦ **Maintenance:** Up to 1 minute.

With this spell, you gather a compressed ball of air, which you can direct around the battlefield to knock over objects or even attack enemies. When cast, the ball coalesces adjacent to you, centered on the lunar device powering the spell.

Each time you take an action to maintain the spell, you may move the ball up to a number of yards equal to your Intelligence. If you wish to use the ball offensively, you may make an Attack vs. Defense flip to target

all characters in the ball's path this turn. Anyone hit by the attack takes smashing damage equal to half your Determination. Anyone hit by the attack is pushed back a yard and also gains the Prone consequence.

Air Cushion

Action: Int/lore of air. See text.

Casting: Reaction.

This spell allows you to create a cushion of air that is capable of breaking the target's fall or padding a collision. Reduce any damage taken from a fall or collision by the total achieved when casting the spell.

If you have a lunar device in hand, this spell may be cast as a reaction to any fall of 1 yard or more. If you need to first draw a lunar device, you may do this as a reaction to any fall of 10 yards or more.




Air Manipulation

Action: Int/lore of air-10 or varies. See text.

Casting: 1 action.

Maintenance: Up to 1 hour.

This spell allows you to manipulate the surrounding air in various ways, such as by blowing away poison gas, providing a light breeze on a hot day, blowing dust in an enemy's face or boosting a thrown attack.

When casting this spell, you should describe to the GM what you are attempting to achieve and the GM will determine the results. Often, the effect will be to impose a consequence, or give  or  on a single flip. This spell will usually be TN 10, but depending on the effect, it might be opposed by a target's Willpower or even Defense. It may be maintained for effects that require a lasting duration to provide their benefit, such as with a breeze providing a  against hot temperatures.

Air Shield

Action: Int/lore of air-10


Casting: Reaction.


Assuming you already have a lunar device in hand, you may cast this spell as a reaction to an attack. It creates a pressurized sheath of air that deflects and dampens the attack. Against a ranged attack, add your full Intelligence to the target's Defense. Against a melee attack, add half your Intelligence. Either way, halve the damage dealt by the attack.




Lore of Earth


Under the auspice of the Lore of Earth is the ability to manipulate soil, sand and stone. It is considered the most unyielding of the four elemental lores.


The earth spells below assume that you are affecting an area up to Size +1 (up to 2 yards across). Affecting a larger area is possible but more difficult. You may affect an area up to Size +4 (16 yards across), albeit with  on the spellcasting flip.

Earth spells do not normally function when away from stone, sand and soil, such as on a ship or high in the air. If you have the master (third) rank, however, you may conjure small stones from the aether, allowing the spells to work, albeit with .



Earth Manipulation

 **Action:** Det/lore of earth-10 or varies. See text.


 **Casting:** 1 action.


 **Maintenance:** Up to 1 hour.

This spell allows you to manipulate the surrounding earth in various ways, such as by causing the ground to shift under a charging attacker, causing sand to flow away from a buried doorway or shifting stone blocks.


When casting this spell, you should describe to the GM what you are attempting to achieve and the GM will determine the results. Often, the effect will be to impose a consequence, or give  or  to a single flip. This spell will usually be TN 10, but depending on the effect, it might be opposed by a target's Willpower or even Defense. This spell may be maintained for effects that require a lasting duration to provide their benefit, such as with slowly moving large stones.

Earthquake


 **Action:** Det/lore of earth-10


 **Casting:** 1 action.

This spell causes the earth to buckle and quake, knocking over nearby objects and hindering foes. Pick a target epicenter. This spell is an area effect with the Blast 1/3 property (see page 139).

Anyone caught in the blast—friend or foe—must make a Dexterity flip with a target number equal to your total to cast this spell. Those caught within the secondary blast radius gain  on this flip. On a failure, the target gains the Prone consequence.


Earth Shield


 **Action:** Det/lore of earth-10

 **Casting:** Reaction

Assuming you already have a lunar device in hand, you may cast this spell as a reaction to an attack. It pulls a column of earth upward from the ground, imposing itself between the target and the incoming attack. This adds your Determination to the target's Defense. It also leaves a column of whatever sort of earth is underfoot. If stone or soil, this might provide reliable cover.

Stone Throw

 **Action:** Atk/lore of earth vs. Defense or TN 10



 **Casting:** 1 action.

This spell allows you to hurl loose nearby stones. This deals damage equal to your Determination. Most stones apply smashing damage; however, at the GM's discretion particularly sharp rocks might apply piercing or cutting.


If no loose stones are available, this spell is usually preceded by the Earthquake spell.


Lore of Enhancement


Enhancement is the lore of improving or enhancing a target in various ways, either boosting her natural abilities or providing her with the capability to overcome a variety of obstacles.


These spells sustain the target's body in the face of physical hazards. Since larger creatures have more body to sustain, getting enhancement spells to work on them is more difficult. Enhancement spells suffer  when cast on targets of Size +2 or larger, and  on targets of Size +4 or more.

Boost


 **Action:** Chr/lore of enhancement-10


 **Casting:** 1 action.


 **Maintenance:** Up to 1 hour.

This spell allows you to enhance one aspect of the target's natural physical abilities. When casting, you must choose whether to focus on Strength, Dexterity, Speed or Endurance. While this spell is being maintained, any flip made with that stat gains .

Breath

 **Action:** Chr/lore of enhancement-10


 **Casting:** 1 action.

 **Maintenance:** Up to 24 hours.

While this spell is being maintained, the target may breathe water, stale air or any other fluid as if it were normal atmosphere. Additionally, the spell protects against extremities of pressure, such as those experienced on high mountaintops or the depths of the ocean.

The Breath spell has a reputation for being the bread and butter of a working enhancement mage, particularly in port towns that trade with sea elves.


Nourishment


 **Action:** Chr/lore of enhancement-10


 **Casting:** 1 action.


This spell allows the target's body to sustain itself without the need for food or drink. Each time this spell is cast, it provides the target with the equivalent of one day's worth of food and water. Unfortunately, it doesn't trick the body into thinking it is satiated, and the target will still feel an unpleasant sensation of hunger and thirst, albeit with no other ill effects.

Temperate


 **Action:** Chr/lore of enhancement-10


 **Casting:** 1 action.


 **Maintenance:** Up to 24 hours.

While this spell is being maintained, it helps protect the target against extremes of heat and cold, giving her  on any flip made to resist temperate extremities. Additionally, it also halves Burning and Freezing damage.

True Sustenance

 **Action:** Chr/lore of enhancement-12

 **Casting:** 1 action.

 **Maintenance:** Up to a number of rounds equal to your Charisma.

Considered to be the ultimate enhancement spell, while it is being maintained, the target is immune to the Dying consequence. She still takes damage, but the magic of the spell literally holds her body together in the face of all else. She might be decapitated, but for as long as it lasts, the spell would hold her head and neck together.

When the spell expires, any damage catches up with her. If the target is at negative HP, she must immediately make an Endurance flip with a TN equal to the amount she is below zero. If this flip is failed, she immediately dies.

Lore of Fire

The Lore of Fire is the magical ability to manipulate heat, cinders and open flames. It is considered to be the most aggressive of the four elemental lores.

The fire spells below assume that you are affecting an area up to Size +1 (up to 2 yards across). Affecting a larger is possible but more difficult. You may affect an area up to Size +4 (16 yards across), albeit with Ⓜ on the spellcasting flip.

Fire spells suffer Ⓜ in particularly cold or wet environments. They will ignite briefly when outside of an atmosphere—such as submerged underwater or in space—but may not be maintained and halve all damage dealt. If you have the master (third) rank, however, you may conjure flames that burn the very aether, allowing your spells to work without these drawbacks.

Fire Manipulation

✦ **Action:** Chr/lore of fire-10 or varies. See text.

✦ **Casting:** 1 action.

✦ **Maintenance:** Up to 1 hour.

This spell allows you to manipulate fire in various ways, such as by causing a bonfire to flare up, squelching the flames on a burning building or causing a fire to smolder, filling the room with smoke.

When casting this spell, you should describe to the GM what you are attempting to achieve and the GM will determine the results. Often, the effect will be to impose a consequence, or give Ⓜ or Ⓟ on a single flip. This spell will usually be TN 10, but depending on the effect, it might be opposed by a target's Willpower or even Defense. This spell may be maintained for effects that require a lasting duration to provide their benefit, such as conjuring a flame to provide light.

Flaming Aura

✦ **Action:** Chr/lore of fire-10

✦ **Casting:** 1 action.

✦ **Maintenance:** Up to 1 minute.

This spell surrounds a target in a sheath of flames that deal damage to anyone close by, but which do not harm the target. At your option, the target's clothes and other currently carried effects may be excluded from harm.

While this spell is being maintained, anyone touching the target takes burning damage equal to your Determination. Additionally, anyone within a yard of the target—such as those standing nearby—takes half this amount. The damage is applied once per round, when you take an action to maintain the spell.

While this spell is being maintained, the target is immune to damage caused by the spell's flames and she takes half damage from all other sources of burning damage. At your option, this spell may also be cast without the flames, simply for this protective effect.

Fireball

✦ **Action:** Chr/lore of fire-10

✦ **Casting:** 1 action.

✦ **Maintenance:** Up to 1 minute.

When this spell is cast, a small intense ball of fire ignites above you and is held aloft by your magic. As an attack action, you may propel the fireball at a target. Make an **Attack vs. Defense** flip. On a hit, the fireball deals burning damage equal to your Determination.

If this spell is maintained without the fireball being thrown, every time it is maintained the fireball grows larger. Count the number of charges. The fireball starts with one charge, and gains one every time it is maintained, up to a maximum number equal to your Charisma.

A fireball with two charges becomes an area effect with the Blast 1/2 property (see pages 139 and 162). Every additional charge adds a yard to both the primary and secondary radius.

Heat

- Action:** Chr/lore of fire-10
- Casting:** 1 action.
- Maintenance:** Up to 1 hour.

This spell heats an area, making cold areas warm, making warm areas hot and setting hot areas ablaze.

Every minute this spell is maintained, the temperature of the affected area increases. Hazardously cold areas become pleasantly warm. Warm areas become hazardously hot. Hot areas become unnaturally hot, as flammable materials spontaneously ignite and rock begins to melt. For extreme heat and cold rules, see page 276. Flip every minute for hazardously hot and cold areas, or every round for unnaturally hot areas.

Alternatively, you may opt to lower temperatures at the same rate or maintain a steady temperature in the affected area.



Lore of Movement

Movement is the lore of enhancing a target's maneuverability in various ways, such as allowing her to run on treetops, leap castle walls, swim like a fish, outrun horses or even to fly through the air.

Movement spells require you to touch your target's arms or legs with the lunar device used to cast the spell, thereby transferring the magical energy from the reagent to the target.

Flight

- Action:** Per/lore of movement-12
- Casting:** 1 action.
- Maintenance:** Up to 1 hour.

This spell allows the target to sail through the air as if she were a bird. While being maintained, each Move action allows the target to move through the air a number of yards equal to her Move score.

Leap

- Action:** Per/lore of movement-10
- Casting:** 1 action.
- Maintenance:** Up to 1 hour.

By focusing magical energy on the target's legs, you allow her to make astounding leaps. While this spell is being maintained, she can jump ten times as high and ten times as far. This means most targets can easily high jump 5 yards or long jump 20 yards. These values can be doubled again if the target makes a successful Str/athletics-10 flip.

Light Walking

Action: Per/lore of movement-10

Casting: 1 action.

Maintenance: Up to 1 hour.

By manipulating a target's center of mass, you allow her to move about as if she were as light as a feather. This enables her to leap between the leaves of a forest's canopy, run on the surface of still water or walk across pit traps without falling in. Large waves or branches swaying in the wind may still pose an acrobatic challenge.

Quickness

Action: Per/lore of movement-10

Casting: 1 action.

Maintenance: Up to 24 hours.

This spell allows you to enhance the target's mobility, allowing her to move farther and faster. While this spell is being maintained, double the target's Move score.

True Swimming

Action: Per/lore of movement-10

Casting: 1 action.

Maintenance: Up to 24 hours.


With this spell, water poses no obstacle to the target; she may move through it as if she were a fish. While being maintained, each Move action allows the target to move through the water a number of yards equal to her Move score.

This spell is often coupled with the Lore of Enhancement's Breath spell.

Lore of Protection

Protection is the magical ability to create wards, bindings or other defensive measures. These are particularly effective against spells, but also block undead, elementals, constructs and fae.

Many protection spells require the creation of some sort of physical barrier. Barriers can be as simple as a line of salt hastily dumped out to form a circle, or as complex as an elaborate floor mosaic with concentric gold and silver rings. Hastily laying down such a barrier requires a minimum of one action—in addition to the action taken to cast the spell. Ideally, a supernaturally significant substance, such as salt or silver, should be used for the barrier, but in a pinch even using a stick to draw lines in the sand will suffice.

Using a suboptimal substance imposes  on the spellcasting flip.

Armor

Action: Det/lore of protection-10

Time: 1 action to cast.

Maintenance: Up to 1 hour.

This spell creates a suit of translucent armor made of magical force. It appears around the target's body, centered on an amulet or other small charm.

To cast the spell, you need a charm to focus the effect—usually made of silver—which you press against the lunar device.

On a success, for as long as the spell is maintained, the target gains Armor 3/3. With Margin 5 or more, she instead gains Armor 5/5.



Resistance

Action: Det/lore of protection-10

Casting: 1 action.

Maintenance: Up to 1 hour.

This spell creates a thin protective barrier that clings to the target's skin and gives her resistance to a particular type of damage. This barrier is centered on an amulet or other small charm, which has etched into it a sigil for the type of damage in question. Possible damage types include: burning, corrosive, cutting, fatigue, freezing, piercing, smashing and toxic.

To cast the spell, you need a charm—usually made of silver—with the correct sigil. You press the lunar device against the charm to activate it.

On a success, for as long as the spell is maintained, the target halves any damage of the specified type.

Threshold

Action: Det/lore of protection-10

Casting: 1 action.

Maintenance: Up to 24 hours.

Permanent residences acquire their own spiritual auras as they are lived in, and this aura can be bolstered to prevent the entry of spells and supernatural creatures.

By charging the threshold of a home with a lunar device, you may create a ward that prevents these creatures, and spells, from entering the home. This does not work on just any building; it must be one with the right “homely” spiritual aura, visible with second sight. For a building or room to qualify, it must have been lived in as an individual or family's primary residence for at least a month.

This ward only applies to spells, spirits, undead, elementals, constructs, fae and similar entities entering the home, not to those attempting to leave. This spell does not require a separate physical barrier, as the home's aura is that barrier.

Wall

Action: Det/lore of protection-10

Casting: 1 action.

Maintenance: Up to 1 hour.

This spell creates a magical barrier of force which blocks both spells and physical attacks. It appears as a shimmering, translucent wall that is opaque in second sight. This line must be marked by a physical barrier, such as a line of salt. Once the barrier has been laid down, you need only charge it by touching it with a lunar device.

The barrier extends upwards and downwards a number of yards equal to your Intelligence. It has Armor 8/8 and a number of HP equal to your Intelligence × your ranks in Lore of Protection.

Ward

Action: Det/lore of protection-10

Casting: 1 action.

Maintenance: Up to 24 hours.

This spell creates a line which magical spells and some supernatural creatures cannot cross. It must be marked by a physical barrier, such as a line of salt. Once the barrier has been laid down, you need only charge the line by touching it with a lunar device.

As foes can often just move around the line, this spell is usually used to create a full circle, or block doors or similar points of ingress.



Lore of Telekinesis

Telekinesis is the magical ability to manipulate objects without physical interaction. This includes the ability to levitate items, flip levers from across the room, hold objects in place or even to choke others using telekinetic force.

Telekinesis can only manipulate objects of up to Size -1 or 10 lb. (5 kg) × your Determination.

Bind

Action: Int/lore of telekinesis-10

Casting: 1 action.

Maintenance: Up to 1 hour.

With this spell, you apply telekinetic force to hold an object in place, preventing its movement or manipulation. Anyone seeking to move it must succeed at a Strength flip with a TN equal to the total achieved in casting this spell.

Choke

Action: Int/lore of telekinesis vs. Willpower

Casting: 1 action.

Maintenance: Up to 1 minute.

With this spell, you use telekinetic force to grasp the throat of your target. On success, she immediately begins to suffocate (see page 271). This only affects creatures that must breathe—it doesn't affect constructs, slimes, undead, etc. The target is considered to have taken a breath unless she was entirely surprised by the attack or unless a critical success was achieved.

Every round, as an action, the target may attempt an Endurance flip with a TN equal to the total achieved in casting the spell to force an end to this ability.

Levitate

Action: Int/lore of telekinesis-10

Casting: 1 action.

Maintenance: Up to 1 hour.

This spell allows an object to be levitated into the air, pushed across the room or carefully manipulated for as long as the spell is maintained. It can be used to flip levers, move crates or push over rocks.

An object being manipulated in this manner has a Move score equal to your Intelligence. If the object being manipulated is held or attended by someone else, she may make a Strength flip to resist the spell. The TN to successfully resist is equal to the total achieved in casting the spell.

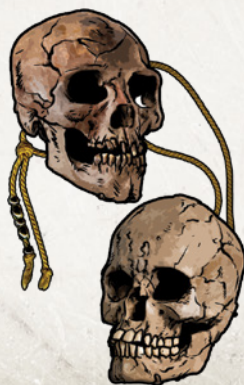
Throw

Action: Atk/lore of telekinesis vs. Defense or TN 10

Casting: 1 action.

This spell allows you to hurl nearby objects at a target using telekinetic force. This deals damage equal to your Determination. Most objects apply smashing damage; however, at the GM's discretion particularly sharp objects might apply piercing or cutting. Especially nonthreatening objects might even have their damage halved.

If the hurled object targets a character, this is opposed by the target's Defense.



Lore of Water

The Lore of Water is the magical ability to manipulate and control water. It is the most fluid and changing of the four elemental lores.

The water spells below assume that you are affecting an area up to Size +1 (up to 2 yards across). Affecting a larger area is possible but more difficult. You may affect an area up to Size +4 (16 yards across), albeit with ☹ on the spellcasting flip.

Water spells usually depend on either the presence of a body of water or on pulling water from the atmosphere. If depending on water vapor, they suffer ☹ in particularly dry environments, such as deserts. Those who have the master (third) rank, can conjure water from the aether, thereby ignoring this restriction.

Chilling Frost

✂ **Action:** Per/lore of water vs. Willpower or TN 10

✂ **Casting:** 1 action.

This spell causes water to rapidly freeze. It can freeze a pool of water solid in the span of a second, or cause water in the atmosphere to condense and freeze around a particular target. It does not require maintenance, as afterward the ice it creates shatters or melts as normal.

When used against a particular target, it deals Freezing damage equal to half your Determination. On a critical success, it also gives the target the Disabled consequence.

Condensation

✂ **Action:** Per/lore of water-10

✂ **Casting:** 1 action.

✂ **Maintenance:** Up to 24 hours.

With this spell, you force water to condense, as you pull atmospheric vapor in your direction. With a successful casting, you can fill a waterskin

for drinking. If maintained, you slowly cause the sky overhead to darken with clouds. Within an hour it begins to rain. An hour after that, the intensity increases to a full-fledged storm.

Ice Spikes

✂ **Action:** Per/lore of water-10

✂ **Casting:** 1 action.

✂ **Maintenance:** Up to 1 minute.

When this spell is cast, a number of icicle-like spikes condense above your head and are held aloft by your magic. You may create up to a number of spikes equal to your Perception. This spell must be maintained each round, otherwise any spikes you are holding simply fall to the ground and become unresponsive.

As an attack action, one of the spikes may be propelled with great speed at a target. Make an **Attack vs. Defense** flip. On a hit, the spike deals Piercing damage equal to your Determination.

Water Manipulation

✂ **Action:** Per/lore of water-10 or varies. See text.

✂ **Casting:** 1 action.

✂ **Maintenance:** Up to 1 hour.

This spell allows you to manipulate water, such as causing a wave to hit a boat, parting a body of water to form a narrow path or condensing vapor into a cloud that obstructs vision.

When casting this spell, you should describe to the GM what you are attempting to achieve, and the GM will determine the results. Often the effect will be to impose a consequence or give ☹ or ☺ on a single flip. This spell will usually be TN 10, but depending on the effect, it might be opposed by a target's Willpower or even Defense. This spell may be maintained for effects that require a lasting duration to provide their benefit, such with causing a body of water to be turbulent to hinder a foe's swimming.

Traits

Traits represent special features, flaws or abilities possessed by a character. Among other things, these include reputations, weaknesses, bonds and mystic affinities.

Trait Format

For ease of use, traits are listed in a standard format. This format is shown below. It consists of the trait's name, experience cost, requirements, special options and a description.

Trait Name

- Cost:** The experience cost.
- Requirement:** Any stat requirement or other requirements will be listed here.
- Special:** Additional options, if any, will be listed here.

Finally, the trait's description is written below.

Purchasing Traits

Traits are purchased using experiences. The cost varies and is listed under each entry. Some traits also have requirements that must be met before they can be purchased; most commonly this is a minimum stat value. Unless specified otherwise, a trait may only be purchased once.



List of Traits

A list of general traits follows. Weakness traits are listed in their own section beginning on page 128.

Acclimated

- Cost:** 5 experiences
- Requirement:** Endurance 5
- Special:** Each environment may be purchased separately.

You are intimately familiar with a particular environment and adept at overcoming its natural hazards. When purchasing this trait, choose the environment, such as tundra, jungle, desert, high altitude or deep sea.

When making a flip to overcome a natural hazard or resist fatigue from this environment, you gain +. In addition, when taking an action to move through the chosen environment, you may ignore difficult terrain.

Acute Sense

- Cost:** 5 experiences
- Requirement:** Perception 5
- Special:** Each sense may be purchased separately.

One of your senses is highly developed, allowing you to notice what others miss. When purchasing this trait, choose a sense.

Options include vision, hearing, touch and smell/taste.

You may make Perception flips to notice normally imperceptible details, such as hearing your foes' heartbeats, smelling an almost odorless poison or feeling the writing on a worn away stone carving.

Ally

Cost: Free

Requirement: Must be granted by the Lifepath, through the Strengthen Bonds downtime action or awarded by the GM.


Special: Each ally may be purchased separately.

There is someone out there with whom you are on good terms and who unquestionably has your back. This could be a friend, family member or important alliance. You gain a Bond with this individual. For the full Bond rules see page 188.

Ambidexterity

Cost: 5 experiences

Requirement: Dexterity 5. May only be purchased after character creation with the GM's permission.

You are equally capable of using both hands. You do not suffer  when using your off-hand.

Animal Affinity

Cost: 3 experiences

Requirement: Determination 5

Animals feel comfortable in your presence and are prone to follow your lead. You gain an Influence that can be used to calm or befriend nearby animals.

Attractive

Cost: 3 experiences

Requirement: Charisma 5

You are a notably attractive member of your people. You gain an Influence that can be used in situations where your physical attractiveness would be beneficial.

Beneath Notice

Cost: 5 experiences


Requirement: Must be of the Common strata when this trait is acquired.

You are accomplished at blending into the background of social affairs, becoming just one more faceless functionary. By exhausting a Bond and explaining how the connection helped you learn to blend into the situation at hand, you may move about mostly unnoticed by anyone of higher Status than your own. This lasts for an hour or until you do something to draw attention to yourself—such as shouting, launching an attack or trying to enter a completely restricted room.

Born Leader

Cost: 5 experiences

Requirement: Charisma 5

You are a natural leader and able to bring the best out in others. With this trait, you may play cards from your hand as a  for the flips of other willing characters, exactly as you would for your own actions. To do this, you must show leadership in some way.

Catfall

Cost: 3 experiences

Requirement: Dexterity 5

Like a cat, you tend to land gracefully and on your feet. Halve the damage you take from falls and collisions.



Combat Reflexes

Cost: 5 experiences

Requirement: Speed 5

Special: May be purchased a second time at Speed 7 and a third at Speed 9.

You react with trained quickness to attacks from foes in combat. Your Defense score increases by +1.

Common Sense

Cost: 3 experiences

You have a very grounded sense of what's a reasonable course of action and what isn't. With this trait, you may ask the GM if a proposed course of action is a very stupid idea. The GM is obligated to provide a useful response.

Contact

Cost: Free

Requirement: Must be granted by the Lifepath, through the Strengthen Bonds downtime action or awarded by the GM.

Special: Each contact may be purchased separately.

You have made an important contact whom you can call upon for information, skill use or small favors. You gain a Bond with this individual. For the full Bond rules see page 188.

Contortionist

Cost: 3 experiences

Requirement: Dexterity 5

You are curiously flexible and able to bend yourself in astonishing ways. You gain + on flips made to contort your body or otherwise squeeze into small spaces.

Danger Sense

Cost: 5 experiences

Requirement: Perception 5

You have a sixth sense when it comes to danger. When surprised, you may take a fast turn and use defensive reactions as normal.

Diehard

Cost: 3 experiences

Requirement: Endurance 5

You are remarkably hard to kill. You gain + on Endurance flips caused by the Dying consequence.

Direction Sense

Cost: 3 experiences

Requirement: Perception 5

You possess a keen sense of direction. You gain + on flips made to navigate, intuit direction or otherwise get your bearings.

Eidetic Memory

Cost: 3 experiences

Requirement: Intelligence 5

You possess a keen memory and attention to detail. You may exhaust a Bond and explain how the connection relates to any past scene you wish to remember. When you do this, you automatically remember even the most minute details of the scene. If there are no important details to remember, the GM should refund the cost of invoking this trait.



Fashion Sense

Cost: 3 experiences

You are highly skilled at picking clothing and adornments that complement your looks. You gain an Influence that can be used in situations where you have been able to prepare your garb ahead of time to fit the event.

Fast Healer

Cost: 5 experiences

Requirement: Endurance 5

Your body heals faster than most others. You heal twice your Endurance in HP for every day spent resting in a safe and clean environment, and your full Endurance in HP when resting in other environments.

Favor

Cost: Free

Requirement: Must be granted by the Lifepath, through the Strengthen Bonds downtime action or awarded by the GM.

Special: Each favor may be purchased separately.

Someone owes you a significant favor that can be called in at a later time. You gain a single-use Bond with this individual. Favors do not count against the normal Bond limit. For the full Bond rules see page 188.

Fleet of Foot

Cost: 5 experiences

Requirement: Speed 5

Special: May be purchased a second time at Speed 7 and a third at Speed 9.

You are faster on your feet than many would assume. Increase your Move score by +1.



Grit

Cost: 5 experiences

Requirement: Endurance 5

You possess true grit and are able to soldier on despite trying circumstances. As a free action on your turn, you may exhaust a Bond and explain how the connection compels you to continue on, no matter what. When you do this, you may ignore the effects of the Bleeding, Disabled, Dying, Hindered and Grave Wound consequences for a number of rounds equal to your Endurance. However, you still perish if you accumulate three Dying consequences.

Honeyed Tongue

Cost: 5 experiences

Requirement: Charisma 5

You are extremely persuasive. You gain a free Influence once per social challenge or other social extended action where you speak at length (see pages 154 and 190). This Influence goes away at the end of the challenge, regardless of whether or not it was spent.

This trait does not apply when only making a single flip.

Independent Income

Cost: 3 experiences

Special: May be purchased a second time with **Tradecraft (proficient)**, a third time with **Tradecraft (expert)** and a fourth with **Tradecraft (master)**. Each purchase doubles the amount you receive.

You possess sizable investments, lands, generous relatives or some other source that regularly provides you with passive income. Every downtime you automatically receive a number of coins equal to your Standing in a denomination based on your Strata—gold for Noble, silver for Gentle and bronze for Common. For example, if you were Noble 3, you would collect 3 gold pieces. To collect this payment, you may need to visit a banking house or similar establishment.

Intuition

Cost: 3 experiences

You have an uncannily accurate intuition, which is useful when all reason fails. When facing a blind choice—such as which of two identical pathways to follow—exhaust a Bond and explain how the connection has contributed to your sense of intuition. When you do this, The GM should secretly flip a card and tell you which option would be best. This will be the truth on any card except for a club, meaning there is close to a 75% chance that this is the truth and 25% chance that the GM lied.

Iron Hide

Cost: 5 experiences

Requirement: Endurance 5

Your skin is rugged and surprisingly durable. While unarmored, you may treat your skin as having Armor 2/1.

Iron Stomach

Cost: 3 experiences

You are able to eat just about anything without getting an upset stomach. You gain + on flips to resist starvation or dehydration. You also gain + to resist ingested poisons and food-borne illnesses.



Lip Reading

Cost: 5 experiences

Requirement: Perception 5

You are able to discern what people say by watching their lips. You do not need to hear the speaker, but you do need an unobstructed view.

Lucky

Cost: 5 experiences

You are known for your astonishing luck and good fortune. Your Luck score increases by +1.

Master Detective

Cost: 5 experiences

Requirement: Investigate (proficient)

You have an uncanny knack for finding clues—especially clues that others might have missed. Whenever investigating a location, you may exhaust a Bond and explain how the connection gives you insight into the investigation. When you do this, you automatically find a number of clues up to your rank in the Investigate skill. If there are no clues remaining to be found, the GM should refund the cost of invoking this trait.

Membership

Cost: Free

Requirement: Must be granted by the Lifepath, through the Strengthen Bonds downtime action or awarded by the GM.

Special: Each membership may be purchased separately.

You are a full member, in good standing of an important or influential organization. You gain a Bond with this organization. Minor organizations with little practical power do not need to be represented with this trait (GM's discretion). For the full Bond rules see page 188.

Moxie

Cost: 3 experiences

Special: May be purchased a second time at Determination 5, a third time at Determination 7 and a fourth at Determination 9.

You have the moxie to get you through many a difficult situation. When drawing a hand of cards, you may draw one more card into your hand than normal.

Mystic Affinity

Cost: 5 experiences


You have developed an affinity for, and received training in, a particular magical tradition. You may draw power from your tradition's reagents, call upon second sight, dispel magical effects and learn arcane lores.

When purchasing this trait, specify the tradition in which you've been trained. Options include kalid magic and lunar magic. See page 178 for the magic rules.

Night Vision

Cost: 3 experiences

Requirement: Perception 5

You see astonishingly well in dim light. On flips, you may ignore a  imposed by darkness.

Patron

Cost: Free

Requirement: Must be granted by the Lifepath, through the Strengthen Bonds downtime action or awarded by the GM.

Special: Each patron may be purchased separately.

There is an individual who acts as your patron, providing you with support or limited assistance, but expecting favors and your loyalty in return. You gain a Bond with this individual. For the full Bond rules see page 188.

Reputation

Cost: 3 experiences


Special: May be purchased multiple times, each representing a different reputation.


You have developed a notable reputation for yourself. When this trait is purchased, the specifics of your reputation must be noted. You gain an Influence that can be used in situations where your reputation would be recognized and beneficial.


For example, positive reputations might be used to glean good will, while negative reputations might be used to inspire fear or pity.




Robust

 **Cost:** 5 experiences

 **Requirement:** Endurance 5


You rarely are ill from disease and are able to clear poison from your system with surprising efficiency. You gain  on flips made to resist or recover from poisons or disease.


Scrounge

 **Cost:** 3 experiences

You are exceedingly good at scrounging up old and discarded goods. When searching a settlement, by exhausting a Bond and explaining how the connection relates to what you're attempting to find, you may turn up an item of Common availability with a cost of 100 bp or less.

Secret Identity


 **Cost:** 5 experiences


 **Requirement:** Charisma 5

You have a second persona that you keep separate from your primary identity. When portraying this identity, you cannot make use of your primary identity's Status, Reputation or similar traits, and do not suffer from your primary identity's Wanted weakness.

Your second identity has its own Status, which you may choose to fit the persona. This can be of any Strata, but it begins at Standing 1. Traits or rewards that grant Status or Influence usually apply to only one persona.


Shrug Off


 **Cost:** 5 experiences

 **Requirement:** Determination 5

You are adept at shrugging off your fears and distractions. You may take the Focus action in the same round as an attack.


Smash!


 **Cost:** 3 experiences

 **Requirement:** Strength 5

You are particularly good at breaking things. Double the damage you deal to stationary and inanimate objects. This does not apply to animated objects, nor does it apply to attended objects which may freely be moved by an opponent.

Socially Mobile


 **Cost:** 3 experiences


 **Special:** May be purchased a second time at Charisma 5, a third time at Charisma 7 and a fourth at Charisma 9.

Due to connections, investments or professional reputation, your position improves in the eyes of your peers. Your Standing increases by +1. If this would advance you beyond Standing 5, you may instead advance your Strata, setting your Standing back down to 1. If a career change or other event changes your Status, this trait's bonus applies to your new standing as well.

Yavu is a Freeholder (Common 5). He purchases Socially Mobile, which increases his Status. Since he is already Common 5, instead of increasing Standing, he instead increases his Strata. This makes him a Freeholder (Gentle 1). If later on increases his rank to Gentleman (Gentle 1), the boost from Socially Mobile would still apply, instead making him Gentleman (Gentle 2).

Strong Back

 **Cost:** 3 experiences

 **Requirement:** Strength 5

You have a strong back and are capable of carrying great loads. Double your Encumbrance threshold.

Toughness

- Cost:** 5 experiences
- Requirement:** Endurance 5
- Special:** May be purchased a second time at Endurance 7 and a third at Endurance 9.

It takes a great deal of injury to fell you in battle. Increase your maximum HP by 50% its normal value.

*Erlotz has HP 13. He purchases **Toughness**, which increases his HP by 50% (rounding down) to HP 19. Later on, he purchases **Toughness** a second time, which increases his HP by another 50% to HP 26.*

Unfazeable

- Cost:** 5 experiences
- Requirement:** Determination 5
- Special:** May be purchased a second time at Determination 7 and a third at Determination 9.

You are the epitome of stoutheartedness and resolve. Your Willpower score increases by +1.

Wealthy

- Cost:** 5 experiences
- Special:** If gained during character creation, double your starting money.

You are wealthier than the usual person of your station. When gaining income through a daily wage, double the amount you earn. In addition, while you are home, you are assumed to have access to Common availability goods with a cost of up to twice your Status. For example, a wealthy **Gentle 4** merchant would have access to common goods costing up to 8 sp.

Weapon Master

- Cost:** 5 experiences
- Requirement:** Dexterity 5
- Special:** Each weapon type may be purchased separately.

You are a combat veteran, adept at using a particular weapon to attack your foes. Choose a specific weapon type, such as the pike, greataxe or arquebus. When using that weapon, your Attack score increases by +1. In addition, when wielding that weapon, treat your Strength as +2 higher for the purpose of determining damage.

Wild Affinity

- Cost:** Free
- Special:** Must be awarded by the GM, by the Lifepath or gained through a downtime action. If you later receive formal training, Mystic Affinity replaces this trait.

You have developed an affinity for a particular type of magic due to exposure or other happenstance. However, you haven't received formal magical training. You may draw power from that magic's reagents, call upon second sight, dispel magical effects and even learn arcane lores. However, due to your lack of training, all spellcasting, dispel and second sight flips are made with ☹, and all spellcasting failures are considered critical failures.

When purchasing this trait, specify the tradition in which you've been trained. Options include kalid magic and lunar magic. See page 178 for the magic rules.



Weaknesses

Weaknesses are a special category of trait that each represent a flaw, defect or quirk that makes your character's life more difficult. They have no associated cost, and can be freely chosen at character creation—or afterward, with the GM's permission.

Whenever a Weakness trait would significantly hinder your character during play, it provides a benefit by allowing you to immediately draw a card into your hand. This can be done up to once per hour per Weakness.

The list of available Weaknesses are below.

Absent-Minded

Always absent-minded and spacey, most of the time you are in a world of your own. This imposes ☹ on flips that require remaining alert or recalling past details.

Allergy

You have an allergy to a specific common substance. If a joker comes up for you while in a location that may contain the substance, you have been exposed and have an allergic reaction. This imposes ☹ on all flips until you can get away from the source of the allergy and recover for a few minutes.

Amnesia

There is some period of your life which you simply cannot remember. You automatically fail all attempts to remember this part of your life. What were you doing? Why can you not remember? Work with the GM to figure out the details.

Anosmia

You lack a functioning sense of smell. This also usually impairs your sense of taste as well. You automatically fail all actions which rely on your olfactory senses.

Bad Back

You find yourself unable to lift as much gear as might otherwise be expected. Perhaps you have a condition that restricts the mobility of your arms or a delicate spinal condition. Regardless of the cause, this applies a -2 penalty to your Encumbrance score.

Bad Eyesight

You have poor vision. You suffer ☹ on flips that rely primarily on sight. This might be correctable with glasses, in which case the bane does not apply, but neither do you draw a card for the weakness hindering you.

Bad Reaction Time

You do not have quick reflexes when it comes time to avoid attacks. This applies a -2 penalty to your Defense score.

Blind

You are blind, perhaps as the result of an accident, illness, birth defect or injury. You automatically fail all flips which depend on sight.

Bothersome Habits

Many people have some odious personal habits, and you are one of them. This might be bad hygiene, a consistent and awful sense of humor or an aura of pure arrogance. Whatever its nature, your habits impose ☹ on all social flips where you might offend others.

Cannot Swim

Swimming is largely a learned skill—one which you never picked up. This is common among those who grew up far from large bodies of water. You automatically fail all attempts to swim or otherwise move about in deep water.

Colorblind

You either cannot perceive color, or cannot distinguish several different colors from one another. Attempts to do this are automatically failed.

Combat Shock

You find it difficult to bring yourself to hurt others, especially when it's up close and personal. You cannot take fast turns in combat.

Compulsive Behavior

You have a strong urge to indulge in some specific behavior. This could be compulsive gambling, drinking, sex, etc. When a joker comes up for you in the presence of this temptation, you gain the Desire (indulge behavior) consequence.

Cowardice

You are not very brave, and are likely to run or freeze up when faced with danger. This imposes ⚬ on all aggressive flips when faced with a spooky or dangerous situation. This is also applied to flips made to resist fear.

Crippled

While you are able to walk, your legs do not function anywhere near a jog, let alone a run. You take a -2 penalty to your Move score (min 1) and automatically fail all attempts to run, jump, jog or otherwise move quickly by foot.

Deaf

You do not have a functioning sense of hearing. You automatically fail all actions relying on this sense.

Delusion

You have a strong belief that is at odds with reality. Often such beliefs form an elaborate conspiracy theory. When a joker comes up for you in play, the belief interferes with your interpretation of events in some way. This may cause you to act seemingly irrational, imposing ⚬ on social flips with witnesses.

Depression

Depression can be a very serious problem. When a joker comes up, causing you to fail to achieve a personally significant goal, you face a bout of depression. This imposes ⚬ on all flips for the next day.

Doomed

You are dying, and it is only a matter of time until you expire. This could be due to a chronic illness, slow poisoning or other medical condition. Whenever a joker comes up for you on an Endurance-based flip, make a tally mark next to this Weakness. Once the number of tally marks exceeds your Endurance, you finally die from the illness (although the GM may allow you to finish out the scene for dramatic effect).

Dwarfism

Dwarfism occurs as the result of a condition that causes slowed growth. It results in having an unusually short stature. This imposes ⚬ on all flips where being short would be a hindrance.

Dyslexia

You have a reading disorder, which can hinder your reading comprehension and slow down your reading speed. This imposes ⚫ on any flip made to understand what was read, convey concepts clearly in writing or to quickly comprehend written language.

Enemy

Many people have enemies, but yours is unusually persistent. You gain a Bond with this individual. For the full Bond rules see page 188.

Epilepsy

You suffer from epileptic fits. When you play a joker, you suffer a seizure. This imposes a Stun consequence. Certain triggers, such as rapidly flashing lighting, may also set off this weakness.

Fat

Carrying around a lot of extra weight can be disadvantageous in many situations. This imposes ⚫ on flips made to run, walk lightly or squeeze yourself into small spaces.

Fixation

This Weakness causes you to fixate on your victory or failure to an irritating and hindering degree. When a joker comes up, you fixate on the action that was just critically failed. This gives you the Fixation (subject of failure) consequence.

Flashbacks

Flashbacks can be caused by traumatic experiences, mental illness or drug use. Whenever a joker comes up for you during a stressful event, you experiences flashbacks. This can confuse and disorient you, imposing the Dazed consequence.



Frail

Your constitution and grasp on life is more fragile than might be expected, perhaps due to a childhood illness or inborn syndrome. This applies a -4 penalty to your maximum HP.

Gigantism

Due to a birth condition, you have grown to unusually large proportions. This makes it difficult to find clothes or armor that fit. You also take ☹ on flips where your tremendous size would be to your disadvantage.

Gluttonous

You cannot control your appetite, and given the chance to overindulge, you always will. After being presented with an opportunity to overeat, you take ☹ on all flips made in the next hour due to discomfort from being overfull and the resulting food coma.

Hard of Hearing

You have a poor sense of hearing. You suffer ☹ on all flips that rely primarily on listening. This might be correctable with an ear horn, in which case the penalty does not apply, but neither do you draw a card from the weakness hindering you.

Honesty

Some people just aren't able to lie very well. Maybe something in your face gives you away, or maybe deep down inside you simply feel guilty. You suffer ☹ on all attempts to deceive, lie or cover up the truth.

Impulsive

You have the tendency to act on impulse, giving in easily to provocations or enticement. This applies a -2 penalty to your Willpower score.

Innumerate

Similar to being illiterate but applying to numbers and arithmetic, you never learned even basic math skills. You might be able to intuit basic addition using your fingers, but more than that is beyond your ability.

Insomniac

Insomnia plagues you during the night, causing you to not sleep well. Anytime a joker comes up for you in play, you do not sleep well later that night. This causes you not to count that night's sleep for the purpose of natural healing or ridding yourself of the Exhausted consequence.

Intolerance

You are intolerant of some particular group. Perhaps you are biased against a particular ideology, organization or religion. You suffer ☹ on all social flips made to interact with that group, and may also receive this penalty in situations where your intolerant beliefs offend others.

Lecherous

Distractions of a sexual nature are many and varied, and you are particularly lured by them. You suffer ☹ on all flips made to resist seduction or where your lecherous nature may serve as a significant distraction.

Limp

You have a limp due to an injury or medical condition. You suffer ⚬ on all flips made to walk or run quickly.

Minor

You are not yet an adult. You may be restricted in your legal actions and may not be taken seriously in many situations. You suffer ⚬ on flips where this would be a hindrance.

Mistaken Identity

There is someone else out there for whom you are regularly mistaken. The two of you probably look alike and may even have similar voices. You gain a Bond with this individual, picking an appropriate Bond type—usually Enemy or Rival. For the full Bond rules see page 188.

When a joker comes up when interacting with a new social group, your identity has been mistaken. You may have to suffer through the enemies, debt or complications taken on by your double.

Multiple Personalities

Mental illness causes you to flip between two or more identities. Whenever a joker comes up for you in play, you switch between two of these identities. At the very least, this imposes ⚬ on social flips with those who witness the switch, and it may result in other complications.

Mute

This weakness represents your inability to make intelligible vocal sounds or the inability to speak a language. You automatically fail all flips that depend on verbal speech.

Numb

You have a poor sense of touch. You suffer ⚬ on all flips that rely primarily on your tactile senses.

Obligation

You have a significant obligation that you owe to an outside party—perhaps a large debt, dependent or membership requirement. You gain a Bond with this outside party (see page 188). In addition, whenever a downtime occurs, you must take the Duties & Obligations action (see page 193). Since this is a significant hindrance, draw a card when that action is taken.

One-Armed

Possessing only one arm, you are completely incapable of performing actions which depend on the use of both hands, such as holding onto a rope while swinging a sword.

Paraplegic

You are either missing your legs or your legs simply do not function. You are likely bound to a chair and automatically fails all flips which depend on the use of your legs.

Phobia


Irrational fear can be paralyzing. You have something of which you are uncontrollably and irrationally afraid. You suffer ⚬ to all flips made in the presence of the subject of your phobia.

Rival

You have a rival who wishes to upstage, inconvenience or play cruel jokes on you. This differs from an Enemy in that a Rival does not necessarily seek to do you harm,

and might even be friendly most of the time. You gain a Bond with this individual. For the full Bond rules see page 188.

Scrawny

Your physique is stick-thin and lacking significant bulk or muscle. You suffer  on any flip made to resist being knocked around, such as actions to avoid being knocked down, grappled or blown over.


Secret

People will often go to great lengths to protect their most personal and hidden secrets. You have one such secret. If a joker comes up for you while events related to the secret are under review, you accidentally let something slip, or evidence otherwise surfaces that hints at your secret. If your secret gets outed, this Weakness is usually replaced with Wanted, Stigmatized or another fitting weakness.


Slow

When the time comes to act quickly, you just cannot muster a reasonable speed. Perhaps you have coordination issues from a medical condition or are extremely elderly. Whatever the cause, you gain only 2 AP each round of combat instead of 3.


Stigmatized

Many social stigmas exist and you are subject to one of them. It could be coming from a marginalized group, a history of past criminal behavior or a bad reputation. Regardless of its nature, you suffer  on most social flips due to this stigma.


Stutter

You possess a serious stutter, which gets in the way of speeches and other verbal communication. You suffer  on flips that require significant amounts of speaking.


Susceptible

You are especially susceptible to some particular source of harm. This could be poison, disease, kalid magic, dehydration or any number of things. You suffer  on all flips made to resist harm from this source.

Suspicious

You are suspicious of everyone's motives—even those of your own allies, fearing that you will suffer misfortune at the hands of another. You suffer  on all Group Effort flips, regardless of whether you are acting as primary or secondary.

Ugly

Some people are beautiful to gaze upon. You are quite the opposite. This could be a natural unattractiveness or the result of some disfiguring injury. Regardless, you suffer  on flips where a standard of beauty would apply.

Unlucky

Your luck tends to run out before that of others, leaving you with a reputation for being unlucky. This applies a -1 penalty to your Luck score.

Wanted

You are wanted for crimes by a major nation or other sizable group. If a joker comes up for you when going through a region controlled or policed by this group, the local magistrate or other agents will come try to arrest you.



Equipment

In which multitudinous items are laid out for the perusal of the discerning buyer

From swords to satchels, armor to rope, all of the tools a character needs to survive in a changing and dangerous world are described in this chapter.

Money

All items are priced using coins whose measures and weights were standardized during the Golden Age. These denominations include the gold piece (gp), silver peso (sp) and bronze penny (bp). In addition, commoners will sometimes cut bronze pennies up into bits. The exchange rate is as follows:

8 bits = 1 bronze penny

10 bronze pennies = 1 silver peso

20 silver pesos = 1 gold piece

Coins, Status & Labor

Each of the three denominations of coins are associated with one of Trystell's three social strata—bronze with commoners, silver with the gentry and gold with the nobility. In this way, a few coins of the appropriate domination represent one day's labor for a person of the associated class. Typical pay is one coin per

Standing of the individual. So for example, a day's wages of a Gentle 4 merchant would commonly be about four silver pesos.

Cost of Living

Those seeking to maintain their status must keep up appearances. After all, if you repeatedly appear poorer than you are, people will begin to assume that you are poor.

Keeping up appearances requires expending half your Standing each day, in the denomination appropriate for your Strata. For example, a Gentle 4 merchant would spend two silver pesos each day to upkeep her Status.

A benefit of keeping up appearances is that while you are home, you are assumed to have access to Common availability goods with a cost equal to or less than your Status (see page 186). So, for example, that same Gentle 4 merchant is assumed to have access to common goods costing 4 sp or less.



Encumbrance

You can only carry so many things around with you before you begin to get bogged down by the sheer bulk. This is represented by encumbrance points.

In general, every piece of equipment takes one point, although item properties may alter this. You may only lug around so many encumbrance points before it begins to be a problem. The amount you may carry without issue is called your Encumbrance threshold. It can be calculated using the formula below.

Encumbrance = Average of Str and Dex

Being Encumbered

If you are carrying more points than your threshold you are said to be encumbered. While encumbered, you gain the Hindered consequence. You can rid yourself of this consequence by putting down what you are carrying. You cannot carry five or more times your encumbrance threshold.

Containers

Containers allow you to carry gear more efficiently. Equipment whose encumbrance points fit in a container do not count against your encumbrance threshold.

Carrying Characters

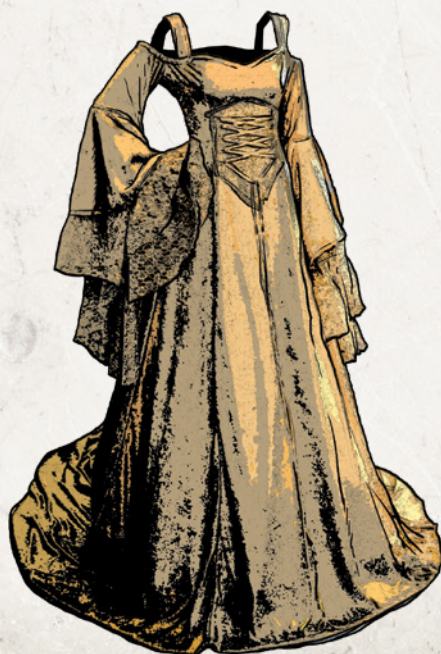
In general, characters are bulky and difficult to carry efficiently. A character takes up a number of encumbrance points equal to her Strength + Endurance. If she is Size 2 or greater, multiply this by her Size.

Availability

Some items are more common than others. To represent this, each piece of equipment has an availability rating of Common, Uncommon, Rare or Exotic.

Common items are assumed to be freely available at most settlements with any degree of commerce. Uncommon and rarer items, however, may require a successful **Int/streetwise** flip to locate. The GM is free to assign a **+** or **-** to the flip for larger or smaller settlements, respectively. Failure means that you were unable to locate the item for sale, but may try again next week. Exotic items are particularly rare and are only available at the discretion of the GM. See the table below.

Availability	Difficulty	# for Sale
Common	Freely available	Many
Uncommon	Int/streetwise-10	10-Flip
Rare	Int/streetwise-12	1
Exotic	Set by the GM	1



Buying & Selling

The prices listed in this chapter represent typical listings, but these vary by location and are often subject to haggling. Haggling is handled as a **Chr/persuade vs Chr/persuade** flip. Success knocks 10% off of the base price, while success by Margin 5+ knocks 20% off.

Selling an item to a merchant usually nets 20% of the base price. This can be increased to 30% of the base price with a successful **Chr/persuade vs. Chr/persuade** flip, or 40% with success by Margin 5 or greater.

Equipment Properties

Equipment is often a matter of common sense. However, a few special properties are used to differentiate items. General equipment properties are listed below. Properties specific to weapons and armor are listed alongside the relevant entries.

Encumbrance Properties

The following item properties affect the encumbrance system.

- ✦ **Big X:** This item is large enough or heavy enough that it takes more than one encumbrance point, where X is the number of points required.
- ✦ **Container X:** This item is designed to carry others inside of it. It can carry the indicated number of encumbrance points. When these items are inside the container, they do not count towards your encumbrance total.
- ✦ **Neg:** This item has negligible weight and does not take any encumbrance points. At

the GM's discretion, holding large quantities of this item may add up to a point.

- ✦ **Worn:** This item is designed to be worn and only counts toward encumbrance if it is being carried.

Equipment Quality

The item properties listed below represent the quality of individual pieces of equipment.

- ✦ **Fine:** This item demonstrates exceptional craftsmanship or capability. At the discretion of the GM, it might provide a one-time **+** or similar benefit. Such items typically sell for at least 200% of their usual value.
- ✦ **Poor:** This item displays poor workmanship or maintenance. While it still functions, at the discretion of the GM it might impose **-** or break on a failed flip. Poor quality items usually sell for about 75% of the usual value.

The Right Tool for the Job

Most actions benefit if the character has the right tool for the job. Not having the correct tool can make a task more difficult or even impossible. At the GM's discretion, lacking the appropriate tool might impose **-** or even make the task impossible.



Weapons

A variety of weapons are used on Trystell, ranging from clubs to primitive firearms. However, many cities restrict obvious weapons of war. As a result, the denizens of cities often fight with daggers, staves and unarmed attacks within the city walls.

Damage and Strength

The weapon entries in this chapter list a minimum Strength requirement, the weapon's damage array and the damage increment.

Strength Requirement

The minimum Strength requirement is the Strength score needed to wield the weapon effectively. If you do not meet this threshold, you may lift and even fight with the weapon,

but suffer ☹ on attacks and -1 damage per point by which you are below minimum Strength.

Damage Arrays

Weapons list their damage as an array of possible values, each separated by a slash. Use the value of the card played in the attack to determine the damage dealt (see page 170).

Damage Increment

Those with great strength are often able to hit harder, thereby dealing more damage. Each weapon entry lists a Damage Increment (Inc). For every full increment by which your Strength exceeds the minimum, add +1 to all damage values.

Sef has Strength 6 and wields a staff. Since a staff has minimum Strength 3 and Damage Increment 2, she is one full damage increment over the minimum. This means she adds +1 to the damage array. Instead of dealing 6/5/4/3/2, she deals 7/6/5/4/3. If she later advances to Strength 7, she'll be two full increments over the minimum and add +2 to the array.

Damage From Arrows, Bolts & Bullets

Arrows, bolts and bullets embed themselves in the target's flesh and will later need to be removed before the wounds they inflict can heal. When dealt damage by one of these projectiles, reduce the target's maximum HP by the damage dealt. It remains reduced until the projectile can be removed.

Removing an arrow, bolt or bullet surgically requires 10 minutes and a successful **Dex/medicine-10** flip. On a failure, the patient takes the Margin in damage.

In a pinch, arrows and bolts can also be removed by grasping the shaft and simply yanking them out. This takes an action and requires success on a **Det-10** flip. Regardless of success or failure, it deals 1 damage.

Damage Types

The three damage types dealt by weapons are described in more detail below. Other damage types are described on page 284.

- ✂ **Cutting (cut):** These weapons deal long open wounds. They have the highest damage, but are the most affected by armor. Use the opponent's first Armor value.
- ✂ **Piercing (pi):** Piercing weapons focus their impact on a sharp point. They have a special rule where damage is compared to the first Armor value to see if the attack penetrates (see page 170).
- ✂ **Smashing (sm):** This weapon deals damage through blunt impact. This is particularly effective against flexible armors. Use the opponent's second Armor value.

Weapon Properties

Weapon properties affect how weapons interact with the combat system or other rules. The different properties are listed below:

- Blast X/Y:** The attack is an area effect, covering a circle with the specified primary and secondary radii in yards. The attacker specifies the center point of the blast and then makes an **Attack-10** flip. On a failure, the blast is off-target in a random direction determined by the GM. It strays a number of yards equal to the Margin, capped at half the distance between the attacker and target. See Area Effects on page 162.
- Close:** This weapon may be used in a grapple or other close combat without penalty.
- Cone X:** The attack is an area effect, covering a 20° cone originating from the attacker and extending the indicated number of yards. See Area Effects on page 162.
- Crank:** When reloading, keep track of the Strength of the bowstring. It starts at Strength 0 and each action spent cranking the windlass increases it by +2. This may continue until the Strength of the bowstring is twice that of the archer. Use the bowstring's Strength to determine damage
- Firearm:** Damage automatically penetrates and therefore uses the second Armor value.
- Hands 2:** This weapon requires two hands to use effectively. A weapon without this property may be used one-handed.
- Parry X:** The listed bonus is added to Defense when the Parry reaction is taken.
- Range X:** May attack targets up to the listed range in yards. Attacking at up to twice the this range is possible, but imposes ☹ on the attack flip. An Aim action may be taken to double the weapon's range. This may be done five times. Ranged weapons may not be used when engaged with an enemy unless the weapon also has the Close property.

- Reach X:** This weapon is designed to attack targets at the indicated distance in yards, but cannot attack targets at a lesser distance—those who have moved within the weapon's reach—unless the wielder first takes an action to adjust her grip.
- Reload X:** Requires the indicated number of actions to reload. A summary of this process is often given in the weapon's description.
- Shield:** A shield may be used to parry ranged attacks, except for firearms.
- Thrown:** This weapon is thrown, leaving the wielder without it once an attack is made.
- Wraps:** A foe halves her Parry bonus when parrying an attack from this weapon.

Bowstrings & Strength

Bowstrings are adjusted for the strength of the wielder—the stronger the archer, the more taut the bowstring, and thus the more force behind its arrows.







The Damage Increment for bows and crossbows is based off the Strength of the bowstring, not the wielder. Unless noted otherwise, assume that a bow has been adjusted for its wielder and thus has the same Strength score.








It is possible, however, to fire a bow whose string has been over- or under-adjusted. Use the bowstring's Strength to determine damage. An under-taut bowstring has no benefits; it just deals less damage. An over-taut bowstring has the benefit of dealing more damage, but drawing it takes one additional action for each point of Strength by which it exceeds the archer. An archer may not fire a bow whose bowstring is more than twice her own Strength. Crossbows have a windlass mechanism to make this easier (see the Crank property to the left).

Melee Weapons

Melee weapons are used in hand-to-hand combat. Each entry lists the name of the weapon, the minimum Strength, the Damage Increment, the damage array and damage type. In addition, each entry lists the Parry bonus, any relevant properties, the cost and the weapon's availability.

Descriptions

-  **Club:** A large, blunt piece of wood or other material.
-  **Dagger:** A large knife, often used as a secondary weapon or in a grapple.
-  **Flail:** A heavy weight attached to a chain, which is in turn attached to a handle.
-  **Greatsword:** A long two-handed sword with significant weight and reach.
-  **Halberd:** A two-handed pole weapon with an axe blade and a long spike.
-  **Handaxe:** A lightweight but sturdy axe designed for use in battle.
-  **Mace:** A weapon with a weighted head attached to a handheld shaft.

-  **Pike:** A long two-handed spear, designed for maximum reach.
-  **Shield:** A hefty wooden shield, strapped to the forearm and used to parry.
-  **Spear:** A long wooden shaft with a metal spike mounted on one end.
-  **Staff:** A long shaft of hard wood, usually held at the center and swung at the enemy.
-  **Sword:** This is a long blade made to be held with one hand.
-  **Unarmed:** An unarmed attack can represent punches, kicks or even bites.
-  **Whip:** A coiling, rope-like weapon that is swung through the air.

Ranged Weapons

Ranged weapons are used to strike foes from a distance. Each entry lists the name of the weapon, the minimum Strength, the Damage Increment, the damage array and damage type, the weapon's Range, the number of actions it takes to reload, any relevant properties, cost and availability.

Weapon	Str	Inc	Damage	Type	Parry	Properties	Cost	Availability
Club	4	2	7/6/5/4/3	sm	3		2 bp	Common
Dagger	3	2	7/6/5/4/3	pi	2	Close	80 bp	Common
Flail	6	2	9/8/7/6/5	sm	1	Wraps	1100 bp	Rare
Greatsword	6	2	11/10/9/8/7	cut	3	Hands 2, Reach 2	1300 bp	Rare
Halberd	7	2	12/11/10/9/8	cut	2	Hands 2, Reach 3	500 bp	Uncommon
Handaxe	5	2	10/9/8/7/6	cut	3		50 bp	Common
Mace	6	2	9/8/7/6/5	sm	3		300 bp	Uncommon
Pike	6	2	10/9/8/7/6	pi	2	Hands 2, Reach 3	40 bp	Common
Shield	4	3	5/4/3/2/1	sm	5	Shield	200 bp	Uncommon
Spear	5	2	9/8/7/6/5	pi	2	Reach 2	20 bp	Common
Staff	3	2	6/5/4/3/2	sm	4		10 bp	Common
Sword	4	2	9/8/7/6/5	cut	4		400 bp	Uncommon
Unarmed	2	3	4/3/2/1/0	sm	2	Close	—	—
Whip	4	3	8/7/6/5/4	cut	1	Reach 4, Wraps	30 bp	Common

Descriptions

- ✦ **Arquebus:** A primitive long gun with a hook-like projection under the barrel that allows it to be mounted on walls or other fortifications. Combatants often fire an arquebus once and then switch to a different weapon. Reloading an arquebus requires 10 actions—one to draw a powderhorn, one to unstopper it and pour the powder, one to stopper it again and stow the horn, one to draw the wadding, one to insert the wadding, one to draw the shot, one to insert the shot, one to draw the ramrod, one to pack the shot with the ramrod and finally one to stow the rod and ready the weapon.
- ✦ **Blowgun:** A long narrow tube used to deliver a dart by blowing into one end. Reloading takes two actions—one to draw the dart and one to place it in the tube.
- ✦ **Blunderbuss:** A primitive, large caliber firearm that is flared at the muzzle. Used to fire shot. The reloading process takes 10 actions and is identical to the arquebus (see above).
- ✦ **Bow:** A wooden weapon with a long shaft and bowstring. Reloading a bow requires two actions—one to draw the arrow, then another action to nock the arrow and draw the bowstring.
- ✦ **Crossbow:** A bow-like weapon mounted horizontally on a wooden stock, with a mechanical crank at the back of the handle. Crossbows require at least 5

actions to reload—one to brace the crossbow on the ground, some number to crank the windlass, one to level the bow, one to draw the bolt, one to nock the bolt and finally one to ready the crossbow. See the Crank property on page 139.

- ✦ **Dragon:** A shorter blunderbuss with a curved stock, wielded as a handgun. The reloading process takes 10 actions and is identical to the arquebus (see left).
- ✦ **Javelin:** A long, spear-like weapon weighted for throwing.
- ✦ **Sling:** A pouch on the end of a rope, used to deliver a blunt projectile. Reloading a sling requires two actions—one to draw the bullet and one to place it in the sling.

Matchlock Firearms

Guns on Trystell are still very primitive. The state of the art is a matchlock firing mechanism, which is a device that holds a piece of slow-burning match cord. When the trigger is pulled, the lit end of the cord is pressed into the flash pan, setting off the charge.

This is effective, but it means that a gunslinger must light the match cord before going into battle. She cannot simply walk around with a loaded gun, always ready to fire. Once lit, a match cord burns about a foot (30 cm) per hour.

Weapon	Str	Inc	Damage	Type	Range	Reload	Properties	Cost	Availability
Arquebus	4	—	8/7/6/5/4	pi	Per ×2	10	Firearm, Hands 2	1500 bp	Rare
Blunderbuss	5	—	7/6/5/4/3	pi	Cone 9	10	Firearm, Hands 2	1800 bp	Rare
Blowgun	2	—	4/3/2/1/0	pi	End	2		20 bp	Uncommon
Bow	5	2	9/8/7/6/5	pi	Per ×2	2	Hands 2	150 bp	Common
Crossbow	3	2	7/6/5/4/3	pi	Per ×2	Crank	Hands 2	300 bp	Uncommon
Dragon	5	—	6/5/4/3/2	pi	Cone 9	10	Close, Firearm	2000 bp	Rare
Javelin	3	2	7/6/5/4/3	pi	Str	—	Thrown	20 bp	Common
Sling	3	2	6/5/4/3/2	sm	Str ×2	2		30 bp	Uncommon

Armor

Armor is important for keeping the wearer alive in deadly combat.

The scarce availability of armor represents finding a set that fits the character's frame. Typically, the more expensive armors are custom ordered after measurements have been taken. Plate armor, in particular, often requires several visits to the armorer to fit the armor and make small adjustments.

Descriptions

- ✦ **Gambeson:** A many-layered and padded armor coat, usually made from linen or wool.
- ✦ **Boiled Leather:** This leather armor has been cured in a way that hardens it.
- ✦ **Brigandine:** Heavy cloth or leather, lined with small steel plates riveted to the fabric.
- ✦ **Plate armor:** Multiple large metal plates, overlapping to protect the entire body. Usually worn by cavalry, as it impedes movement too much for most infantry.

Armor Properties

Armor properties apply to armor. The different properties are described below.

- ✦ **Armor X/Y:** The armor rating indicates how much to subtract from damage. Use the first value against Cutting and Piercing attacks, and the second value against all other types of damage. Remember that Piercing attacks have a special rule for if they penetrate (see page 170).

Weapons, Armor & Size

The weapons and armor listed in this chapter assume that the wielder is Size 0—the size of most Trystell's peoples. Gear for the smaller peoples (Size -1), however, is available wherever those peoples are common. Smaller equipment costs the same and uses the same stats listed here. Damage differences are already accounted for by the Size trait.

In a pinch, a character might use a weapon sized for a larger or smaller character (up to Size ± 1). Smaller characters can wield a one-handed weapon sized for larger characters by wielding it two-handed. Larger characters can wield either one-handed or two-handed weapons sized for a smaller character in a single hand, but suffer \ominus on attacks and halve Parry due to their awkward grip.

Wearing armor of a different Size is not possible.

- ✦ **Bulky X:** Bulky armor inhibits movement when worn. It imposes \ominus to all flips made to run, climb, jump or swim. In addition, it decreases the wearer's Move score by the indicated number (min 1).



Item	Armor	Properties	Cost	Availability
Gambeson	2/1	Worn	100 bp	Common
Boiled Leather	4/2	Big 2, Bulky 1, Worn	400 bp	Uncommon
Brigandine	6/3	Big 3, Bulky 2, Worn	1600 bp	Rare
Plate armor	8/4	Big 4, Bulky 3, Worn	6400 bp	Exotic

Apparel

Looking the part is important in societies across the face of Trystell.

Descriptions

- ✦ **Costume:** Uncommon availability represents attempting to find a specific costume. Prices vary with how elaborate it is.
- ✦ **Jewelry:** Prices vary significantly. This represents a golden ring or engraved silver bracelet. Inlaid gemstones can increase the price by as much as 100-fold.
- ✦ **Makeup Set:** A small bag containing face powder, coloring and other makeup.
- ✦ **Mask:** This is a decorative mask, such as might be worn to a masquerade ball.
- ✦ **Signet Ring:** These rings are typically cast from gold and possess a raised stamp which can be pressed into hot wax to prove authenticity. Each such ring is unique and must be created to the purchaser's specifications.

Item	Properties	Cost	Availability
Boots	Worn	50 bp	Common
Cloak	Worn	60 bp	Common
Coat	Worn	100 bp	Common
Costume	Worn	200 bp	Uncommon
Courtly Outfit	Worn	800 bp	Uncommon
Crown	Worn	48,000 bp	Exotic
Gloves	Neg, Worn	5 bp	Common
Hat	Worn	30 bp	Common
Hood	Worn	10 bp	Common
Jewelry	Neg, Worn	600 bp	Common
Makeup Set	Neg	50 bp	Uncommon
Mask	Worn	20 bp	Common
Plain Outfit	Worn	30 bp	Common
Robes	Worn	40 bp	Common
Scepter		6000 bp	Rare
Shoes	Worn	20 bp	Common
Signet Ring	Neg, Worn	1600 bp	Exotic
Uniform	Worn	200 bp	Uncommon

Prosthetics

Prosthetics are used to replace lost or damaged body parts. In many regions they are a common sight after a war.

Item	Properties	Cost	Availability
Cane		30 bp	Uncommon
Crutch		10 bp	Common
Ear Horn		25 bp	Common
Eye Patch	Neg, Worn	1 bp	Common
False Eye	Neg, Worn	200 bp	Rare
False Nose	Neg, Worn	10 bp	Uncommon
Hand Hook	Worn	30 bp	Uncommon
Peg Leg	Worn	15 bp	Common
Skid Board	Big 3	10 bp	Common
Wooden Teeth	Neg, Worn	20 bp	Rare

Descriptions

- ✦ **Cane:** Represents a fancy cane with a silver-plated knob, such as a gentleman might use. Commoners usually just use a stick.
- ✦ **Crutch:** Fits into the armpit to aid walking. The wearer may treat her Crippled weakness as the Limp weakness, but one hand must hold the crutch.
- ✦ **Ear Horn:** Can be held to their ear to negate the Hard of Hearing weakness.
- ✦ **Hand Hook:** At the GM's discretion, this hook may act as a hand, albeit imposing ⚡ to any relevant flip.
- ✦ **Peg Leg:** This stout wooden pole attaches to a leg stump. The wearer may treat her Crippled weakness as the Limp weakness.
- ✦ **Skid Board:** This is a rough wooden board with wheels. Using your hands, it allows you to travel around the ground at your full Move score.
- ✦ **Wooden Teeth:** Wooden dentures used to replace missing teeth.

Containers

Containers are useful for efficiently carrying other items. Each item's Container property is listed in its own column, with other properties in the next.

Descriptions

- Backpack:** Large sealable pouch which straps to the back.
- Barrel:** Holds 32 gallons (120 liters).
- Flask:** Holds about one pint (0.5 liters).
- Jug:** Stores roughly one gallon (4 liters).
- Keg:** Holds 10 gallons (40 liters).
- Pouch:** Has the Worn property when strapped to a belt or bandolier.
- Quiver:** Holds a bundle of up to 12 arrows or bolts.
- Sack:** Requires a hand to carry.
- Saddlebags:** Has the Worn property when strapped to a horse or similar beast of burden.
- Scabbard:** Holds a sword or other blade.
- Sling Bag:** Bag which straps to one shoulder.
- Scroll Case:** Seals and protects one scroll.
- Waterskin:** Holds one day's worth of water—about a half-gallon (2 liters).

Miscellanea

The following miscellaneous items are available. This list is by no means comprehensive, and the GM is encouraged to use the items listed here as benchmarks

Descriptions

- Black Powder:** Commonly used with firearms. If ignited on its own, a single charge does a **10-flip** in damage, with an additional +1 damage per additional charge.
- Book:** This represents a more common book, such as a holy text, popular musical score or book of poems. Law books, arcane tomes or books containing cryptographic ciphers will be Rare or Exotic and may cost many times more.
- Caltrops:** Once deployed, moving through caltrops requires a **Dex-10** flip. Unless you're wearing heavy boots, failure results in 1 damage and a halved Move score until an action is taken to remove the caltrop from your foot.
- Candle:** Provides illumination within 4 yards. Each candle lasts 10 hours.

Item	Container	Properties	Cost	Availability
Backpack	5	Worn	30 bp	Common
Barrel	30	Big 15	80 bp	Common
Flask	1		20 bp	Common
Jug	3	Big 2	5 bp	Common
Keg	10	Big 5	30 bp	Common
Pouch	1		2 bp	Common
Quiver	1	Worn	40 bp	Common
Sack	5		1 bp	Common
Saddlebags	8		80 bp	Common
Scabbard	1	Worn	40 bp	Common
Sling Bag	3	Worn	3 bp	Common
Scroll Case	1		150 bp	Uncommon
Waterskin	1		10 bp	Common



Lantern: Provides illumination within 10 yards. Requires oil. Burns for 4 hours.

Lock: This represents an average quality lock, which generally requires lockpicks and a **Dex/thievery-10** flip to pick. Better quality locks have a higher TN.

Manacles: Attempting to break out of manacles inflicts 1 damage and requires a **Str-16** flip.

Musical Instrument: This represents a professional man-portable musical instrument, such as a lute or trumpet.

Torch: Provides illumination within 10 yards. Burns for one hour.

Trade Tools: A pack of tools sufficient for performing small projects in a particular trade. Each trade represents a different set of equipment. For a list of potential trades see the Trade Tables on page 86.

Trade Workshop: A working space and larger set of equipment for performing all the tasks in a particular trade. Not easily portable. Each trade represents a different set of equipment. For a list of potential trades see the Trade Tables on page 86.

Item	Properties	Cost	Availability
Animal Trap		25 bp	Common
Arrows (bundle of 12)		6 bp	Common
Bedroll		60 bp	Common
Bell	Neg	5 bp	Common
Black Powder (12 charges)		25 bp	Rare
Blanket		20 bp	Common
Block and Tackle		50 bp	Uncommon
Book		300 bp	Uncommon
Broom		10 bp	Common
Bullets and Wadding (set of 12)		6 bp	Uncommon
Caltrops		10 bp	Uncommon
Candle (bundle of 5)		1 bp	Common
Canvas (square yard)		5 bp	Common
Chain (4 yards)	Big 2	40 bp	Uncommon
Chalk (1 piece)	Neg	1 bp	Common
Crossbow Bolt (bundle of 12)		6 bp	Uncommon
Crowbar		10 bp	Common
Firewood (per day)	Big 10	2 bp	Common
Fishing Net (6 square yards)		30 bp	Common
Flint and Steel	Neg	10 bp	Common
Grappling Hook		10 bp	Common
Hand Mirror		250 bp	Rare
Hourglass		200 bp	Uncommon
Ink and Pen	Neg	20 bp	Common
Lantern		30 bp	Common
Lock	Neg	200 bp	Uncommon
Lockpicks	Neg	15 bp	Uncommon
Musical Instrument		200 bp	Uncommon
Manacles		80 bp	Rare
Oil (1 flask)		3 bp	Common
Paper (1 sheet)		2 bp	Common
Pick		20 bp	Uncommon
Piton (set of 6)		3 bp	Common
Pole (4 yards)		5 bp	Common
Rope (10 yards)	Big 2	20 bp	Common
Tent	Big 2	200 bp	Uncommon
Torch		1 bp	Common
Spyglass		500 bp	Rare
Trade Tools (pick trade)		600 bp	Rare
Trade Workshop (pick trade)	—	16,000 bp	Exotic

Animals & Travel

Animals are raised for food, labor or transportation throughout Trystell. The animals and vehicles listed here include the number of encumbrance points they may carry.

Descriptions

- Caravel:** A mid-sized but highly maneuverable ocean-going vessel. A typical caravel is 20 yards long and 6 yards wide, with two masts and a crew of twenty.
- Carrack:** A large ocean-going sailing ship. A typical carrack is 30 yards long and 7 yards wide, with three masts and a crew of forty.
- Cart:** A two-wheeled vehicle pulled by a single horse or other beast of burden.
- Carriage:** A fancier vehicle, pulled by a team of four horses with two drivers.

- Dog:** This represents a medium-sized working dog, adopted as a puppy.
- Feed:** Represents a day's feed for a horse, mule or similar draft animal.
- Mule:** A cheap, albeit stubborn, draft animal that does well in mountainous terrain.
- Keelboat:** A river-going small- to mid-sized cargo vessel. A typical keelboat is 12 yards long and 5 yards wide, with a single mast and a crew of six to eight.
- Rowboat:** A four yard long boat, generally crewed by a single rower.
- Sled:** Requires about a dozen sled dogs or two horses.
- Stabling:** Room and a night's feed for a horse or mule.
- Wagon:** A four-wheeled vehicle, typically pulled by two horses or mules.

Item	Carries	Properties	Cost	Availability
Caravel	5,000	—	170,000 bp	Exotic
Carrack	15,000	—	510,000 bp	Exotic
Cart	100	—	500 bp	Common
Carriage	100	—	1200 bp	Rare
Chicken	0		5 bp	Common
Dog	3	Big 3	170 bp	Common
Draft Horse	50	—	600 bp	Common
Feed (per day)	—	—	1 bp	Common
Homing Pigeon	0	—	15 bp	Uncommon
Keelboat	600	—	16,000 bp	Rare
Mule	25	—	60 bp	Common
Riding Horse	25	—	1200 bp	Common
Rowboat	100	—	2500 bp	Uncommon
Oar	—		2 bp	Common
Ox	50	—	400 bp	Common
Saddle and Tack	—	Big 5, Worn	100 bp	Common
Sled	100	—	1000 bp	Uncommon
Stabling (per day)	—	—	2 bp	Common
Wagon	200	—	3000 bp	Common
Warhorse	40	—	8000 bp	Rare



Food & Accommodations

Food and various accommodations are listed below. Poor quality versions of many of these are available for about half the listed price, but characters risk flux.

Item	Cost	Availability
Ale (mug)	1 bp	Common
Ale (keg)	120 bp	Common
Banquet (per person)	50 bp	Uncommon
Bread (loaf)	2 bp	Common
Cheese (wheel)	190 bp	Common
Meal (per person)	5 bp	Common
Meat (chunk)	10 bp	Common
Rations (per day)	5 bp	Common
Room (common/per night)	2 bp	Common
Room (private/per night)	20 bp	Common
Room (suite/per night)	100 bp	Uncommon
Stable (per night)	2 bp	Common
Wine (glass)	5 bp	Common
Wine (bottle)	25 bp	Common

Descriptions

- Banquet:** A one-person portion of a great feast; includes both food and drink.
- Meal:** A filling and nutritious meal that varies in quality.
- Rations:** Preserved food often intended to be consumed during travel.
- Room:** A night's stay in an inn. Most sleep in a shared common room, but private rooms are often available for well-to-do travelers.
- Stable:** Overnight lodging and food for a horse or other beast of burden.

Magical Reagents

All magic requires a source of energy, which must be extracted from a reagent. Kalid magic obtains its power from the preserved body parts of kalids, while lunar magic gets its power from small enigmatic lunar devices.

Poor quality reagents impose **⊖** on related casting flips, while Fine quality reagents provide **⊕**. Most reagents have no modifier.

Reagent	Properties	Cost	Availability
Kalid Part	Neg, Poor	7 bp	Common
	Neg	15 bp	Common
	Fine	120 bp	Uncommon
Lunar Device	Neg, Poor	10 bp	Common
	Neg	20 bp	Common
	Fine	125 bp	Uncommon

Descriptions

- Kalid Part:** Kalid parts are bits of slaughtered and preserved kalids. Different qualities of parts exist. Poor parts include the skin, nails and hair. Average parts include the blood, muscle, cartilage and bone. Fine parts include the kidneys, liver, brain, heart and eyes.
- Lunar Device:** Lunar devices are small, enigmatic objects produced in complexes left behind by the Lunar Occupation. Once used to cast a spell, the powerless shell of the device remains. These expended shells can be sold back to the Society for Lunar Magic Preservation for 1 bp each, regardless of the device's former quality.



Potions & Sticks

Prepared properly, spells can be stored in stasis in a particular medium and then activated at a later date. For kalid magic, this takes the form of potions, which target the imbiber when drank. For lunar magic, this takes the form of incense-like sticks which release their spell when snapped in half.

In theory, almost any spell can be stored in a potion or stick; however in practice, such spells are usually curative or beneficial in some way. For instance, few people want to break a lunar stick only to have a fireball detonate in their face.

When drinking a potion or breaking a lunar stick treat it exactly as if the spell had been cast on the user with a Margin based on the item's quality. Poor quality grants Margin 1, normal quality grants Margin 3 and Fine quality grants Margin 5.

Unfortunately, potions and sticks are volatile, and once created, their magic slowly seeps away. Each time a downtime occurs, reduce the quality of all potions and sticks by a category—Fine becomes normal, normal becomes Poor and Poor quality ceases to function. Because of spoilage, merchants rarely stock these items and most are created only after an order is placed.

Item	Properties	Cost	Availability
Potion	Neg, Poor	150 bp	Rare
	Neg	300 bp	Rare
	Fine, Neg	1500 bp	Exotic
Lunar Stick	Neg, Poor	150 bp	Rare
	Neg	300 bp	Rare
	Fine, Neg	1500 bp	Exotic

Healing Herbs

Rare healing herbs can do unique and wonderful things. The table below lists the herb, the environment in which it is found, properties, cost and availability.

In climates other than the one listed, decrease the herb's availability a step and increase its cost by a factor of 2 to 10.

All healing herbs have the Neg property.

Item	Climate	Cost	Availability
Binfall	Ocean	350 bp	Uncommon
Cefesious	Jungle	300 bp	Uncommon
Itickne	Desert	700 bp	Rare
Junoon	Swamp	550 bp	Rare
Magine	Plains	150 bp	Uncommon
Nigwe	Mountains	250 bp	Uncommon
Pakzut	Forests	90 bp	Uncommon
Zivoon	Arctic	2300 bp	Exotic

Descriptions

✿ **Binfall:** An aquatic plant that grows in shallow waters. Known for its potent ability to aid the body in resisting poisons. One dose—taken orally—grants + to resist or recover from poisons in the next 24 hours.

✿ **Cefesious:** A vine which grows deep in sweltering jungles, cefesious is a powerful healing agent. Over the next hour it heals 6 HP.

✿ **Itickne:** Made from the resin of a rare cactus, itickne is usually steamed and its vapor inhaled. Doing this takes 10 minutes. Over the next hour it heals 12 HP.

✿ **Junoon:** A rare reed which grows in saltwater marshes, when boiled and the pulp chewed, junoon restores lost memories. This grants + on flips to recall details. It also reverses any effects that manipulate memory or emotions.

✿ **Magine:** When dried and smoked, magine causes the user to hallucinate for the next hour. During this time she is also able to see through illusions and perceive auras as if she had a Mystic Affinity (see page 178). Magine is addictive and its repeated use may prevent the user from developing an affinity with lunar or kalid magic.

✿ **Nigwe:** High above the permafrost line of a few mountains the herb nigwe grows. Ingesting it can aid the immune system against disease. One dose grants the user + on flips to resist or recover from disease in the next 24 hours.

✿ **Pakzut:** A short plant with thin leaves that grows in the underbrush of temperate forests, breathing in the scent of crushed pakzut will immediately awaken the breather—even from magically-induced unconsciousness or sleep.

✿ **Zivoon:** Found only rarely in deep arctic climates, zivoon is the most powerful of the known healing herbs. When smeared on wounds, it heals 20 HP over the next hour.

Poisons

Trystell is home to a variety of nefarious poisons. The table below lists the poison, the environment in which it is found, properties, cost and availability.

In climates other than the one listed, decrease the poison's availability a step and increase its cost by a factor of 2 to 10. All of these poisons are very illegal in most societies.

All poisons have the Neg property.



Item	Climate	Cost	Availability
Bonita	Forests	500 bp	Uncommon
Fuanik	Swamp	500 bp	Uncommon
Hogwa	Arctic	1000 bp	Rare
Kiss of Maoh	Mountains	10,000 bp	Exotic
Linquain	Desert	2000 bp	Rare
Rappan	Jungle	1300 bp	Rare
Teewe	Sea Floor	1200 bp	Rare
Zinco	Tropics	800 bp	Uncommon

Descriptions

The following are descriptions of the various poisons listed above.

✿ **Bonita:** A mild poison used to coat weapons or poison food. See page 274.

✿ **Fuanik:** A potent, but rarely lethal poison used in food or drink. Often causes sterility. See page 274.

✿ **Hogwa:** Called “the laughing man’s poison.” Contact causes the victim’s face to contract in a twisted grin. Also used recreationally for stimulant effects. See page 274.

✿ **Kiss of Maoh:** Legendarily lethal and exotic poison used to coat weapons or poison food. See page 274.

✿ **Linquain:** A straightforward but deadly poison used to coat weapons. See page 275.

✿ **Rappan:** A contact poison known for its unpleasant side effects. See page 275.

✿ **Teewe:** A potent but nonlethal poison used to incapacitate the victim. Effective when burned and inhaled or when ingested. See page 275.

✿ **Zinco:** Causes a painful burning sensation and possibly death. Used to coat weapons. See page 275.



Saga Machine

In which is elucidated the rules and systems that govern the actions of all

Age of Ambition uses the *Saga Machine* system, streamlined to suit the fantasy genre. Whether it's a tense social confrontation at a masquerade ball or a deadly fight with a tyrant's thugs—*Saga Machine* can handle it!

In this chapter, we present the core of the *Saga Machine* system—the basics everyone needs to know. Major subsystems, such as character creation, combat and magic, each get their own chapter. In addition, encumbrance rules can be found in the equipment chapter and a few mechanics for NPCs are presented in the Bestiary.

Overview

The core of the *Saga Machine* system boils down to two components: actions and consequences.

The action mechanic is used to determine whether or not a particular action is successful. To help resolve this, it employs a deck of poker cards.

The consequence mechanic, on the other hand, is used to represent the effect of actions on other characters or on the game world. It is used to model status effects, as well as obstacles and benefits.

Always Round Down

Age of Ambition only uses whole numbers. If you ever encounter a fraction during the game, always round down.

Units of Measurement

For better or worse, the author lives in a country that hasn't yet adopted the metric system. When presenting units of measurement, we will give the US measure, followed by an SI approximation in parentheses. For example: 32°F (0°C).

The exception is for the US yard, which is very similar to the SI meter. In this case, for brevity, we will simply state "yard." The reader can treat any number of yards as the same number of meters without too much inaccuracy.



Actions

When an action might fail in an interesting way, the GM may call for a flip to determine the result. To do this, flip a card from the top of the deck and add its value to your character's relevant stat. The GM will decide which stat this is and may also call for a relevant skill.

The value of the stat and card added together is called the total. This is compared to a Target Number (TN). If the total meets or exceeds the TN, the action is successful. However, if it is less than the TN, the attempt was unsuccessful.

Yavu is trying to lift a heavy stone, which has pinned one of his companions. The GM calls for a Strength flip of average difficulty (TN 10). Yavu has Strength 7. He flips a card off the top of the deck, getting the 5♠. Adding these two values together gives him a total of 12. The action is a success and he lifts the rock, allowing his companion to escape.

Card Values

There are three types of cards found in the deck: value cards, face cards and jokers. Each is scored differently.

- ✦ **Value Cards:** Ace through 10 are worth the value printed on the card. This means that aces are low and worth one.
- ✦ **Face Cards:** Face cards (jack, queen and king) are worth a value equal to your character's Luck score (see page 156).
- ✦ **Jokers:** Any time a joker is used to resolve an action, the result is a critical failure. That means the GM gets to declare that something extra bad happens. Regardless, discard your hand, shuffle your discard pile into your deck and draw a new hand equal to your Luck. In this way, there are always two jokers in the deck. Jokers never sit in the discard pile.

Action Convention

Saga Machine uses a simple written convention to convey the important aspects of an action when referencing them in the text. Examples of this convention are given below:

- ✦ **Int-8:** Intelligence action, TN 8.
- ✦ **Per/awareness vs. Dex/stealth:** Perception action with the Awareness skill opposed by a Dexterity action with the Stealth skill.
- ✦ **End/survival-10 (Tally 10, 1 day):** Extended Endurance action with the Survival skill, TN 10, Tally 10 and an Interval of one day.

Target Numbers

The target number (TN) of an action is chosen by the GM and represents how difficult an action is to perform. She may or may not choose to share it with the players, depending on whether the character would know the difficulty involved. A table of TN guidelines is presented below.

Difficulty	Target Number (TN)
Trivial	6
Easy	8
Average	10
Difficult	12
Daunting	14
Desperate	16
Absurd	18
Impossible	20

Margin of Success or Failure

Sometimes it might be necessary to figure out how successful or how much of a failure an action was. This can be achieved by calculating the margin of success or failure. To do this, take the difference between the target number and the total.

While attempting to track a suspect, Carter makes a Per-10 flip, getting a total of 13. Since the target number was 10, he achieved a margin of success of 3.

Boons & Banes

Circumstances can make some flips easier or harder. Positive circumstances may grant one or more boons (+), while negative circumstances impose one or more banes (-). For each of these, flip an extra card off the top of the deck. Boons allow you to discard a card of your choice, usually leaving the better card remaining. Banes, on the other hand, force you to discard the most advantageous card, leaving the worse options remaining. If there is ever an ambiguity about which card is most advantageous, the GM decides, but usually this will be obvious.

Boons and banes do not cancel out! Instead, flip extra cards for each. Banes discard cards first, followed by boons. No more than three boons and three banes may be applied to a single flip.

Adom is attempting to decipher an ancient script, and the GM has awarded him + due to an earlier partial translation. Because of this boon, he flips an extra card off the top of the deck, getting 4♣ and 8♥. Adom chooses to discard the 4♣, leaving him with the 8♥ to resolve the flip.

Januk is attempting to convince a city guard to release his friends, but he is not familiar with the city's culture, so the GM has imposed -. Because of this bane, he flips an extra card, getting 7♦ and K♠ (worth 6 due to Januk's Luck score). Since the 7♦ is better, Januk is forced to discard it, leaving him to resolve the flip with the K♠.

Gorfang is attempting a tricky bit of negotiation with an elemental. The GM has imposed - due to past hostility, and Gorfang benefits from ++ due to both skill and a successful bribe. Gorfang flips four cards, getting A♦, 3♥, 7♣ and a Joker. First, due to the bane, he discards the 7♣ (the best card). Then, due to the two boons, Gorfang chooses to discard the A♦ and Joker (the worst). This leaves him with the 3♥.

Skills

A common source of boons and banes come from flips that require a particular skill. Not having the required skill imposes -, while being proficient in the skill means the flip is made as normal. Being an expert or a master in the skill provides + or ++, respectively. More information on skills can be found on page 83.

Ymir is trying to sneak into a city councilor's house and the GM calls for a Dex/stealth flip. Since he is an expert in stealth, Ymir benefits from + on the flip.



Flushes

If multiple cards are played due to boons and have matching suits, you may choose a suit and play all cards with that suit, adding their values together. This is called a flush.

Ayana is attempting to intimidate her foes and benefits from + due to her allies outnumbering the enemy. She flips the 10♥ and the 6♥. Because these suits match, she can play them both, adding their values together to get a total of 16!

Januk is trying to convince a group of bandits to let his friends go without paying a ransom. He gets + due to skill, but also suffers - from being outnumbered. He flips three cards and gets 9♠, 6♦ and 5♦. The bane discards the 6♦, preventing him from making a flush (which would result in the highest total). Instead, he's left with 9♠ and 5♦. He chooses the 9♠.

Group Effort

Sometimes multiple characters work together to accomplish a particular task, such as prying open a jammed castle door or investigating a suspicious secret society.

Nominate one of the characters as the primary actor; the others will be secondary. Only the primary character's total will matter directly; the secondary characters will provide a + or - to this flip.

Have the secondary characters make the flip first. If one or more secondary character

is successful, the primary character's flip is granted +. On a critical failure, - is imposed. Finally, have the primary character make the flip and resolve as normal.

Edrick is attempting to research a new cannon design and has three apprentices helping him. The GM rules this an Int/tradecraft (sapper)-10 flip. Each of the apprentices makes the flip and two are successful; this grants Edrick a + for the successes. Finally, Edrol makes the flip with the granted + and gets a 14! The cannon design is a success.

Opposed Actions

Many times a character will want to attempt some action that another character is actively trying to thwart. This is called an opposed action.

To resolve this sort of action, both players should make a flip. The party with the highest total succeeds in what she was trying to accomplish. Ties are broken in favor of the character with the highest relevant stat, followed by the character with the highest Luck.

Sef is attempting to sneak past a guard. This is a Dex/stealth vs. Per/awareness flip. She makes her flip and gets a total of 14, meanwhile the guard gets a 12 on his flip. He fails to notice Sef sneaking by.

Extended Actions

An extended action is a drawn-out endeavor where the time taken to complete the action is of particular importance, or where events can happen throughout the course of the endeavor that affect it in some way. Examples include a foot chase through a city street, repairing a boat moored at the dock before a volcanic eruption destroys the island or sneaking into a particularly well-guarded compound.

Extended actions are composed of a series of flips taken sequentially until the action is resolved. Each flip represents the progress

10-Flips

Sometimes a rule in *Age of Ambition* will call for a 10-Flip. This is a special type of flip that generates a random number between 1 and 10. To do this, simply flip a card off the top of the deck, ignoring jokers and face cards.

made over a particular Interval of time. The Margin of Success for each flip is noted and added together to form a running total. This is called the Tally. No individual flip ever provides more than Tally 5. The extended action is complete once the running total reaches the Tally required for the action. When the Tally is reached, the action is a success. Failure on an extended action is running out of time before the task can be completed.

Aesri is attempting to repair his crashed skyship before the moons phase out of alignment. The GM declares this is an extended Int/tradecraft (machinist)-10 action with an interval of a day and Tally 10. Aesri has three days before the moons are too far apart. The first day he makes a flip and gets a total of 11. This gives him Tally 1—not a good start! The next day he gets a total of 14, bringing him up to a total of Tally 5. Finally, on the third day he gets a total of 16. Since no individual flip ever provides more than Tally 5, he is now at Tally 10, which is exactly the amount the extended action requires. He repairs his ship and sets off into the sky just in the nick of time.

Rusluk is trying to shore up a village's fortifications before a hostile tribe attacks. The GM rules this is an extended End/tactician-style-10 (Tally 5, 1 day) action. He has two days. The first day goes well and he succeeds with Margin 4. The second day goes less well: he fails. The tribe attacks before the village is ready.

Tally Guidelines

Since the required Tally represents the amount of work an extended action will take to complete, it is useful to have some guidelines. Use the table below.

Amount of Work	Tally
Some	5
Lots	10
Tons	15

Opposed Extended Actions

An extended action can be opposed if two sides are actively working against each other. In this case, instead of a fixed Tally, the side with the highest accumulated total is successful.

The Rule of Three

When in doubt, the GM should frame an extended action as a series of three intervals—that is, three flips are made and then the action is resolved one way or another. This gives ample time for the extended action to build a sense of tension without drawing out the endeavor to the point of boredom.



Luck

At the beginning of each session, draw a hand of cards equal to your character's Luck score. If you are the GM, you should draw a hand of cards equal to the number of players present at the session.

These cards represent the subtle advantages your character has in the narrative or in the world at large—call it luck, fate or karma. As you draw or play cards from hand, you can think of this as being lucky or as your luck running out.

Drawing the Joker

If you ever draw a joker into your hand, discard it and redraw. Then shuffle the discard pile back into the deck. Jokers are never held in hand, nor do they sit in the discard pile. They always stay in the deck.

If a joker is ever used to resolve a flip—that is, it's not discarded due to boons or banes—the result is a critical failure. When this happens, the GM gets to declare that something extra bad occurs. You also discard your hand, shuffle all cards into the deck and draw a fresh hand equal to your Luck score.

Playing Face Cards

Face cards have a value equal to your Luck score. If an effect causes your Luck to increase or decrease, the value of these cards will increase or decrease as well.

Pushing Your Luck

After any flip has been made, but before the results have been announced, you may opt to play a card from your hand as a boon (+). Simply set the card down and discard your choice of card as normal. All

the usual rules for boons apply. This is an excellent way to make flushes!

Do not redraw when you play a card from hand. Instead, you will refresh your hand when a joker is used to resolve a flip. Certain traits—such as weaknesses, creed and idiosyncrasy—may also cause you to redraw cards when they apply.

Consequences

In *Saga Machine*, actions are just half the equation. The other half consists of consequences—mechanical effects caused by actions. Consequences can represent many things, from experiencing fear or being on fire, to lusting after another character or being the life of the party. They are as many and as varied as the actions characters can take.





Effects of Consequences

Consequences can have a variety of effects, from imposing weakness traits to ongoing damage. When in doubt, however, consequences should apply + or - to relevant flips.

Duration of Consequences

Most consequences don't last forever. Many go away on their own, while others require some action to remove. When adjudicating consequences on the fly, the GM should use common sense. Being on fire might be removed by jumping into a lake. Bad rumors might be dispelled with good press. A mild case of lust might be removed with a cold bath. The consequences found in the appendix specify explicit removal conditions (see page 309).


Stacking Consequences


Unless specified otherwise, your character may gain the same consequence multiple times. This represents a more severe or enduring effect. However, 's and 's from multiple instances of the same consequence are not additive. That is, for example, if you have three Hindered consequences, you only suffer  from being hindered; you do not suffer . Other effects, such as ongoing damage, are additive.

Each instance of a consequence is removed separately. For example, a character with two Dazed consequences will have to Focus twice to remove them both (see page 169).

Consequence Examples



A number of example situations and their resulting consequences are given below. Note that in all of these cases, there is some clear benefit or hindrance—sometimes exploitable by either party. In addition, a list of consequences used by the various systems in *Age of Ambition* can be found in an appendix, starting on page 309.

Jonzhon is attending a fancy party of Melanoc's most elite. Also in attendance is Nuri, a mining magnate who tried to have him assassinated. He takes an action to gossip with the attending dilettantes, undercutting Nuri's credibility in social circles. This gives Nuri the Humiliated consequence, imposing  on his social actions.


Rando, a skilled performer, tells a chilling tale about a king who was haunted by malevolent spirits. As he takes an action to tell his story, a hush falls over the crowd and the audience is granted the Spooked consequence. This provides  on attempts to startle or create fear in those present.

Kabler is attacked by a group of hired thugs. He takes an action to dive for cover behind a passing wagon, then attempts to hide. This grants him the Hidden consequence (see page 311).

The Rule of Three

As a general rule of thumb, when a character builds up three or more instances of the same consequence, something more severe should occur. For example, perhaps instead of losing HP, the character takes a Grave Wound, or perhaps instead of suffering  she instead suffers . The effect is left to the discretion of the GM.

Game World Consequences

The GM may want some scenes to begin with consequences already in play. Clever players can use these initial consequences to their benefit. This can be a useful tool for the GM to promote certain behaviors. For example, a GM might want to promote caution in a scene by giving it a “danger lurking in every corner” consequence that makes ambushes or fear particularly easy. Or the scene might have a “noisy” consequence, providing  to stealth.





Combat

In which the art of personal combat is discussed, and its malign effects upon one's foes enumerated

Sooner or later diplomacy will fail. Blades will be drawn. Blood will be spilt. Someone will decide that they would rather murder their opposition than stand aside. Times such as these call for the combat system.

Rounds

In combat, the action in the game is broken down into short increments of time called Rounds. Each round represents three seconds. In every round each combatant will get a Turn.

Beginning of the Round

At the beginning of each round, certain effects are resolved, marking the transition from one round to another. These are as follows:

- ✚ Reset to three Action Points.
- ✚ Certain consequences, such as Bleeding and Dying take effect. These are resolved in whatever order you wish.
- ✚ Make a **Defense** flip. This will set your Defense and Willpower for the round (see page 166). The GM may make a single flip for all enemies or opt to make individual flips for different enemies or groups of enemies.
- ✚ Declare whether you are taking a Fast Turn or a Slow Turn this round (see right).

Action Points

Most characters will gain three Action Points (AP) each round. These may be spent on your turn to take actions, or they may be spent during other parts of the round to take reactions. Every action or reaction will cost 1 AP, unless it is specifically described as free.

We recommend tracking these points with physical tokens of some sort. Glass beads work well, as do poker chips.

At the beginning of the next turn, all unspent AP will be discarded—that is, Action Points do not carry over from round to round.

Turns

Each round, turns are resolved as follows:

- ✚ **Fast Turns:** Players who chose to take a fast turn this round resolve their turns first, in whatever order the players decide among themselves.
- ✚ **NPC Turns:** All NPCs take their turns, in whatever order the GM wishes. Certain enemies may have traits that allow them to take their turns outside of this phase.
- ✚ **Slow Turns:** Players who chose a slow turn resolve their turns at the end of the round. These, likewise, are resolved in whatever order the players decide.

Surprise

Taking the enemy by surprise gives you an initial advantage. Characters who are surprised begin combat with the Stun consequence and cannot take a Fast Turn during the first round.

Ymir is stealthily approaching a trio of bandits in the woods. He wants to sneakily rush up and attack before they notice his presence. The GM rules that this is a Spd/stealth-10 flip. Ymir succeeds with a 14. He takes the bandits by surprise! They will each begin combat with the Stun consequence.

On the first round of combat, Ymir makes a Defense flip, getting a 9♦, for a total of 16 (his Defense is 7). This is a great Defense total for the round, so Ymir decides to go all in. He declares a fast turn.

(He also adds the 9♦ to his Willpower, to get his Willpower total for the round. This comes to 13.)

Fast Turns vs. Slow Turns

Both fast turns and slow turns come with their own tactical benefits. Players who take fast turns may act before the enemy does that round. Players who take slow turns, on the other hand, have the benefit of spending AP for defensive reactions before they act in the round. This means they will know exactly how many they have left to spend before the round ends.

Since he declared a fast turn, Ymir goes first. He aims his crossbow (1 AP), fires at the nearest bandit (1 AP) and then attempts to hide in the underbrush (1 AP). Ymir could have saved an AP for a defensive reaction, but he is trusting that his Defense total is high enough this round that the bandits won't be able to hit him.



Attacks

Ultimately combat is about violence, and attacking an opponent is likely to be one of the most common actions characters take.

Unless a trait specifies otherwise, you may only take one attack action per turn.

Attack Score

Attacks are made using your Attack score. This can be calculated using the formula shown below. When making an attack flip, this score is used in place of a stat.

$$\text{Attack} = (\text{Dex} + \text{Int}) \div 2$$

Making an Attack

To perform an attack, first choose a target and then make an **Attack** flip. This will use your Attack score, with a Target Number equal to the opponent's Defense total or Willpower total for the round (see page 166). Generally speaking, physical attacks will target Defense, while mental attacks will target Willpower.

To attack an opponent, they must be within range of your weapon. If they are not, you will need to move until they are within range (see page 168).

If the attack flip is a success, you have scored a hit. For most attacks this means you deal damage to the target. If the attack's total is twice the opponent's Defense total—or Willpower total, if that score was targeted—then you have scored a critical hit. This means you will deal extra damage and a Grave Wound consequence (see right).

Keep in mind that before a hit is resolved, the opponent may choose to employ a defensive reaction (see page 167).

Rusluk is attacking a bandit with his sword. He makes an attack flip, with Attack 6 and plays a 7♦. This gives him a total of 13. Since the bandit's Defense total this round is 9, Rusluk scored a hit. If his attack total had been 18 or higher (twice the bandit's Defense total), he would have scored a critical hit.

Damage

When you score a hit, use the card you played for the attack to look up the damage for your weapon. Damage will subtract from the foe's HP. If it reduces her below 0, you will also apply either a Grave Wound consequence, or a Dying consequence if she already has a Grave Wound.

✚ For more info, see Damage on page 170.

Critical Hits

If you score a critical hit, double the amount of damage you would deal (before subtracting Armor). Your target also gains a Grave Wound consequence (see page 172).



Attack Options & Circumstances

Below are a variety of attack options or other circumstances that can affect attacks.

Arcing Arrows

Bows may be shot tilted upward, thereby arcing the path of the arrow. Firing an arrow in this manner doubles the bow's Range but requires a ceiling of at least half the target's distance and imposes ⚡ on the attack.

Area Effects

Area effects target all characters within a specified area. A target caught this area may take a Dodge reaction to move a yard away or to dive for cover, if available. This might move the character out of the affected area. Having cover halves damage.

Some area effects, such as blasts, have a primary and secondary area. Characters caught in the primary area suffer the full effects, while those caught in the secondary area suffer half damage or some lesser effect specified in the effect's description.

Called Shot

To attack a specific location on a target's body, make an attack with ⚡. On a hit, the attack has an additional consequence determined by the GM. For example, aiming for the eyes might impose a Hindered consequence until the blood can be wiped away.

Concealment

Conditions such as darkness, smoke or heavy foliage may obstruct sight on a target, making her harder to hit. This imposes ⚡ or ⚡⚡ for moderate or heavy concealment.

Area Effects and Playing With a Grid

Many roleplaying games and wargames use standard cone and blast templates to represent area effects. These should be available at your friendly local game store. For ease of play, most common area effects in *Age of Ambition* have been sized to match these templates.

Cover

Targets behind hard cover are more difficult to hit because of the obstructing object. This imposes ⚡ or ⚡⚡ for moderate or heavy cover, respectively.

Disarm

By taking ⚡ to an attack, you may attempt to disarm your target. On a hit, the target must make a **Strength** flip with a TN equal to your attack total. If she fails, she is disarmed, with her weapon falling to the ground near her feet.

Driving Attack

You may take ⚡ on a melee attack to drive the foe backward. On a hit, you and the target move a yard in the foe's direction. At the GM's discretion, this might not work for foes that are two or more Sizes larger than you.

Dual Wielding

When wielding a weapon in each hand, you may attack or parry with either. This means that if one weapon is pinned or disarmed, you still have a weapon with which to attack.

Fighting Styles

Fighting styles are special skills that can be used with your Attack score. Each fighting style grants access to several maneuvers, which are special tricks taught as part of the style. Most, but not all, maneuvers are some variation of an attack. You may only use one maneuver per turn. Note that maneuvers which are reactions usually occur during a different character's turn, and thus you might be able to use more than one per round.


Each fighting style is compatible with select weapons. Maneuvers that are attacks may only be used with those weapons.

Like all skills, each fighting style has three ranks—proficient, expert and master. Boons from the expert and master ranks apply to all attacks made with a compatible weapon, regardless of whether the attack is a special maneuver granted by the style.



Many maneuvers either grant or cost a Bolstered consequence. This represents good positioning, boosted morale or some other tactical advantage. Maneuvers that cost a Bolstered consequence make use of this advantage to gain the stated effects. This removes the consequence without its usual benefits.

Gap in the Armor

If you are either grappling with a foe and have Control, are attacking a helpless opponent or are taking a foe completely unaware, you may use a piercing weapon to target a gap in the foe's armor. Take  on the attack. On a hit, the attack ignores Armor entirely.

Grappling

Grappling is a special unarmed attack which involves grabbing a foe and bodily wresting control. When you grapple an opponent, look up your unarmed damage. You gain this many Control points, representing your hold on the foe. As long as you have Control points, the two of you are grappling and you have the upper hand.

On her turn, the enemy may attempt to grapple you back. Each point of Control she would gain instead lessens your grip, reducing your Control by a point. If this would reduce your Control to zero, she may opt to break the grapple. Alternatively, she may use excess points to reverse the grapple and gain Control over you.

In addition, when taking an action to grapple, you may spend Control points to wrench limbs or gauge the foe's flesh, dealing a point of damage for every Control spent, up to a maximum number equal to your Strength.

In subsequent rounds, if you have Control, you may repeat the grapple to build up additional Control points

equal the unarmed damage you would inflict. Once you have built up twice the foe's Strength in Control points, you have her pinned and she may not take physical actions until you release the grapple.

While in a grapple, you may not take offensive or defensive reactions if your foe has Control points on you. Even if this is not the case, you must give up all your Control points in order to take one of these reactions. In addition, you may not take Move actions while in a grapple, unless you both have Control and your Strength is twice that of your foe.

Only weapons with the Close property may be used in a grapple unimpeded. At the GM's discretion, other weapons might be usable in an improvised manner, suffering ☹ to attack flips and dealing half damage. Casting spells in a grapple likewise suffers ☹.

When being grappled by multiple foes, keep track of Control points separately, but add them together for the purpose of determining when you are pinned. When grappling your enemies back, compare your Attack to the foe with the highest Defense. On a success, the Control points you would gain reduces the Control points of all foes.

Hook

Most melee weapons are capable of a limited grapple called a hook. This involves using your weapon to limit the foe's mobility—pinning her blade against the ground with your own, hooking your axe blade around her arm, wrapping your whip around her leg, etc.

Treat a hook as a grapple, except you cannot build up additional Control points with repeated hooks. In addition, if your weapon does not have the Wrap property, a foe may automatically escape the grapple by taking a Move action to disengage with you.

Improvised Weapons

In a pinch, many objects can be picked up and used as weapons. At the GM's discretion, improvised weapons might deal damage as either a dagger or club. Others might only function as an unarmed attack (see page 140).

Line of Fire

Ranged attacks that miss might still hit someone within their line of fire. This is worrisome if the line of fire includes allies!

At the GM's discretion, when you miss with a ranged attack and the card used is a joker, you hit the next nearest character in your line of fire. If that character is aware of your attack, she may take the Dodge reaction to automatically avoid it.

The possibility of hitting an ally expands to a miss with any red card—like blood—if firing a ranged weapon into a melee engagement. It happens with any miss when firing into a grapple!

Mounted Combat

When riding a mount into battle, you may use the mount's Move score in place of your own as long as you are trained in the Animals skill, and if the mount has been trained for riding. If either you or the mount are untrained, you must succeed on a **Det/animals vs. Willpower** (of the mount) flip to move. On a failure, the mount moves as it pleases, as determined by the GM.

While mounted, opponents suffer ☹ to attack you in melee, unless they have reach, are also mounted or are at least the same Size as the mount. You also suffer ☹ to the Dodge reaction and to attacks with two-handed weapons while mounted.

Mounting or unmounting takes an action. This is automatic if you are trained in the Animals skill and the mount is outfitted with

stirrups. Otherwise, it requires a successful **Dex/animals-10** flip. On a failure, you fall and gain the **Prone** consequence.

Offhand Attacks

Attacking with a weapon held in your offhand imposes **○** on the attack.

Pulling Punches

You may opt to pull your blow, dealing half damage and ignoring any **Grave Wound** consequence you would deal. This must be declared before the attack flip is made.

Thrusts & Scratches

Many cutting melee weapons have a sharp point on the end and can alternatively be used to thrust for damage instead of the

usual swing. Thrusting with a compatible weapon deals two less damage than usual, but the type is **piercing**.

Similarly, **piercing** weapons can be dragged along an opponent's flesh, leaving behind a deep scratch. This isn't as effective as their normal attack, but might be used to taunt a foe or act as a warning. Doing this deals half the usual damage, and the type is **cutting**.

Unbalancing Attack

By taking **○** to an attack, you may attempt to unbalance your target. On a hit, the target must make a **Dexterity** flip with a TN equal to your attack total. If she fails, she gains the **Prone** consequence.



Defense

Often one of the foremost goals of combat is to avoid being injured. The ability of a character to avoid physical attacks is represented by her Defense score. This is calculated using the formula below.

$$\text{Defense} = (\text{Spd} + \text{Per}) \div 2$$

Defense Flips

At the beginning of every round you will make a **Defense** flip. To do this, flip a card and add its value to your Defense score. This gives you your Defense Total for the round. This total is the Target Number to hit you with a physical attack.

As with any flip, you may play a card from your hand as a boon to your **Defense** flip for the round.

Boosting Defense

If you are aware of an attack, you may use either the Dodge or Parry reactions to boost your Defense against it (see page 167).

Willpower

Your Willpower score is the mental equivalent of Defense. It is used to resist intimidation, taunts, terror and mental assaults from magic. Willpower is calculated using the formula below.

$$\text{Willpower} = (\text{Chr} + \text{Det}) \div 2$$

Willpower Flips

At the beginning of the round, use the same card from your **Defense** flip to determine your Willpower Total. This is the Target Number to hit you with a mental attack this round.

Boosting Willpower

If you are aware of an attack, you may use the Resist reaction to boost your Willpower against it (see page 167).

Defense and Willpower Outside of Combat

If a character is attacked outside of combat, simply make a Defense or Willpower flip on the spot and resolve as normal. Defensive reactions may only be used if the character is aware of the attack.



Reactions

Reactions are maneuvers that a character may take outside of her turn. Usually they are triggered by the action of an opponent. Each costs 1 AP.

Most reactions fall into one of two categories: offensive or defensive. To make either type of reaction, the character must be aware of the trigger. Additionally, defensive reactions must be declared before the attack flip is made, and only one may be made per attack.

Dodge

Sometimes moving out of the way of an attack is best. This defensive reaction may be used against a physical attack. Flip the top card of the deck; you may opt to use it in place of your Defense card against that attack.

As with any flip, you may play a card from your hand as a boon to your Dodge flip for the round.

Harry

When an opponent moves to disengage with you, the Harry offensive reaction allows you to attack with a readied melee weapon. Simply declare the reaction and make the attack flip.

Intercept

If not currently engaged with a foe, and an enemy moves to within your Move score in yards, you may declare this offensive reaction to immediately move up and engage her.

Parry

Parry is a defensive reaction that allows you to use a melee weapon to deflect an incoming physical attack. Add your weapon's Parry

bonus to Defense. This only works against melee attacks, unless using a shield.

Resist

The Resist defensive reaction may be taken to help repel mental attacks. Flip the top card of the deck; you may opt to use it in place of your Defense card against that attack.

As with any flip, you may play a card from your hand as a boon to your Resist flip for the round.

Wait

To declare a Wait reaction, you must specify a trigger and its response during your turn. For example: "if she speaks, I shoot her" or "if she runs, I chase after her." Spend any required AP when the Wait is declared. If the trigger occurs before your next turn, you may perform the response as a reaction.



Movement

Movement is a common action in combat. Enemies may move across the battlefield to attack each other, or characters may move to aid allies.

Move Score

How much distance you can cover is represented by your Move score. Every move action you take allows you to move that many yards. To calculate your Move score, use the formula below.

$$\text{Move} = (\text{Spd} + \text{End}) \div 2$$

Engaging and Disengaging

When you move to where a foe is within your weapon's reach, you and that foe are said to be engaged. This means that it is possible to attack each other in melee combat. When you move away from a foe with whom you are engaged, this is called disengaging.

Disengaging with an enemy may trigger the Harry reaction. Similarly, moving close to an unengaged foe may trigger the Intercept reaction (see page 167).

Difficult Terrain

Difficult terrain—such as shallow water or thick underbrush—may slow down movement. Each yard moved through difficult terrain counts as two yards of movement.

Obstacles

Some types of movement—such as balancing on a ledge, climbing a wall or vaulting over a rock—may

Using a Grid

Some GMs prefer to use a grid to track movement and position in combat. Both square and hexagonal grids are common. If playing with a grid, treat every space as a yard. In this way, your Move score is simply how many spaces you can move per action.

require a flip of some kind. If this flip is failed, that move action is cut short. If you still have AP remaining, you may try again with another action.

Sneaking

You may attempt to sneak up in combat, provided you have cover or concealment of some kind. Unless surprised, most combatants are considered active guards (see page 276).



Other Actions

Players are likely to come up with any number of other actions they wish to take in combat. For the most part, the GM should adjudicate these on the fly. However, some additional common actions are described below.

Aim

You may spend an action to aim, granting + to an immediately subsequent attack. Ranged weapons may also be aimed to double their effective range (see page 139).

Cast Spell

Many spells are useful in combat. For more on casting and maintaining spells, see page 179.

Draw

Drawing a weapon, magical reagent, ammunition or other item takes an action. If the item is stored in a backpack or other sealed container, opening the container is an action and drawing the item is another.

Fighting in Spirit

Fighting in Spirit is a special action you can take when you're out of the fight entirely. Once per round, you may specify how you are "fighting in spirit" alongside a party member, coming up with a nugget of wisdom you once said, something you've done to boost morale, training you've done together, etc. Assuming it is applicable, it grants an ally + to a single flip.

Focus

Many mental consequences—including Dazed, Disabled, Fear, Fixated and Stun—may be removed by taking the Focus action. Each time this action is taken, remove

one of these consequences. The Focus action may not be taken in the same round in which you make an attack.

Hide

If you have heavy cover or concealment, and are not engaged, you may attempt to hide by making a **Dex/stealth vs. Willpower** flip, opposed by the highest foe. On a success, you gain the Hidden consequence.

Intimidate

Through a few choice words or posturing, a target may be intimidated as an action. To do this, make a **Str/persuade vs. Willpower** flip. On a success, the target gains the Fear consequence.

Observe

You may maintain a state of alertness by making a **Per/awareness vs. Dex/stealth** flip. On a success, you spot the nearest hidden foe, who loses the Hidden consequence.

Staunch Bleeding

You may use bandages or a poultice to remove a target's Bleeding or Dying consequences. Make a **Dex/medicine-10** flip (see pages 309 and 310).

Taunt

By yelling taunts or other jeers as an action, a target may be distracted. To do this, make a **Chr/expression vs. Willpower** flip. On a success, the target gains a Fixated consequence with you as the subject.

Trick

Once per combat, you may attempt to trick a foe, creating an opening that can be exploited. To do this, describe the trick and make an **Int/deception vs. Willpower** flip. On a success, the target gains a Dazed consequence.

Health Points & Grave Wounds

In *Age of Ambition*, your character's physical well-being and stamina are represented by your Health Points (HP). When you are damaged or become fatigued you lose HP; similarly, when you are healed, you regain HP.

Every character has a maximum HP, representing a state of good health and rest. Your current HP may never exceed this value.

$$\text{Max HP} = \text{Strength} + \text{Endurance}$$

Damage

When something harms your character's physical well-being, such as being struck with a weapon or suffering a great fall, you take damage. Damage reduces your current HP by an amount equal to the damage taken. So, for example, if you take 10 damage you lose 10 HP.

Damage Type

Damage comes in many different varieties—from the cutting of a sword to the toxins in a snake's bite. Some creatures have immunities, vulnerabilities or resistances to certain damage types. Often the type of damage is made clear in an attack's name or description, but if there's any doubt the GM decides the type.

✦ For descriptions of each type, see page 284.

✦ **Types:** Burning (burn), Corrosive (cor), Cutting (cut), Fatigue (fat), Freezing (fr), Piercing (pi), Smashing (sm) and Toxic (tox).

Damage Arrays

Most attacks list their damage as an array of possible outcomes. Use the value of the card played in the attack to determine the damage dealt. If multiple cards were used due

to a flush, the attacker may choose which card to use with the array.

An example damage array is shown below. To find the damage dealt, look up the value of the card in the top row; the corresponding damage will be listed below it.

Weapon and creature entries will often abbreviate this array by only listing the damage values, separated by a slash; for example: 8/7/6/5/4.

1 – 2	3 – 4	5 – 6	7 – 8	9 – 10
8	7	6	5	4

Yavu hits a bandit with his spear, playing the 7♣. Using the damage array for his spear (shown above), he notes that he deals 5 damage.

Armor

Armor reduces the damage suffered from weapon strikes, spells or similar effects. Some creatures also have tough hide that mimics armor. These provide an Armor value. Subtract this value from the damage dealt. Usually two values will be provided separated by a slash, for example: 8/4. Use the first value against Cutting and Piercing damage, and the second value against all other types of damage. Note that piercing damage has a special rule where it uses the second value if the damage penetrates (see below).

Use common sense about when Armor applies to damage. It will apply to sword blows but won't help against a serpent's venom.

Ayana strikes a bandit with her hammer, dealing 8 smashing damage. The bandit, however, is wearing boiled leather armor (Armor 4/2). Since this is smashing damage, the second Armor value is used, meaning the bandit only takes 6 damage.

Piercing Damage

When dealing piercing damage, compare the damage dealt to the target's first Armor value. If the damage is less than or equal to

this number, the attack doesn't penetrate and causes no HP loss. Otherwise, use the opponent's second Armor value. Also use the second Armor value with a critical hit.

Grave Wounds

If you are struck with a critical hit, or are reduced below 0 HP, you take a Grave Wound consequence in addition to damage. These consequences are many and varied. Use the Grave Wound table associated with the type of damage dealt to determine the wound's effects. The Grave Wound tables are provided beginning on page 172.

If you already have a Grave Wound consequence and would be dealt one again, you instead gain a Dying consequence (see below).

Dying

When you would take a second Grave Wound, you risk dying from the accumulated damage. This imposes the Dying consequence (see page 310). When you are reduced to a multiple of your maximum HP—for example, $-1 \times \text{max HP}$ —you take an additional Dying consequence. Once you have accumulated three Dying consequences, you expire.

If you have the Dying consequence, you must make an **Endurance** flip at the beginning of every round, with a TN equal to the number of HP you are below zero (min. TN 5). For example, if you took damage reducing you to -9 HP, the flip would be **End-9**. If successful, you stave off dying another round. However, if you fail, you gain an additional Dying consequence. A Dying consequence is removed if you succeed with Margin 5 or better.

Fatigue

Fatigue is a special type of damage that represents your character weakening or becoming tired. When dealt a critical hit or

reduced to negative HP, instead of a Grave Wound consequence, fatigue causes you to fall unconscious for a **10-Flip** in hours and imposes the Exhausted consequence (see page 310).

Healing Damage

Most creatures have the ability to heal naturally over time. For each day spent resting and relaxing in a clean and safe environment, you regain a number of HP equal to your Endurance. Halve this value for nights spent in the cold, sleeping on the hard ground or on edge in a dangerous environment.

First Aid

First aid may be used to patch up damage shortly after it occurs. Make a **Dex/medicine-10** flip. On a success, the patient may recover a number of HP equal to the Margin, up to a maximum equal to the patient's Endurance. This takes 10 minutes and a character may only benefit from first aid once per set of wounds received.

Healing Grave Wounds

Grave Wound consequences represent lasting injuries that take a long time to heal. Characters recover from these wounds at the end of a downtime (see page 192).

"Not Until It's Over" Rule

No amount of first aid is going to heal a person dying of starvation, and not even magical healing will stop someone from drowning. Damage cannot be healed until what's causing it is no longer affecting the character. GMs and players should use common sense when tracking this.

Grave Wound Consequences


When a character gains a Grave Wound consequence, flip a card on the table associated with the type of damage being dealt to look up the effects. If the type of damage isn't specified, the GM should use her best judgment.



Alternatively, the GM can skip the Grave Wound tables entirely, and simply make up a suitable effect.

Grave Wounds and Called Shots

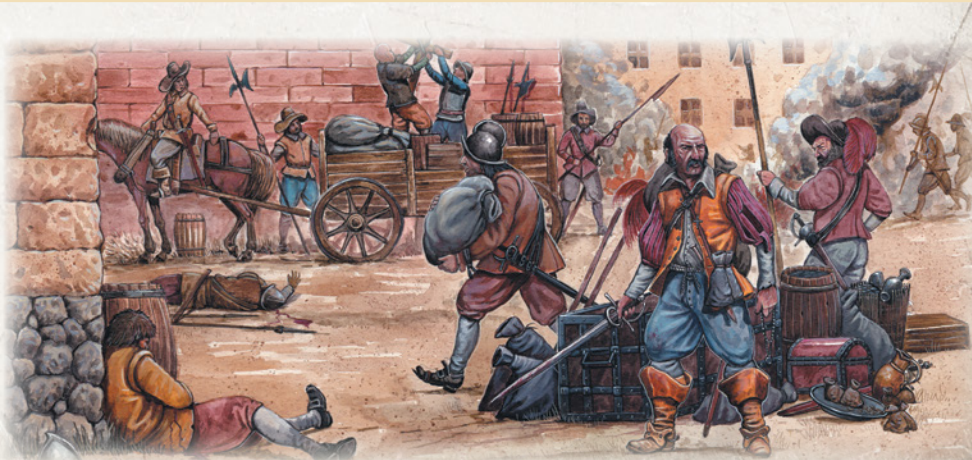
Some Grave Wound descriptions assume that the blow landed in a particular location that might not make sense if the attack is a Called Shot (see page 162). For these, the GM may opt to substitute the closest effect that fits that location. These are denoted in the Location column with **A** for arm, **L** for leg, **B** for Body and **H** for head.

If it's indeterminate whether the left or right limb was struck, treat black cards as the right and red cards as the left.

Card	Burning Grave Wounds (burn)	Loc
A – 2	A blast to the face leaves the foe's head covered with charred burns and without hair. She is blinded until medical attention can be applied, and until the wound is healed she gains the Ugly weakness (see page 133).	H
3 – 5	The attack blasts the foe's midsection, leaving behind blackened skin and smoking meat. Until the wound is healed, wearing armor causes terrible pain, causing  to all actions. She also suffers from the Frail weakness (see page 131).	B
6 – 8	The explosive blast burns the foe's leg to the bone, leaving blackened meat and tendons. She falls to the ground in pain, gaining the Prone and Stun consequences. She also suffers from the Crippled weakness until the wound is healed (see page 129).	L
9 – J	Your attack burns the foe's arm until it begins to resemble a shriveled husk. Anything held in that hand is dropped and the arm does nothing but hang useless until the wound is healed.	A
Q – K, Joker	The foe is knocked down by the fiery blast and thrown against the ground. She gains the Prone, Stun and Bleeding consequences.	B

Card	Corrosive Grave Wounds (cor)	Loc
A – 2	A lucky attack leads to the foe directly inhaling bits of the corrosive. It begins to melt her insides. She gains the Dying consequence. She also suffers from the Frail weakness until the wound is healed (see page 131).	H
3 – 5	The corrosive leaks down the victim's body, spreading its terrible burns and leaving her in agony. She gains the Stun consequence and suffers  to all athletic actions until the wound is healed.	B
6 – 8	With a sick smell, the corrosive begins to sizzle on the skin on the foe's leg. She gains the Prone and Bleeding consequences. She also suffers from the Limp weakness until the wound is healed (see page 132).	L
9 – J	Choking back a scream, the foe sizzles as the corrosive eats away at her arm. She gains the Bleeding consequence and until the wound is healed, suffers  on attempts to use that arm.	A
Q – K, Joker	The corrosive gets all over the foe's face. It burns as her features begin to melt. She suffers from the Ugly weakness until the wound is healed (see page 133).	H

Card	Cutting Grave Wounds (cut)	Loc
1	The blade slices into the foe's nose, leaving the tip hanging at an odd angle. Until the wound is healed, she suffers from the Anosmia and Ugly weaknesses (see pages 128 and 133).	H
2	The weapon slices deeply into the foe's abdomen, leaving her gushing blood. She gains two Bleeding consequences and suffers from the Frail weakness until the wound is healed (see page 131).	B
3	The strike cuts into the foe's thighbone, severing tendons and muscle. She gains the Prone consequence and cannot use the leg, suffering the effects of the Crippled weakness until the wound is healed (see page 129).	L
4	The blow cuts deeply into the foe's arm, breaking bones and severing tendons. Anything held in that hand is dropped as the arm hangs useless. Until the wound is healed, the arm may not be used.	A
5	A slash from armpit to groin leaves the foe screaming in pain and dripping blood. She gains two Bleeding consequences. Additionally, until the wound is healed, armor rubs against the gash painfully, causing all physical flips while wearing armor to suffer ☹.	B
6	The blade slices the side of the foe's head, cutting deeply into the outer ear and leaving an unsightly gash across her face. She gains a Bleeding consequence, and until the wound is healed, suffers ☹ on hearing-based actions.	H
7–8	The attack cuts into the flesh next to your foe's spine, leaving her in agony. She gains the Bleeding and Stun consequences. Additionally, until she receives first aid, she suffers ☹ on all flips due to the pain.	B
9–10	The swing goes through the foe's upper leg and into the groin, cutting blood vessels and muscles as it goes. She gains the Bleeding and Prone consequences. She cannot use her leg until she receives first aid, and afterward suffers from the Limp weakness until the wound is healed (see page 132).	L
J – Q	The weapon slices through the foe's forearm, exposing the bloody red flesh underneath. She drops anything held in that hand, and until the wound is healed, suffers ☹☹ on any attempt to use the hand	A
K, Joker	The weapon nicks a vein in the foe's neck, causing heavy bleeding. She gains two Bleeding consequences.	H



Card	Freezing Grave Wounds (fr)	Loc
A – 2	An icy blast to the face leaves one of the foe's corneas damaged by frostbite. She gains the Stun consequence and until the wound is healed, she suffers 🚫 on all vision-based flips.	H
3 – 5	The sudden chill leaves the foe with nerve damage over a large portion of her skin. After the battle, she begins to warm up and it becomes painful. Until the wound is healed, armor rubs against the damaged skin painfully. All physical flips while wearing armor suffer 🚫.	B
6 – 8	With a disconcerting numbness, the foe's foot begins to freeze solid, leaving her frost-bitten. She gains the Prone consequence, and until the wound is healed she suffers from the Limp weakness (see page 132).	L
9 – J	The foe's hand stops responding due to the cold, as her skin begins to grow brittle and crack with frostbite. Until the wound is healed she suffers 🚫 on flips using that hand.	A
Q – K, Joker	The chill freezes the foe's face, causing her lips and nose to redden and crack. She suffers 🚫 to all Charisma-based flips until the wound heals.	H

Card	Piercing Grave Wounds (pi)	Loc
1	The strike goes through the foe's neck, severing a major artery and spraying blood across the battlefield. She gains a Bleeding and a Dying consequence.	H
2	The attack rams through the foe's solar plexus, rupturing the diaphragm. She gains a Bleeding consequence and suffers from the Frail weakness until the wound is healed (see page 131).	B
3	The strike spears the foe's calf, chipping the shinbone and fracturing the fibula. Meat and nerves are badly damaged, causing the foe to fall over. She gains a Prone consequence. In addition, her foot is useless until the wound is healed, giving her the Crippled weakness in the interim.	L
4	The attack enters the foe's upper arm near the elbow, exposing white bone amid the blood. The arm is useless until the wound is healed and she immediately gains a Fear consequence from the pain and horror.	A
5	The weapon pierces the foe's chest, puncturing and collapsing one lung. Luckily for the foe, the wound closes quickly, but until it is healed the lung will no longer inflate. This imposes 🚫 on all athletic actions.	B
6	The attack pierces one of the foe's eyes, leaving a jelly-like smear across her face. She immediately gains a Stun consequence. Until the wound is healed, she suffers 🚫 to all ranged attacks and vision-based flips.	H
7– 8	The attack plunges into the foe's belly, tearing through fat and skin, then catching on her clothes. She gains a Bleeding consequence and suffers from the Frail weakness until the wound is healed (see page 131).	B
9– 10	The weapon penetrates deeply into the foe's thigh, causing a gaping wound and an undignified fall. She gains a Bleeding and Prone consequence. Until the wound is healed, she gains the Limp weakness (see page 132).	L
J – Q	The attack impales the foe's arm, lodging between the radius and ulna, the long bones of the forearm. She drops anything held in her hand. Until the wound is healed, use of the arm suffers 🚫 and fine manipulation of the fingers suffers is impossible.	A
K, Joker	The attack cuts a red slash across the foe's forehead as she ducks to avoid an eye being taken out. Beginning next round, she suffers 🚫 to all actions relying on sight as blood gets in her eyes. This effect lasts until the wound is properly bandaged.	H

Card	Smashing Grave Wounds (sm)	Loc
1	The attack breaks part of the foe's skull, which presses into her eye socket, causing painful and unsightly swelling. The attack does quite a number on the rest of her head as well. She cannot see from that eye and suffers ☹ on all mental flips until the wound is healed.	H
2	The force of your attack twists your foe's spine, resulting in a sickening cracking sound. She gains a Stun consequence and until healed suffers ☹ on any flips made to Dodge or move.	B
3	The blow snaps the foe's leg like a twig, sending shattered bone through the skin. She gains the Prone consequence and cannot use the leg. This gives her the Crippled weakness until the wound is healed (see page 129).	L
4	The blow crushes the foe's shoulder, fracturing the collarbone and dislocating the arm. She gains a Stun consequence. The arm is useless until it is popped back into place with a successful Str/medicine-10 flip. Even then, the arm suffers ☹ until the wound is healed.	A
5	The attack ruptures the target's spleen, causing internal bleeding which pools up inside the victim's abdomen. This wound has no immediate effects, but within an hour the foe is overcome with pain, suffering ☹ on all flips until a Dex/medicine-12 flip is made to surgically remove the ruptured spleen. If this doesn't happen within a day, the foe dies painfully.	B
6	The blow slams into the side of the opponent's head, bursting her eardrum and making a small rivet of blood down her neck. She gains the Stun consequence and suffers ☹ to all hearing-based actions until the wound is healed.	H
7-8	A blow to your opponent's chest breaks one of her ribs. She gains the Frail weakness until the wound is healed (see page 131).	B
9-10	The blow crushes the foe's foot like wet paper, leaving it a broken lump. This gives her the Crippled weakness until the foot can be put in a splint. Afterward, treat it as the Limp weakness until the wound is healed (see pages 129 and 132).	L
J-Q	Your attack shatters the foe's wrist, causing the hand to hang loosely at an odd angle. The hand is useless until the wound heals.	A
K, Joker	The blow slams into the foe's face, snapping her nose and smearing blood down her front. She suffers ☹ to all Charisma-based flips until the wound heals.	H

Card	Toxic Grave Wounds (tox)	Loc
A-2	The toxin gets in your foe's eyes. She blinks furiously, but to no avail. Until the wound is healed, she is mostly blind. This gives her the Blind weakness in the interim (see page 128).	H
3-5	The toxin makes its way through the foe's body, doing lasting damage to her internal organs. She gains the Stun consequence. Until the wound is healed, she suffers from the Epilepsy weakness (see page 130).	B
6-8	The attack drives the toxin into the foe's leg. With a terrible burning sensation, she falls down spasming. The foe gains the Prone consequence, and also suffers from the Limp weakness until the wound is healed (see page 132).	L
9-J	The toxin seeps into the foe's arm, causing it to seize up and contract uncontrollably. She drops anything she is holding. Until the wound is healed, she suffers ☹ on all flips making use of that arm.	A
Q-K, Joker	With a few spasmodic jerks, the foe's body begins to shut down from the toxin. In addition to the wound, she gains a Dying consequence.	B



Magic

In which the mechanisms that govern the arcane sciences are revealed to the eyes of the curious

Trystell is a world where magic works in accordance with established arcane principles. It is a force of nature whose energy can be measured and directed by a skilled mage. Although there are a handful of creatures who possess innate magical capabilities, for the peoples of Trystell, arcane ability is a learned skill, not an inborn talent.

Arcane Traditions

Magical energy isn't free. To use magic, it must be extracted from a source and then willed into the form required by the spell.

On Trystell, two major arcane traditions have arisen, each based around extracting magical energy from a different physical reagent. A handful of mystic oddities also exist that don't easily fit into these two traditions.

Kalid Magic

Kalid magic is by far the oldest arcane tradition on Trystell. It centers around extracting mystic energy from dangerous and innately magical creatures called kalids. These beasts are hunted, chopped up and their body parts preserved for later mystic consumption, giving rise to an entire industry. Kalid magic is

generally considered to be the more mysterious and subtle of the two magical traditions.

Lunar Magic

Lunar magic was introduced two centuries ago during the Lunar Occupation. It centers around extracting magical energy from small enigmatic devices manufactured in foundries left behind by the occupation. It is thought of as the showier and blunter of the two traditions, as its use frequently involves harnessing the raw elements.

Other Magics

In addition to these two arcane traditions, there are a number of creatures that have innate magic of some other variety. Most notable are the hobgoblins, who possess some small innate talent.

In addition, every once in a while, there is an oddball arcane scholar that tries to make a tradition out of extracting magic from another source, such as the magine plant. While other magical sources have been proven possible, they have thus far failed to become widespread due to a combination of rarity, inefficiency and vested interests.

Magical Training

Students of the mystic arts don't begin by casting spells; they begin by developing an affinity, and then learning the basics of perceiving, harnessing and disrupting magical energy.

Mystic Affinity

Mages say that you don't wield magic without the magic also wielding you. That is, repeated exposure to arcane energy, aligns you to energy of that type, allowing you to shape it into spells, but making it harder or impossible to wield other types of magic.

This is called an affinity. It is the attunement of the mage to a particular type of magical energy. This is the first ability a new mage must develop, as it is what allows her to cast spells, use second sight or dispel magic.

Occasionally someone exposed to magical energy will spontaneously become attuned to energy of that type, gaining an affinity. This is called a wild affinity. While uncommon, it is a known phenomenon, granting the recipient the ability to manipulate arcane energy, but with none of the training to do so effectively or safely.

Reagents

To cast a spell, arcane energy must first be extracted from a reagent. This will be a kalid part for kalid magic or a lunar device for lunar magic. Regardless of the arcane tradition, the reagent must first be readied—usually by drawing it from a pouch and holding it in the mage's hand. Magical energy is then either released in a sudden burst or in a slow draw to maintain an ongoing spell.

Second Sight

One of the most fundamental skills in spellcasting is the ability to see magical auras. Called "second sight" or sometimes "the third eye," this is usually the first ability that new mages practice after developing an affinity.

To see auras, all you must do is close your eyes, focus on your affinity and then reopen them. This reveals ongoing magical effects, which appear as a faint aura around your target. The brightness of this aura increases with the potency of the magic. Second sight can also reveal magical residue left behind by recent spellcasting, and sometimes intangible or invisible creatures.

Maintaining second sight is strenuous. Auras have the potential to be overwhelming, obstructing your vision or even blinding you. For every round after the first that you maintain second sight in an hour, you must make a **Per-10** flip. On a failure, you go aura-blind and are unable to see anything for the next hour.

Dispelling Magic

Like most things, it is easier to destroy a spell than to create one.

The easiest way to disrupt a spell is to disarm the caster of her reagent. This will prevent her from maintaining an ongoing spell and require her to draw a new reagent before a new spell can be cast. This is accomplished using the rules for disarming (see page 162).

Alternatively, you can disrupt a spell being cast by drawing your own reagent and simply flinging enough energy at the target to disrupt the casting. This is done using the **Wait** reaction (see page 167). Disrupting a spell in this way uses up a reagent and allows you to oppose the casting flip using your **Determination**. If you know which spell is being cast and have the same Arcane Lore, you may apply it to this flip

as well. If dispelling causes the casting to fail, the caster must flip on the critical spell failure table (see page 180).

*Gorfang is trying to cast a spell, but an enemy mage has spotted him and interrupted him with a Wait reaction in an attempt to dispel Gorfang's magic. Gorfang makes a flip to cast his spell and gets a 13. The enemy mage opposes this by making a **Determination** flip, getting a 15. Gorfang's casting attempt has been dispelled and now he must flip on the critical spell failure table.*

Spell Casting

Casting a spell requires extracting magical energy from a reagent and then using your mind to compel that energy into a structured form. This takes practice, an affinity with the proper magic and concentration.

In combat, drawing a reagent requires an action. Extracting the energy and casting the spell requires a second action, which necessitates a flip.



The specific flip varies with the spell (see the individual Arcane Lore descriptions, starting on page 100). On a success, the spell has been cast. On a failure, the energy fails to take the intended form. Either way, the reagent used to power the spell is expended. On a critical failure, the energy assumes an unintended form. Make a flip on the critical spell failure table (see page 180).

Often spellcasting is accompanied by chanting and hand gestures. While these aren't strictly necessary, they are often taught and used as a mental aid in remembering the complex ways that the mind needs to focus during spellcasting. Casting a spell without the accompanying chanting and hand gestures imposes ⚡ on the casting flip.

*Gorfang is trying to conjure a burst of air, an **Int/lore of air-10** flip. He has a lunar device in his hand already, but his hands are bound so that he cannot make the usual hand gestures. This imposes ⚡. He flips 4♣ and 8♣, taking the lowest. This gives him a total of 10 (Int 6). With some effort, the air around him begins to move.*

Arcane Lore

All spells fall under the auspice of an Arcane Lore. These are special skills that allow you to cast the spells under their purview. Like all skills, arcane lores have three ranks—proficient, expert and master. Unlike most skills, Arcane Lores may not be used untrained.

All Arcane Lores are associated with a particular Mystic Affinity and may not be learned unless you have the associated affinity.


Attack Spells

Attack spells conjure dangerous energy that can be hurled at or smeared on a foe. They frequently require a third action to utilize: one to draw the reagent, one to cast the spell and then an attack action to direct the energy at the target.

This uses your Attack score and is otherwise identical to a normal attack, except that the weapon is conjured magical energy.

Spell Range

Unless a spell's description specifies otherwise, all spells have a range equal to your Perception in yards. This applies to both spells that directly affect a target, and attack spells that conjure energy which is then hurled at a target.


As with all ranged attacks, targeting foes at up to twice the range is possible, albeit with  imposed on the flip. Also, as with all ranged attacks, an Aim action may be taken to double the spell's range. This may be done five times.

Maintaining Spells

Many spells last as long as they are maintained. This involves slowly drawing energy from the reagent in order to power the spell over an extended period of time. These spells also have a maximum duration, which is indicative of reagent running out of energy.


To maintain a spell, you must keep a hold of the reagent powering it. Maintaining the spell also requires some degree of concentration. In combat, this means you must spend

an action each round after the first in order to maintain the spell. If this action is not taken, the spell expires at the end of the round.

Outside of combat, the concentration required to maintain a spell slows you down by about a third. It also imposes  on any activity that takes more than a minute to complete.

Rituals

Most spells may also be performed as a ritual. This involves a longer, more elaborate form of spellcasting, usually involving a ritual circle, candles and lots of chanting. When ritual casting, a mage gives up speed in order to gain reliability.

Rituals take at least an hour to perform, and usually require a quiet uninterrupted space. Casting a spell as a ritual grants the mage a  to the casting flip. It also allows multiple mages to work together, making casting a group action.

Critical Spell Failure

When a spellcasting attempt results in a critical failure, the GM should either make up a suitable unintended result or flip on the table below.

Card	Critical Spell Failure
A – 2	The target's aura absorbs the spell's energy. If she does not already have a Mystic Affinity, she gains Wild Affinity for the type of magic just cast (see page 127).
3 – 4	The spell creates unintended noise, flickering light or an obnoxious odor.
5 – 6	Sadly, the spell creates only a pale and useless shadow of its intended effect.
7 – 8	The spell's energy creates unintended feedback. The caster gains a Stun consequence.
9 – 10	Feedback from the spell burns the caster, dealing 1 damage.
J – Q	The spell unexpectedly leaps to another target in range—whether a character or random object—affecting it instead. The GM picks or determines randomly.
K	The spell explodes outward, burning away the energy in any reagents currently carried by the caster. Anyone able to see auras is momentarily blinded by the brightness of the aura this produces.
Joker	The spell somehow produces the opposite of its intended effect.

Magical Theory

Despite its arcane trappings, magic is just another force of nature. As with any other force, it has rules and limitations which are important to understand.

Four Universal Laws

For millennia, mages have speculated about the limits of magic. Clearly it is a force that operates by consistent natural principles. To explain its limits, Golden Age scholars formulated the Four Universal Laws of Magic.

The Law of Natural Energy

Magical energy must be extracted from a natural source.

This law means that magical energy has to be extracted from some source that produces it naturally. Mages do not create it. For Trystell's two major traditions, this means extracting magical energy from kalid parts or lunar devices. For magical creatures this means calling on their innate, but limited, magical reserves.

The Law of Life

Magic cannot create life, nor return life to the dead.

Necromancers sometimes dispute this law, but the accepted theory is that necromancy binds an external spirit to a corpse. As such, a corpse is animated, but no actual life is created. Similarly, the creation of homunculi isn't the creation of new life, but a manipulation of a mage's existing life force. Theorists hypothesize that magic is limited in its ability to manipulate whatever matter composes a soul.

The Law of Autonomy

Magic cannot rob a individual of her free will.

"Mind control" is an arcane fairy tale that mages have been chasing for centuries, but have never been able to achieve. Perceptions can be manipulated; muscles can be forced to contract, makings limbs move; thoughts can be read; but always a person's free will remains her own.

Some theorists argue that this is an extension of the Law of Life; that free will is a function of the soul and that magic cannot manipulate it.

The Law of Spaces

Magic cannot violate the laws of space and time.

This is a broad law which means that magic cannot bend space, teleport objects, rip holes in the universe or travel through time. Such acts are fanciful bard's tales. Mages who have tried to violate this law have usually met messy ends.

Some theorists have argued that the existence of Kalid Gates proves that the rules of space can be violated, while others have argued that this only proves that the Kalid Gates are not magic, but some other natural phenomenon.



Soul Stuff

Arcane theorists imagine the mind, the soul, as being composed of some sort of spiritual matter—soul stuff. When you cast a spell, you reach out with your mind, grasp the magical energy in the reagent and twist it into the shape needed for the spell. You might use chanting or hand gestures to help focus, but ultimately your soul is the point of contact between you and the energy which powers the spell.

Spiritual Stains

Mages like to say that magical energy is sticky. When you cast a spell, it leaks out and gets everywhere. This is why magical energy is visible in Second Sight. It leaves a residue behind.

When you grasp magical energy to cast a spell, it gets all over your soul as well. Over time this can leave permanent stains. That's what a Mystic Affinity is: your soul has been stained with a certain type of magic. Those who develop a Wild Affinity have souls that have been stained by being the target of a spell. Remember: magic is sticky and gets everywhere.

Thresholds

A person's mind isn't the only type of structure made of soul stuff. Spirits are composed of the same sort of matter, and a home that a family lives in can develop its own spiritual membrane. This is the home's threshold. A threshold helps protect the home. It may block spell effects from crossing the barrier, prevent malevolent entities from entering the home and can be hardened using the Lore of Protection.

Arcane Conductivity

Certain materials react to magical energy. The best known of these are salt and silver.

Salt is known for its anti-magic properties. Magic doesn't affect it. The Lore of Telekinesis can't lift it; the Lore of Earth can't manipulate it; and so on with the other magical lores. Lines of salt can also be used as makeshift magical barriers.

Silver, on the other hand, conducts magical energy easily. Once part of a silver object is under the influence of a magical effect, the rest of the object soon will be a well. This also means that lines of silver can be used to channel magic.



Magic in Society

On Trystell, magic is an elusive and expensive force. A single reagent costs half a week's wages for a peasant worker.

Mages are trained professionals who have a reputation for being somewhat eccentric and reclusive. With perhaps the exception of a few healing spells or the occasional divination, most people have never seen magic firsthand. This gives it a certain mystique that can make the common folk nervous.

Spell Legality

In civilized lands, magic is usually restricted by law. This is not so different from the way that guild laws restrict the practice of most any skilled trade. Mages seeking to legally to practice magic within a city's walls need to present themselves at the local chapter of the Kalid's Guild or Society for Lunar Magic Preservation and acquire a license. For traveling mages not seeking to sell their services in the city, this usually means a one-time payment of about 50 bp. Those seeking to set up shop will need to join the local guild and pay an annual membership due.

Laws also usually make it illegal to cast spells on people without their consent. Casting even a benign spell without the target's consent is treated as assault, although sometimes an exception is made for healing spells cast on unconscious individuals. In addition, some spells are treated as particularly heinous when cast on an unwilling target. For example, mind reading spells are often treated as rape and necromancy spells are sometimes entirely illegal.

Religion & Magic

Temples on Trystell have a long history of serving as centers of learning, and many sects

teach kalid magic alongside other academic pursuits. In the temple, spells are usually accompanied by prayers and other religious practices.

In some communities, the local temple provides magical services, such as divination or healing. This is particularly true in smaller communities that cannot support a guild-house for mages. Even in larger communities, however, ordained clerics are usually exempt from guild laws restricting magic.

Archmagery

Colloquially, an archmage is a practitioner of magic who has achieved mastery in a particular lore (master rank). In this case she is referred to as "Archmage of" the name of the lore in question; for example, Archmage of Mentalism.

Officially, an archmage is the highest non-administrative rank granted by the Kalid's Guild or the Society for Lunar Magic Preservation. It is a position that commands great authority and respect within those organizations.





Society & Influence

In which is presented the means to garner influence and impose change on an otherwise uncertain world

Trystell is a world of intrigue and social change, street corner agitation and masquerade balls. Society is always evolving, and so too are your character's contacts, rivalries and influence.

Influence

As the party performs great deeds, rights wrongs or makes contacts, you may earn Influence—accumulated leverage or social capital you can use to influence events or get tasks accomplished.



Using Influence

Your character's accumulated social capital is represented by a pool of Influence points. She may spend them to aid her in social situations. Each point comes from a particular origin, such as from a Reputation or Status.

To spend an Influence, you simply need to justify how your character is calling upon it, given the point's origin and what she is trying to accomplish. For example, if she is trying to convince the guards to open the city gates for her afterhours, she might spend a point from her status as a guild master to

argue that her merchandise is needed in the city tonight. Assuming the GM finds this acceptable, the point is spent.

In general, an Influence can be spent to activate one of the following effects:

- ✦ Grant  on a flip or penalize an opponent's flip with .
- ✦ Call upon an exhausted Bond.
- ✦ Activate a trait that requires an Influence.
- ✦ Expedite a downtime action, accomplishing it in a single day without a downtime occurring.
- ✦ Gain a small benefit or favor, such as the guards opening the gates, acquiring a guild license, obtaining free drinks, etc.

Gaining Influence

Your character's Status, and various traits such as Attractive or Reputation, grant her reoccurring Influence. This means that once the Influence point has been spent, it is regained during the next downtime (see page 192).

The GM may also grant a character an Influence for particular accomplishments, such as a successful new invention or saving a caravan from bandits. Influence granted by the GM is usually not reoccurring. That is, once it is spent, it is gone for good.

Status

The majority of societies on Trystell are highly stratified. Commoners are often left with little doubt as to their place, while the elite a enjoy power and privilege that is often brutally enforced. These differences in social position are represented by the Status score.

Strata and Standing

Status consists of a *Stratum*, which is a descriptor representing social class, and a

Standing, which is a numeric value representing your character's position within that class. Usually these are written together, such as **Noble 3** or **Common 1**.

A character is of higher Status if she is of a higher Strata, or has a higher Standing within the same Stratum. The three strata are as follows:

- ✦ **Noble:** Royalty, nobility and other rulers of society, or the independently powerful.
- ✦ **Gentle:** Merchants, tradesmen and those in professions requiring skilled labor.
- ✦ **Common:** Peasants, ne'er-do-wells and those in unskilled professions.

Status	Temporal	Military	Professional	Religious	Criminal
Noble 8	Emperor				
Noble 7	King				
Noble 6	Archduke				
Noble 5	Duke <i>or</i> Prince			Hierophant	
Noble 4	Marquess			Patriarch	
Noble 3	Count			Cardinal	
Noble 2	Viscount	Marshal		Primate	
Noble 1	Baron	General	Grandmaster	Archbishop	
Gentle 5	Baronet	Brigadier		Bishop	
Gentle 4	Knight Banneret <i>or</i> Order Knight	Colonel	Master	Vicar <i>or</i> Abbot	Bosman
Gentle 3	Knight Bachelor	Major		High Priest <i>or</i> Prior	Ringleader
Gentle 2	Esquire	Captain		Presbyter	Rogue
Gentle 1	Gentleman	Staff Sergeant <i>or</i> Lieutenant	Journeyman	Brother <i>or</i> Friar	Magsman
Common 5	Freeholder	Sergeant		Deacon	Sharper
Common 4	Yeoman	Corporal		Hypodeacon	Whipjack
Common 3	Husbandman	Lance-corporal	Apprentice <i>or</i> Laborer	Lector <i>or</i> Exorcist	Scoundrel
Common 2	Cottar	Private		Ostiary	Footpad
Common 1	Vagabond	Levy		Acolyte	Vagabond
Common 0	Slave				Prisoner

Labor and Cost of Living

Status affects the wages you make when performing labor associated with your career. Each of the three Strata is associated with a denomination of coins—bronze for Common, silver for Gentle and gold for Noble. A day's wage is a number of coins equal to your Standing. So, for example, a day's wages for a **Yeoman (Common 4)** is four bronze pennies. The daily cost of living for a particular Status is half a day's wages.

✦ For full labor and cost of living rules, see page 135.

Changing Status

Your Status may change over the course of a game, as your advance in your careers, raise in rank or gain new titles. Status changes might be imposed by traits, gained through the Career Advancement downtime action or handed out by the GM based on events in the campaign.

Titles

Often changes in Status will come with a *Title*. When this is case, the status will be given in parenthesis after the name of the title; for example: **Archmage of Melanoc (Noble 1)**. If you are granted a Title, you receive its associated Status. If you have multiple titles, you may choose which to use as your Status.

Influence From Status

Status grants a free point of Influence. This point refreshes during downtime (see pages 185 and 192). Spending the point represents calling on your high station to influence those below you in the social hierarchy. This only works to influence those that are clearly of lower station. If there's any ambiguity as to who has the higher Status, it is not a situation where your status can be brought to bear.



Bonds

Most folk on Trystell have a network of friends, contacts, memberships, rivals and enemies. These important relationships are represented by Bonds.

Types of Bonds

When a new bond is established, the name of the bonded character or organization should be recorded along with the type of Bond being created. New Bonds are always subject to GM veto—after all, that particular NPC may have hidden motives!

The different Bond types are listed below.

- ✦ **Ally:** A friend, family member, capable pet or other ally who unquestionably has your back. Allies may be called upon to perform favors or provide assistance.
- ✦ **Contact:** An individual you know and with whom you are on friendly terms. May require some form of payment. Contacts may be called upon for information, skill use or small favors.
- ✦ **Enemy:** An unusually persistent foe who seeks to do you harm. An Enemy bond may be called upon gain insight into that enemy's actions or to motivate a mutual foe ("the enemy of my enemy is my friend").
- ✦ **Favor:** Favors are a special type of single-use Bond that represent someone owing the character a significant boon. They are usually awarded by the GM or acquired through game play. Like any Bond, they may be called upon, but are removed once this occurs. Favors do not count towards your character's Bond limit.
- ✦ **Membership:** An influential organization with whom you are a full member, in good standing. Memberships may be called upon

to gain access to special services or to make connections with fellow members.

- ✦ **Obligation:** An outside party to whom you have a persistent obligation—perhaps a child or creditor for a large debt. Obligations may be called upon to inspire sympathy or motivate your character to work harder.
- ✦ **Patron:** An individual who has agreed to provide you with support or limited assistance, but who expects favors and your loyalty in return. Patrons may be called upon to provide letters of introduction, social heft or material support.
- ✦ **Rival:** A troublesome individual who seeks to upstage, inconvenience or play cruel jokes on you. A Rival Bond may be called upon to gain insight into the rival's actions or to spur competitiveness.

Bond Limit

A character may have up to a number of Bonds equal to her Charisma. If she would gain a new Bond above this threshold, the new Bond instead replaces an old one of her choice. Favors do not count against this limit.

Bond Advice

When coming up with a new Bond, try to list three ways that it may be useful. If you can't come up with three, you may want to rethink taking the Bond.

In play, try to stick to calling upon the Bond in the ways you have listed. This helps prevent the temptation to stretch the credibility of the Bond by calling upon it in situations where it's not particularly relevant.

Calling Upon Bonds

Bonds may be called upon to gain a benefit. To do this, specify the Bond and explain how it aids your character, roleplaying as necessary. Each Bond you possess may be called upon once for free, or an additional time at the cost of an Influence point. Once called on, a Bond is considered exhausted until the next downtime. During a downtime all bonds refresh.

In general, a Bond can be called upon to activate one of the following effects:

- ✦ Grant + on a flip or penalize an opponent's flip with -.
- ✦ Activate a trait that requires calling upon a Bond.
- ✦ Glean information from a contact or gain a small favor. This is an excellent way to call on skills your character lacks!



Carter has found a mysterious pendant. Since he doesn't know much about artifacts, he calls upon his contact, Bralin, who is an expert on such matters.

Ayana is facing off against her sworn enemy, Kattanz. She calls upon her bond to gain + to her initial attack, as previous experience allows her to predict what tactic he is likely to employ.

Tingernaut is about to compete in a wagon race against Kuzuk-zul, his long-time rival. He calls upon this Bond to gain + in the race, spurred on by their fierce competition.

Erlotz is a member of the Soldiers of the Field merenary company. While in town, he stops by the local barracks and calls upon his Bond to recruit a between-contract private to act as backup when he goes to intimidate the city's crime boss.

Exploiting Bonds

An enemy's Bonds may be exploited if they become known. Exploiting a Bond works like calling upon a Bond, except that it hinders the character to whom the Bond belongs.

A particular Bond may be exploited for free once per downtime, or an additional time at the cost of an Influence. Bonds exploited in this way act as Weakness traits, allowing the possessing player to draw a card when the Bond proves to be a significant hindrance.

Senghor discovers that his foe, Yavu, has a young son. He decides to exploit this Bond by threatening the son's life. This grants + to his intimidation attempt.

Gorfang discovers that Jonas has membership in the Old Ones' cult. He exploits this Bond, spreading knowledge of this association, and imposing - on Jonas' next attempt to ingratiate himself in Melanoc.

Koenraad learns that his old boss, Tybalt, has is a member of the Modin crime syndicate. He exploits this Bond and threatens to expose Tybalt, blackmailing for a tidy sum of 100 gold pieces.

Social Interaction

Social interaction is any attempt to cajole, persuade, intimidate, seduce or socialize with another character. In these situations, your social status, reputation and whom you know is as important as your personal charisma or savoir faire.

When making a flip for social interaction, in order to apply any \oplus 's from an expert or master skill rank, you must meet one of the following conditions:

- \otimes You are interacting with a character with whom you have a Bond.
- \otimes You have called upon a Bond to gain a letter of introduction, point out that you have a friend in common or otherwise have some connection to the other party.
- \otimes You have spent a point of Influence for this interaction. Usually this means taking advantage of your status, reputation, attractiveness, etc.

*Delumon is a master of social grace (Socialize $\oplus\oplus$). While on a hunting excursion, he takes a moment to speak with some woodsmen he chances upon. Since he has no connection to these woodsmen, Delumon could make a **Chr/socialize** flip, but wouldn't apply the $\oplus\oplus$ from his skill. Should he point out that he is the Duke of Nistle, however, and spend the Influence from his status, he gets to apply the $\oplus\oplus$ from his skill.*

Gil is attempting to calm a pair of grieving parents who recently lost their son. He is an expert at dealing with people in an empathetic manner (Empathy \oplus). Since they are members of his congregation, to whom he has an Obligation, he gets to apply the \oplus from skill to the flip.

Wernelle is in an audience with the king. Since she has called on a Favor with Duke Delumon to obtain a formal letter of introduction, she gets to apply \oplus to her Persuade flip, for being an expert at persuasion.

Persuasion

Trying to influence a non-player character usually calls for a **Chr/persuade** or similar flip. The GM should set the difficulty based on what is being asked of the target. In addition, several conditions may grant a \oplus or \ominus on the flip:

- \otimes Trying to influence a complete stranger imposes \ominus .
- \otimes Having a Bond or other connection to the target grants \oplus .
- \otimes Appealing to a known Ambition, Creed or personality trait of the target grants \oplus .

Rando wants to seduce a woman he just met at a fancy soiree. He's a complete stranger, so an immediate attempt would be made with \ominus . Instead, he offers her a drink and spends an hour talking to her. The GM rules this is enough to negate the \ominus . During the conversation he learns that she adores musicians. Armed with that knowledge, Rando plays her a song, granting \oplus on his seduction attempt.

Socializing

Attempting to carouse, gather rumors, make a good first impression or demonstrate courtly manners often calls for a **Chr/socialize** or similar flip. The GM should set the difficulty based on the situation. In addition, several conditions may grant a \oplus or \ominus :

- \otimes Being of a different Strata imposes \ominus .
- \otimes Having a Bond or other connection grants \oplus .
- \otimes Appealing to a known Ambition, Creed or personality trait grants \oplus .

Social Challenges

So the party wants to convince a Grichomic lord to send aid to a failing expedition, to wow the audience with a spectacular play or to win a formal debate. Use a social challenge for any tense social obstacle that must be overcome, and which merits a greater focus than a single flip.

Framing a Social Challenge

A social challenge is a variation of the extended action rules (see page 154). For the challenge, the GM should choose a skill, set a Target Number and then break the action up into a number of intervals. When in doubt, stick to three intervals. Each interval should represent some sensible breakdown of the action.

Before each flip, you should roleplay your response or otherwise explain the approach you are taking. The GM is free to assign boons or banes, indicating a particularly effective or disastrous approach, or to otherwise rewarding good roleplaying.

The stat or skills called for will vary with the nature of the challenge. To mix things up, the GM might want to assign different stats or skills to each interval, make certain flips opposed or even to run social challenges as the framework for a long scene, with plenty of room for plotting and shenanigans to affect each flip. Social challenges are also a great place for characters to call on Bonds or spend Influence!

*Nora is trying to impress potential patrons at a fancy ball. The GM decides that this will be a **Chr/socialize-10** action. The intervals break down into her grand entrance, formal dances and late-night mingling.*

Opposed Social Challenges

When social challenge flips are opposed, the opposing NPC's margin of success doesn't usually matter. Just note that the players failed the flip and therefore accumulated no Tally towards the challenge. If the GM feels there should be some consequence to a particularly bad failure, she might impose **⊖** to the next flip.

Resolving a Social Challenge

The GM should keep track of the players' running Tally. Resolve as follows:

Tally	Result
0-	Utter Failure: Not only does the party fail, but there are repercussions that cause other problems as well.
1 – 3	Failure: The characters fail to get what they hoped for.
4 – 6	Partial Failure: The social encounter fails to yield what the party hoped for, but nevertheless something is gained from the experience.
7 – 9	Partial Success: The characters mostly achieve what they hoped for, but there will be some sort of concession or negative side effect.
10 – 14	Success: The characters achieve exactly what they hoped to accomplish.
15+	Overwhelming Success: The party gained what they hoped for and some sort of bonus or extra effect that is beneficial.

Yavu is arguing his case before a panel of three judges. The intervals break down into opening arguments, calling witnesses and closing arguments.

*The GM decides that both opening and closing arguments will be a **Chr/persuade-12** flip, but calling witnesses will be an **Int/empathy vs. Willpower** flip, opposed by the opposition's key witness.*

*Yavu's player roleplays his opening argument, the questioning of witnesses and his closing argument. In fact, his opening speech is so good that the GM awards him **⊕** on that flip. Along the way, he makes each flip, succeeding with Margin 5, Margin 2 and Margin 4. This brings the final total to Tally 11—a partial success! The judges rule in Yavu's favor, but he must spend a point of Influence to make it happen.*

Downtime

Not every moment is spent in pursuit of exploration, revolution or adventure. Between dangerous excursions there are often lengthy expanses of downtime, spent making money, training, researching or just living life.

The Basics

The GM may opt to declare a downtime for any otherwise uneventful period of time between adventures lasting at least a week (10 days). During a downtime, the party rests and recovers, and may also pursue downtime activities. In addition, a few steps always happen at the end of a downtime:

- ✦ **Training:** During a downtime you may spend your hard-earned experiences on new stats, skills or traits. Your time is spent practicing or committing to memory your newfound abilities. You can also rid yourself of an unwanted Weakness trait, provided you have a good explanation for how you overcome the weakness. For more on spending experiences, see page 35.
- ✦ **Refresh Influence, Bonds & Experiences:** Time passes and your character regains her social capital. Any exhausted Bonds or Experiences become unexhausted. Likewise, Influence from traits or Status also refreshes.
- ✦ **Examine Ambitions:** Any Ambitions you have that are no longer desirable or relevant may be reassigned.
- ✦ **Rest & Recover:** During a downtime you may remove a Grave Wound consequence.
- ✦ **Support Lifestyle:** During a downtime, your character makes enough money to support her Status without coin left over. This means you don't need to track your day-to-day expenses.

Downtime Activities

Between adventures your character may pursue a number of downtime activities. For each week that passes, you get one downtime action—up to a maximum of three, regardless of how much time has elapsed. The rest of that time is taken up just living life—whatever that means for your character!

Below is a non-exhaustive list of downtime activities. Other actions are also possible: you might have your own ideas, or the GM might rule that certain tasks require a large amount of time and thus count as a downtime activity.

Animal Training

Training animals is a significant activity for many people on Trystell. Cavalrymen need horses, nobles hunt with their favorite hounds and farmers have trained oxen to pull their plows.

With this downtime activity, you spend time training one of your animals. Make a **Det/animals vs Willpower** flip, opposed by the animal. On a success, it gains the Trained trait if it did not already have it. You also get to teach it one of the tricks listed under that trait (see page 287).

Banking

Characters of the Gentle or Noble strata may bring their coins to a reputable counting house or bank and secure an account where their money will be reasonably safe and accrue interest.



Make a note of how much you deposit. During a future downtime you may withdraw money from your account. When you do so, flip a card off the top of the deck. Your account will have accrued a percent interest equal to the value of the card. For example, drawing 5♥ would mean 5% interest. However, if you draw a joker, the institution has gone bankrupt and your money is gone.

Career Advancement

Through hard work it is possible to increase your rank in one of your existing careers, thereby also potentially increasing your Status.

Once per year, you may attempt this downtime activity. When you do so, make the advancement flip associated with the next rank in a career of your choice. The GM is free to assign + or - based on how much work you've put into the career. On a success, you advance a rank, gaining the new rank's Title, Status and any other benefits.

Commission Work

Perhaps you want a fitted suit of armor, an upgrade to your tower or want an artist to design your family a coat of arms. These specialty items require hiring an expert tradesman or artist, and often take significant time to complete.

Items of Exotic availability always require commissioning. Fine quality examples of more common items might also require it. Assuming you know a suitable and available expert, you need only choose this downtime activity and pay the necessary cost. If you do not know a suitable tradesman, you may need to take the Research action to locate one. Your commissioned goods will usually be available at the beginning of the next adventure.

Crafting

With the right skills, tools and material you can craft your own goods rather than paying others for them.

Specify the item you want to create. You will need the appropriate raw materials and access to a workshop. It also helps to have the correct skill—usually a Tradecraft specialization. Raw materials typically cost 20% of the final cost of the item.

Crafting the item is an extended action—usually TN 10 and Tally 5—with Determination and the GM picking an appropriate skill. You may make one flip per downtime action you spend crafting. Once the extended action is successful, the item is finished. With Tally 10 or better, the item is of Fine quality. If not successful after three flips, the item is completed but of Poor quality. On a critical failure, the raw materials are ruined and you will need to start over.

Duties & Obligations

The Obligation weakness—and occasionally Memberships or Patrons—impose periodic responsibilities and expectations that cannot be avoided. These duties only increase as you move into higher positions of authority. Guild masters have to oversee their guilds, noble lords must tend to their estates and gang leaders must project their authority. Tending to these duties requires taking this action once during every downtime.

Failure to fulfill your obligations during a downtime results in a temporary loss of face. Mark both your Bonds and Influence from Status as exhausted. Failure to fulfill your obligations twice in a row results in the loss of any associated Bonds. It may result in the loss of an associated career rank as well. For example, a baroness who ignores her estate for too long may find that her liege lord has awarded it to another in her absence.

Inventing

The world is full of potential inventions—technological, magical and theoretical—just waiting to be created! Perhaps you want to invent a new weapon, a new way of encoding secret messages or a new spell. One easy way to come up with a new invention is to think about combining two existing items. For example, you might combine a gun and sword to create a gun-sword!

Inventing involves two downtime actions: planning and prototyping. To plan a new invention, explain what you want to create to the GM. She will pick an appropriate flip and a target number based on the outlandishness of your proposal. Most planning flips will be based on Intelligence.

To prototype an invention, you usually need to either take the Crafting or Commission Work downtime activities, although some unusual inventions might call for a Social Engineering action instead.

Making Money

If you wish to save up money during a downtime, you may take the Making Money downtime activity. When you do, briefly describe what you're doing to generate income. For example, an entertainer might perform, a merchant might peddle her wares, or a young noble might collect a stipend by indulging her family.

The GM will then call for a flip based on the described activity (usually TN 10). On a success, gain a number of coins equal to your Standing plus your Margin of success. These will be in the denomination associated with your Strata—bronze for Common, silver for Gentle or gold for Noble. On a failure, gain a single coin of the appropriate denomination.

Rando is an entertainer (Common 3). He makes money by performing songs in nearby taverns, so the GM calls for a Chr/Expression-10 flip. Rando makes the flip and succeeds by Margin 2. After the Making Money action, he ends up with 5 bp (3 bronze [from status] + 2 [margin of success]).



Research

Trystell is a world of arcane lore, esoteric skills and hidden knowledge, and sometimes characters must perform research in order to find the answers they seek. Research could take the form of consulting an expert, hitting the streets to gather rumors or reading moldy books in an ancient library

When taking this downtime activity, briefly describe what you are doing to gather information. The GM will then call for an appropriate flip. This could be anything from **Chr/socialize-10** to locate an expert, to **Det/academics-10** to go through a large library. Some experts might also demand money or favors for their services. On a success, the GM will tell you what information you find. On a failure, the search was fruitless but with another downtime action you might be able to try again.

Shopping

Sometimes rare goods are difficult to find. When taking this downtime action, you spend your time tracking down items of lesser availability. Make an **Int/streetwise** flip to find Uncommon and Rare items (see page 136). For each additional Shopping activity taken this downtime, you gain a 🍀. Exotic items still require the Commission Work downtime activity.

Social Engineering

This downtime activity can be used to spread rumors, foment civil unrest, popularize a new invention or push a particular viewpoint.

To begin, explain to the GM what you are trying to achieve. She will pick an appropriate skill and a target number based on the sentiment of the populace. Performing the social

engineering will be an extended action—usually Tally 5—with Charisma and an appropriate skill. You may make one flip per downtime action you spend social engineering.

Once the extended action is successful, the local populace gains a consequence reflecting what you are trying to achieve. For example, “Angry about the king’s pardons.” With Tally 10 or better, a second consequence is also imposed. If any single flip is failed, any opposition might be tipped off regarding your actions. Critical failure means that not only does this happen, but you lose any accumulated Tally and must start over.

Strengthen Bonds

With this downtime activity and GM approval, you may create or alter a Bond with an NPC that you have met, and which is important to you in some way. Remember that you may only have as many Bonds as you have Charisma (see page 188). Note the name of the character then pick one of the options below:

- ✦ A new Contact, Enemy, Membership, Rival or Obligation may be created.
- ✦ An existing Bond may be upgraded to an Ally or Patron.
- ✦ Remove a Bond that has become less relevant to your life.

Unusual Training

At the GM’s option, certain rare or unusual skills or traits might require a trainer—that is, someone to teach you the new ability. If you know an available trainer, you can approach her freely, otherwise a Research downtime activity might be required to locate one. Many trainers work for money; 30 sp is a fairly typical price.



The World of Trystell

In which the gentle reader is first acquainted with a world on the cusp of a heretofore unknown era

Trystell is a wide and varied world, from the frozen wastes of the Suethron Lands to the steaming jungles of Muno'che. It is a world at the cusp of a new age, and one where the future will be determined by those who dare to change the present.

Peoples

Information about the various peoples of Trystell can be found in the Peoples chapter (see page 37).

Magic

Setting information about Trystell's two major magical traditions is found in the Magic chapter (see page 177).

Creatures

Information about how monstrous denizens fit into the world is found in the Bestiary chapter (see page 283).

Player's Primer

The next few pages contain a concise overview of *Age of Ambition's* setting. New players should be able to read them to quickly grasp the basics. This information is repeated in greater detail later in the chapter.

Overview

Trystell is a world that is in the process of evolving beyond sword and sorcery, advancing culturally and technologically into a new age. It is home to a number of different peoples—from humans and minotaurs, to ogres and gnomes. It is also the moon of a gas giant, with a hostile sister moon that once tried to colonize the world.

Most of all, Trystell is a world that's facing its future. It's beholden to shades of gray and intrigue. No one knows what this new era will bring, but with it comes great peril and great promise.

Player Characters

The world is in a state of flux. The old certainties are being thrown aside, while a new social order rises in its wake. The player characters are at the forefront of this change.

They don't just raid tombs, they foment rebellions, establish new colonies, fight the institution of slavery, break the power of guilds and invent new technologies.

The Party

In *Age of Ambition*, the player characters work together to make their mark on the world, or at least some corner of it. They might be escaped slaves, leaders of an expedition, members of a town council, partners in a new merchant company, a band of city watchmen or even an archetypal adventuring party.

Peoples

The world of Trystell is home to six intelligent peoples, some of which are further divided into different sub-groups:

- ✦ **Dwarves:** A short but durable people with an ancestral memory that passes down knowledge and prejudices through the generations in the dwarven subconscious.
- ✦ **Elves:** A long-lived and graceful people with keen olfactory senses and many secrets. Divided into: sea elves, true elves and wild elves.
- ✦ **Gnomes:** A small, impulsive people known for their quirks and prophetic dreams. Divided into: aqua gnomes, handler gnomes and tinker gnomes.
- ✦ **Humans:** A widespread people known for their hope and optimism.
- ✦ **Minotaurs:** A towering people with horns and fur. Known for their sense of social harmony and herd mentality. Divided into: canny minotaurs and brawny minotaurs.
- ✦ **Ogres:** Many diverse peoples with a fierce sense of independence and adaptability. Divided into: goblins, high orcs, hobgoblins, orcs, trolls and true ogres.

Careers

Each of the careers listed below represent an archetype in *Age of Ambition*. Frequently player characters will be styled after several of these, as life takes unexpected turns.

- ✦ **Agitator:** Agitators loudly call for social, religious or political change. Towards this end, they frequently organize protests or utilize skills in public speaking and printing.
- ✦ **Captive:** Captives spend some portion of their lives imprisoned, whether literally locked away in a dank cell or enslaved and made to perform forced labor.
- ✦ **Engineer:** Engineers are prized specialists who design and build mechanical devices and complex structures, such as mills, bridges, canals and siege engines.
- ✦ **Entertainer:** Entertainers range from circus performers to established troupe actors, and from court jesters to wandering minstrels.
- ✦ **Laborer:** Laborers pursue a simple, fulfilling and well-rounded life. It might include getting married, working a farm or seeking a job in one of the bustling foundries.
- ✦ **Mage:** Mages study either the arcane tradition of kalid magic or lunar magic, learning to extract magical energy and cast spells.
- ✦ **Missionary:** Missionaries go out into the world to proselytize, do good works and spread the faith.
- ✦ **Ne'er-do-well:** Thieves, tramps, con artists or any other sort of scoundrel. They make a living by virtue of guile and stealth, leading a life of crime and shady dealings.
- ✦ **Pioneer:** Skilled at hunting, gathering and keeping alert for signs of danger, they survive in the wilderness where few would manage to eke out a life.
- ✦ **Scholar:** Scholars are experts in one or more academic fields. Most study at one of Trystell's many universities, but a few work independently or have wealthy patrons.

✚ **Sellsword:** There are always those who make their living by the sword. They could be mercenaries, soldiers, bandits or sometimes all three.

✚ **Tradesman:** Tradesmen are the middle class of Trystell's bustling cities and civilized countryside. Merchants and artisans, each is skilled in a particular trade.

✚ **Zealot:** Zealots are uncompromising in their ideals and fanatically champion a cause, whether religious, political or philosophical.

Society

Trystell is a world of intrigue and social change, street corner agitation and masquerade balls. Life has changed significantly in the past few decades, as the world evolves beyond the medieval into a new era of gunpowder, revolution and industry.

Social Strata

Many societies on Trystell are highly stratified—with the nobility desperately hanging on

to their ancient privileges, with an upsurging merchant class displacing the power of the nobles, and with teeming throngs of the common folk increasingly downtrodden and rebellious. The three strata are as follows:

✚ **Noble:** Royalty, nobility and other rulers of society, or the independently powerful.

✚ **Gentle:** Merchants, tradesmen and those in professions requiring skilled labor.

✚ **Common:** Peasants, laborers, ne'er-dowells and those in unskilled professions.

Language

Although regional languages exist, by far the most dominant language is Standard.

Roughly one in four people know how to read and write.

Money

Coinage consists of gold pieces (gp), silver pesos (sp) and bronze pennies (bp), with a 1 : 20 : 200 exchange rate between them. A typical commoner makes about 2 bp per day, a merchant 2 sp and a typical noble 2 gp.



Organizations

The following powerful organizations might serve as patrons or enemies.

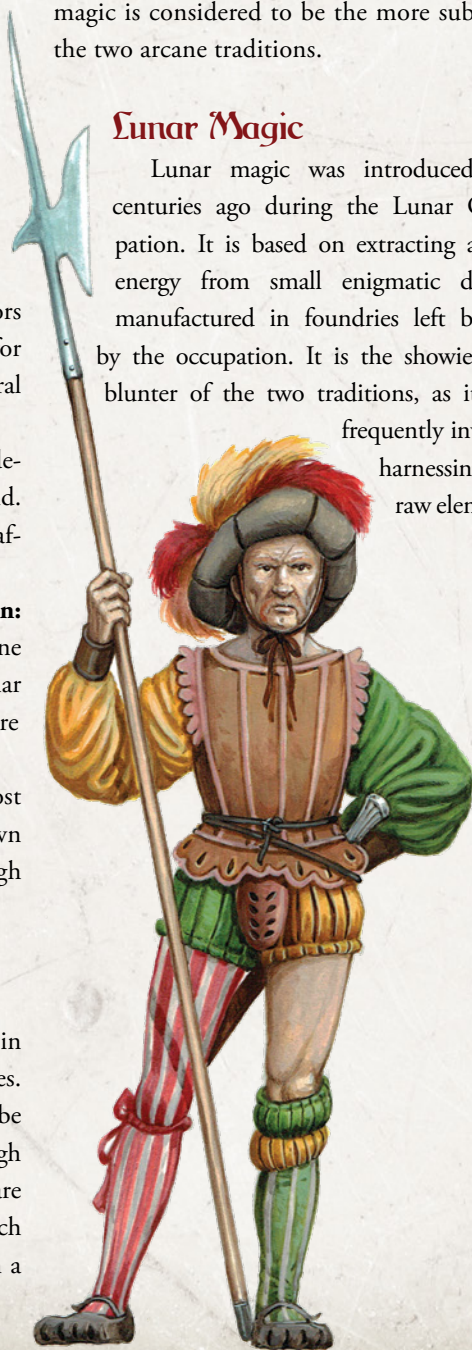
- ✦ **Circle of Honor:** A chivalric order that conducts itself according to the ancient principles of honor and fealty.
- ✦ **Consortium:** An alliance of powerful banking houses which issues letters of credit, holds money in accounts, grants loans and manipulates markets.
- ✦ **Kalid's Guild:** A powerful trade guild that dominates the practice of kalid magic. It has its fingers in all aspects of that arcane tradition.
- ✦ **Lanstrin League of Technology:** Sponsors expeditions and serves as a patron for numerous inventors. It also operates several schools of engineering.
- ✦ **Modin:** The most powerful and widespread organized crime ring in the world. It trades in theft, assassination, slavery, trafficking and smuggling.
- ✦ **Society for Lunar Magic Preservation:** A trade guild for lunar magic. It alone possesses the secret of operating the lunar foundries, which are critical infrastructure for manufacturing lunar devices.
- ✦ **Soldiers of the Field:** The world's most prominent mercenary company, known for both its professionalism and the high prices it demands.

Kalid Magic

Kalid magic is the oldest arcane tradition. It is based on extracting mystic energy from dangerous and innately magical creatures called kalids. These beasts are hunted and their body parts preserved for later use. Kalid magic is considered to be the more subtle of the two arcane traditions.

Lunar Magic

Lunar magic was introduced two centuries ago during the Lunar Occupation. It is based on extracting arcane energy from small enigmatic devices manufactured in foundries left behind by the occupation. It is the showier and blunter of the two traditions, as its use frequently involves harnessing the raw elements.



Magic

Trystell is a world where magic works in accordance with established arcane principles. It is a force of nature whose energy can be measured and directed by anyone with enough discipline and the right education. There are two magical traditions that have arisen, each based around extracting arcane energy from a different physical reagent.

Religion

Most religion on Trystell is polytheistic. Four major gods are worshiped, usually with several sects. A handful of minor deities are revered as well. Finally, a rival pantheon—the Old Ones—is recognized, but not generally worshiped by any but the Blaugh'ocks.

The Four

The four major gods are:

- ✦ **Crono:** A god of nature, storms, fertility and repeated cycles. The religion doesn't easily break down into distinct sects; each temple more or less operates on its own.
- ✦ **Eios:** A god of dreams, industry, prophecy and property. Small regional alliances between temples exist, bound together by wandering dream shamans.
- ✦ **Linquad:** A god of fate, life, death and duty. Formerly consisting of a single sect that a generation ago underwent a violent schism.
- ✦ **Zuraic:** A god of fire, cleanliness, purity and courage. Dominated by a single orthodox sect and organized along military lines.

Other Religions

Other forms of religion exist, including: the worship of minor deities associated with each of the Four; cults dedicated to the Old Ones, a quartet of primordial deities said to have fled to one of the moons; ancestor worship and various forms of non-belief.

History

Many of the events and eras in Trystell's history still affect the modern day. The most important past epochs include:

- ✦ **Creation:** Legends say that the Old Ones created Trystell and in doing so became trapped inside it. The world was then



claimed by the Four, who set about creating its various peoples.

- ✦ **War of the Shattering:** Eventually, the Old Ones escaped their confinement and fought the Four in a terrible war. The Old Ones lost this conflict, and taking their followers, they fled to the moon Blaugh'ock—but not before unleashing the Changeling Plagues on the world, which shattered many of the peoples into different sub-groups.
- ✦ **Golden Age:** The Golden Age was an era of relative peace and prosperity. During it, many things were standardized, including the calendar, language and currency.
- ✦ **Dark Ages:** A time of natural disasters, petty wars and strife that followed the collapse of the Golden Age.
- ✦ **Lunar Occupation:** Peoples from the moon Blaugh'ock invaded Trystell, conquered kingdoms and established colonies. They also introduced lunar magic.

✚ **Present Day:** In the past century, Trystell has started to leave its medieval era behind. The year is 1518 and the world is in a state of flux. The old systems are breaking down or being challenged. The future is uncertain.

Cosmology

Trystell is the moon of a large gas giant known as Zipnocii. It is one of four moons and countless tiny moonlets. At least one of the other moons, Blaugh'ock, is populated, as several centuries ago it invaded Trystell.

There are also holes in the world that lead to other planes. The best known of these are the Kalid Gates, which lead to a pocket dimension known as the Kalid Realm. It is the home of the magical creatures known as kalids.

Regions of the World

Trystell is a wide and varied world, with numerous regions that are ripe for exploration, adventure, intrigue and social change. They are:

✚ **Bala'umn:** An exotic and perilous land, known for its strange peoples with even stranger customs. Consists of thriving freeholds separated by a vast wilderness.

✚ **Cebul:** Known as the island that time forgot, it is a primal land dominated by rampaging tribes and gargantuan beasts—mammoths, dinosaurs and even stranger creatures.

✚ **Cymqued Ocean:** A desolate frozen sea, with no permanent settlements. Titanic monsters slumber there, trapped under the ice since the dawn of the world.

✚ **Desolation:** A post-apocalyptic wasteland created by the Horrors. It is a realm of mud, ruins and intense magical storms that boil across the land, sowing chaos in their wake.

✚ **Eoris:** An oppressed, insular and fearful kingdom, where dissidents are whisked

away in the dead of night to secret prisons run by the imperial spymasters.

✚ **Fonlelial:** A serene kingdom, but with a civil war brewing underneath, as the new queen challenges the Fonlel Temple, who has long been the power behind the throne.

✚ **Glimgildral:** A venerable kingdom known for its exceptional universities, under the surface lies a hotbed of conspiracies and intrigue among the rich and powerful.

✚ **Graundaur:** A commonwealth of goblins and gnomes, Graundaur is a land that is known for its skillful artisans and egalitarian, if somewhat anachronistic, culture.

✚ **Grichom:** A mighty empire—a center of religion for the orthodox Zuraic sect and a bastion of civilization whose legions have marched across the neighboring lands.

✚ **Gulf of Cad:** A shallow and actively volcanic body of water; a sailor's hell for any who do not know its secret ways and channels.

✚ **Gulf of the Deep:** Unknown monstrosities lurk in the depths. Its few lonely communities eke out a life by offering sacrifice to the monsters of the deep.

✚ **Kaluhn Wildseas:** A treacherous stretch of ocean, known for its fierce storms, abundant coral reefs and isolated, backward folk who shun outside contact.

✚ **Licad:** A once vast empire that has recently fallen apart. Its remaining nobility squabble for power, while its priests of Linquad call out for a return to glory.

✚ **Muno'che:** A generation ago, Muno'che won its independence from Licad. Today it is a realm of rapid social change, as the fledgling kingdom asserts itself.

✚ **Na Wilderness:** The northernmost frontier, it is a land of frozen tundra and snow-laden forests, overrun by barbarian tribes and dotted by crumbling ruins.

✚ **Quaklon:** Once a vast empire, it is now a shadow of its former glory and mired in ancient feudal traditions that are a century out of date.

✚ **Quaris Ocean:** An untamed body of water rife with pirates, slavers, deserted islands and dragons' lairs. Most of it remains uncharted, yet great profits stand to be made.

✚ **Rasonic Ocean:** A pristine and largely untouched natural wonder, yet not all is as tranquil as it seems. Dire animals appear here in numbers unmatched anywhere else.

✚ **Richoo Drylands:** A lawless desert, dotted with independent city-states and overrun by bandits. Within the city walls, the streets are plagued by cut-throats and criminals.

✚ **Rouh:** The Lunar Occupation never quite ended in Rouh. There Blaugh'ocks still walk freely, wielding their strange technologies and even stranger magics.

✚ **Suethron Lands:** A varied region, including a vast steppe with several inde-

pendent city-states and a frozen desert that is home to scattered nomadic tribes.

✚ **Veglial:** Lush jungles that for eons have been a wild elf kingdom. Now flooded with refugees fleeing the Desolation, leading to a tension between the two communities.

✚ **Vognash Sea:** A lawless body of water, overrun with pirates and dotted with ancient ruins from the sunken kingdom of Vognash.

✚ **Wala'dur:** A theocratic sea elf nation ruled over by the descendants of the Prophet Wala and a cult-like Linqad sect. Known for its matriarchal and polyandrous culture.

✚ **Yirdril Lands:** A vast and turbulent region of failed nations, roving bandits and abandoned villages, destabilized a generation ago by a wave of revolutions.

✚ **Zompar:** An isolated island where life is nasty, brutal and short. Dominated by petty warlords who fight amid an ever-shifting patchwork of territories, alliances and betrayals.



History

The world is the product of its accumulated history. Over the eons great nations have risen and fallen, countless wars have been fought and untold generations, of all peoples, have both lived and died.

The Beforetimes

Before the dawn of the written word were countless eons, including the time of the rivers of ice, when the first peoples first stood upright to wield fire and drive back the darkness.

Creation Myth

Trystell has many creation myths from disparate regions of the world, but one dominant myth was popularized during the Golden Age.

According to it, in the beginning there was only the void. Then Quintar, Trystell's sun, winked into existence, creating the planets, moons and its sparks became the stars.

Out of the void came the Old Ones. These capricious gods looked out among the stars and found souls hiding there in the darkness between. Their curiosity piqued, they decided to mold these souls into beasts and kalids to populate the world.

Their early attempts did not go well. The creatures came out twisted and half-formed. Most died, and the Old Ones realized that their creations would need air and water, soil and warmth.

In response, they ripped a hole in the universe, creating the Kalid Realm and putting their early creations aside in it. They then set about shaping the world, pushing up mountains, filling the seas, breathing wind onto the plains and heating the depths.

But in doing this, the Old Ones used too much of their power. They became trapped

inside the world, and there they would remain for untold eons.

Coming of the Four

In the eons that passed, four new gods discovered the world—Crono, Eios, Linquad and Zuraic. Finding it seemingly abandoned, they set about populating the globe.

Each god created a people. Crono created the long-lived elves. Eios shaped the gnomes from the stuff of dreams. Linquad fashioned the ogres. And Zuraic forged the minotaurs in his holy flames.

These peoples spread out and multiplied, until no corner of the world was left untouched by their presence. They gathered into bands and tribes. They built the first cities. They fought the first wars. They tamed fire and discovered the wheel.

But this could not last forever.

War of the Shattering

Legends tell of a great war fought at the dawn of civilization, between the armies of the Old Ones and the armies of the Four.

When the Old Ones finally escaped their captivity deep in the earth, they found Trystell occupied by new gods and were outraged. Swearing to retake the world by force, they opened the kalid gates, and out poured all the beasts, kalids and other half-formed early creations, ready to make war on their gods' behalf. Adding to these forces, the Old Ones created two new peoples to champion their cause—the humans and the dwarves. Their armies ready, they marched across the world.

But the Four would not stand aside. They marshaled their own peoples and gave to them a gift: kalid magic. With this gift they could turn the tide of the war, using the Old Ones' fallen forces against them.



In the end, the Old Ones lost the war. Gathering what forces of theirs remained, they left Trystell, fleeing to the moon, Blaugh'ock. However, before they left, they had one parting blow to unleash upon the world: the Changeling Plagues.

Changeling Plagues

Legend has it that the elves, gnomes, minotaurs and ogres were each once a single people. The Changeling Plagues changed that. As the disease spread across Trystell, it warped those it infected, altering their forms and shattering those peoples into numerous sub-groups.

The gnomes split into aqua, tinker and handler gnomes. The minotaurs split into canny and brawny minotaurs. The elves split into sea elves and wild elves—the true elves remaining one of the few groups uninfected. The ogres split into goblins, orcs, trolls and so forth.

The Changeling Plagues and the War of the Shattering both left Trystell a dramatically altered world.

Timeline

More so than any other era, dates in the Beforetimes are only vague guesses made by modern scholars.

- ✦ **-140,000:** Traditional date for the creation of Trystell, according to Golden Age scholars.
- ✦ **-60,000:** The Great Winter arrives, leaving much of Trystell under a thick layer of ice.
- ✦ **-15,000:** Classical date for the entombment of the Old Ones deep inside the world.
- ✦ **-10,000:** The Four first come to Trystell, according to classical scholars.
- ✦ **-3500:** The end of the Stone Age and the beginning of the Bronze Age.
- ✦ **-3,000:** The semi-mythical War of the Shattering is thought to have been waged across the world. The Old Ones are released from their entombment.
- ✦ **-2,900:** Kalid magic is first discovered. The Changeling Plagues sweep across the world, shattering the elves, minotaurs, ogres and gnomes into varying peoples.

Dawn of History

For centuries, little has been written about the era between the War of the Shattering and the start of the Golden Age. In recent decades, however, scholars have started to piece together evidence of the civilizations and events that took place between the dawn of recorded history and the Amamu Crusade.

Ancient Civilizations

The written word dates back to the ancient Yirdril Desert civilization. In the millennia that followed, numerous ancient empires rose, contributed their part to later civilizations and then fell: Bala'umn introduced the first true alphabet. The Rasonic civilization pioneered seafaring. The Vognash Empire invented zero and algebra. The Oaan Empire discovered how to work iron. All this paved the way for the Golden Age.

Timeline

The timeline below stretches from the dawn of civilization to the start of the Golden Age.

- ✦ **-2800:** The Yirdril Desert civilization, the first great empire of the ancient world, is formed by joint tribes of minotaurs and high elves.
- ✦ **-2700:** The great ziggurats are built and writing spreads outward from the Yirdril Desert civilization. The first script is an enigmatic form of pictographs.
- ✦ **-2400:** The Yirdril Desert civilization mysteriously comes to an end.
- ✦ **-2200:** Rise of the ancient Bala'umn civilization, the first human empire and longest-lived of the ancient civilizations.
- ✦ **-1900:** Bala'umn invents the first true alphabet. Vowels are still lacking.
- ✦ **-1500:** Veglial, the oldest still-existent civilization, is founded by wild elves.

- ✦ **-1400:** The Bala'umn civilization disintegrates in a series of bloody religious wars.
- ✦ **-1400:** The Rasonic civilization becomes the first great undersea empire and is an important predecessor to the later Quaklon Empire.
- ✦ **-1300:** Seafaring arises in the Rasonic civilization among the conquered land-dwelling peoples. Shortly thereafter, the civilization comes to an end due to a mighty volcanic eruption.
- ✦ **-1100:** Rise of the Vognash Empire. It invents both zero and basic algebra. Soon traders from Vognash are traveling across half the globe. This spreads the Vognash language, which is the predecessor to the Standard tongue.
- ✦ **-900:** The Oaan Empire arises in the fertile lands surrounding the Oaan Sea. This civilization is ruled by a caste of high orcs. It quickly becomes a fierce rival of Vognash.
- ✦ **-750:** Vognash sinks beneath the sea, leaving the Rage, the eternal whirlpool, in its wake.
- ✦ **-700:** The Walan Exodus occurs, as followers of a breakaway Linquad sect travel from what is now Quaklon and found their own country of Waladur.
- ✦ **-600:** Iron working is developed by the Oaan Empire, bringing Trystell out of the Bronze Age and into the Iron Age.
- ✦ **-500:** The Oaan Empire breaks apart into many pocket kingdoms following a succession dispute after the early death of Emperor Seluic the Cruel.
- ✦ **-250:** Muno'che conquers the neighboring empire of Keetcha. The Keetchans will remain a distinct minority in Muno'che for the next millennia.
- ✦ **-100:** The nation of Grichom is founded when the Zuraician Prophet Amamu calls for the establishment of a holy alliance. This is known as the Amamu Crusade.

A History of Technology

In the beforetimes, the peoples of Trystell roamed the land in bands. They may have built settlements or even small cities, but they did this with stone tools. Slowly planted crops replaced forage and beasts were domesticated.

Sometime around the semi-mythical War of the Shattering, the peoples of Trystell learned to work bronze. The secrets of kalid magic were discovered by the Yirdril Desert civilization. Bala'umn introduced the first true alphabet. The Rasonic civilization discovered seafaring. Ancient Vognash invented the zero.

Shortly before the start of the Golden Age, the Oaan civilization introduced the first working of iron. As the Golden Age spread, new technologies blossomed. Sculpture reached new heights. Vast road networks were built. The empires of the age expanded, bringing with them and imposing standard measurements, currency and language. Societies grew more complex than ever before.

As the Golden Age waned into the Dark Ages, the empires of the earlier era stagnated and were riven into feudal holdings. Plagues spread with the marching of armies. Great castles were built. Siege warfare became the rule. Still, new discoveries were made: crop rotation, the stirrup, windmills and the mechanical clock. The writings of the Golden Age survived in libraries and monasteries around the globe.

The Dark Ages ended with the Lunar Occupation. The advanced Blaugh'ock civilization introduced many new technologies and ideas: the empirical worldview, the crossbow, gunpowder, lunar magic and (unfortunately) colonialism. With these, Trystell was jolted to a new age of reason.

But the Lunar Occupation also did great harm to the world's social fabric. Families were torn apart; borders were imposed; peoples were moved about. Despite the success of the Native Revolts, it took civilization a long time to recover and to fully absorb the new technologies and social methods left behind.

Today these changes continue, as the world leaves the medieval trappings of its past behind and enters a brave new era of exploration and discovery.



The Golden Age

Although mighty regional empires existed before the Golden Age, this era marked the first time that culture truly spread across the globe. It saw the rise of the Musaeum, the Standardization Movements and a tense unity that hasn't existed before or since.

Rise of the Golden Age

By long tradition, classical scholars use the founding of the Musaeum to mark the beginning of the Golden Age. This is aided by the Standard calendar—itsself created by the Musaeum—which numbers the years since that same event.

In the age that followed, empires expanded their borders. Roads were built, sea routes established, and trade flourished. New standards were also pioneered and adopted. These include both Trystell's system of metal coinage and Standard tongue.

The Musaeum

For many, the Golden Age is synonymous with the Musaeum, an institution of higher learning that rose to great influence during that era. Aspiring scholars from across the world traveled to it to learn, bringing many of that institution's teachings back to their homelands. This spread many Musaeum's practices and systems of measurement, which eventually kicked off the Standardization Movements.

The site of the original Musaeum was along the Quaklonian coast in what is now the Desolation. The original patrons of the school were descendants of the sunken Vognash Empire, whose language was adopted by the institution and refined into the Standard tongue. That language is ubiquitous across Trystell today.

As the school matured, it found patrons among the rich and powerful, from Grichom

to Muno'che. Many young merchants and nobles were sent there to learn, and this further spread the influence of the school. Eventually, secondary campuses were constructed in what is now Glimgildral and the Richoo Drylands.

But nothing lasts forever. The Musaeum, including its great library, was burned in the petty wars that followed the collapse of the Cad Dynasty. While the school continued to exist for the next couple centuries, its influence was broken. The secondary campuses became independent and its fortunes waned into the Dark Ages.

Standardization Movements

Among the most influential events of the Golden Age were the Standardization Movements. Spearheaded by the Musaeum, these movements sought to standardize aspects of culture around the world—from currency and systems of measurement, to language, history and accepted practices in warfare. Thus began a centuries-long crusade to standardize all widely-accepted systems and ideas based on the Musaeum's teachings.

In some ways the movements were successful. The Standard calendar, the ubiquity of the Standard language and Trystell's system of coinage can all be directly traced back to the movements. In other ways, however, they failed. This is true particularly of the movement's attempts to standardize views of history, theology and culture during the final century of the Golden Age.

Downfall of the Golden Age

As the Golden Age progressed and trade grew, so too did the complexity of the systems involved. While the scholars of the time did their best to understand the new system that was emerging, critical aspects alluded them. The empires of the day minted

an increasingly large number of coins to pay their debts. This drove rampant inflation, which destabilized their realms.

Meanwhile, the Standardization movements grew bolder, seeking to standardize aspects of religion and local cultures. This prompted fierce backlash, which eventually brought the movements to an end.

In 523 the Musaeum was burned, and with it the Golden Age descended into the Dark Ages.

Timeline

This timeline covers the Golden Age, from the founding of the Musaeum to the fall of the Cad dynasty.

- ✦ **0:** Founding of the Musaeum, an influential center of higher learning. The Standard calendar was created by the Musaeum and uses this event as the central marker of years.
- ✦ **88:** The kingdom of Quaklon is founded. It will later become one of the largest empires that Trystell has ever known.
- ✦ **111:** The Eighteen Ships depart Furmagla on their legendary voyage to Zompar. Mutinies occur en route, and the settlers are left scattered on the island.
- ✦ **172:** The First Eoris-Wala'dur War is fought over the Aaruthox Islands. It will be one of the largest military conflicts of the Golden Age.
- ✦ **216:** The Circle of Honor is founded in Grichom. It inherits many of the knightly traditions started during the Amamu Crusade.
- ✦ **271:** The First Pact of Unity is signed, uniting the gnomish and goblins tribes in what is now Graundaur. This pact establishes a council to oversee disputes.
- ✦ **304:** The Kalid's Guild is founded as an independent outgrowth of the Musaeum.

✦ **490:** The warlord Kzunul-Knak takes power in Zompar, and for the first time unites the island.

✦ **499:** Eoris, one of the last holdouts opposing the Standardization Movements, is forced to concede to the Musaeum's demands.

✦ **519:** Emperor Belueen, the last emperor of the Cad Dynasty, dies leaving behind no heir. The Cad Empire fractures and divides into numerous petty kingdoms.

The Dark Ages

The Dark Ages were an era of war, plague and economic ruin. As the Golden Age collapsed, petty warlords seized power. Empires broke apart into feuding successor states. Roads deteriorated and aqueducts backed up, leaving cities with poisoned water. Plagues spread and strife ran rampant.

Day of Reckoning

Classical scholars have written that the Golden Age came to an end in a single day—the day the Musaeum burned, the Day of Reckoning. This is nonsense, but nevertheless, what the Day of Reckoning has come to symbolize is true: within a relatively short period of time, the simmering discontent and social ills that had lain dormant for a century exploded outward, leading to social instability, unrest and economic collapse.

This was followed by a wave of riots and rebellions that caused many of the great empires to fracture into a patchwork of squabbling city-states and the domains of petty warlords. Communication was disrupted, trade routes were abandoned, and war broke out across much of Trystell.

Dark Age Conflicts

The Dark Ages were an era of conflict and strife in which several once-mighty empires met their ends, while others were carved by conquest.

In the south, the Cad, Furmagla, Muno'che and Bala'umn empires all either fell into chaos or were conquered by the growing might of Licad. In the north, the elven city-states and a variety of tribal lands succumbed to the growing power of the Quaklonian Empire. A handler gnome rebellion tore away part of Grichom. Warlords carved out petty kingdoms all along the Kaluhn coast. Refugees fled conflicts by the thousands.

Accompanying Disasters

Trystell might have recovered from the Dark Ages sooner, had not a pair of natural disasters further added to the instability of the era.

In 802, Mount Vieschen in the Richoo Drylands erupted, ejecting tremendous amounts of ash into the atmosphere. This dispersed around the world, altering the global climate for several years, prompting snowfalls in summer and triggering extreme harvest failures in many areas.

The second great disaster came in 933, when a massive earthquake near the Canenthax Islands created a tsunami that sank ships and destroyed port cities all along the Bala'umn, Richoo and Graundauran coasts.

These events worsened the chaos of the era, creating pressures that prolonged the wars and conflicts that were already rampant. With so many otherwise occupied, what came next took the world by surprise. Invading forces descended from the skies, coming from the moon Blaugh'ock. Thus, in 941 began the Lunar Invasion.

Timeline

This covers the Dark Ages, from the Day of Reckoning to the founding of the Lanstrin League.

- ✚ **523:** The Musaeum is burned to the ground during the Day of Reckoning.
- ✚ **545:** The country of Licad is founded when a religiously-inspired rebellion sweeps the remainder of the Cad nobility from power.
- ✚ **598:** The Quaklonian Empire begins its conquest of the region now known as Glimgildral, the first of its many conquests throughout the Dark Ages.
- ✚ **651:** Muno'che begins a series of internal religious purges. Many worshipers of Crono flee to what is now the Desolation.
- ✚ **716:** Under pressure from outside aggression, the Second Pact of Unity is signed, establishing the country of Graundaur.
- ✚ **740:** The Arc of Prudence breaks away from the Circle of Honor and becomes its own organization operating out of the city of Esten in Bala'umn.



- ✚ **802:** Mount Vieschen erupts. This disrupts the climate for several years and leads to many crop failures around the world.
- ✚ **861:** Licad invades and conquers the country of Furmagla. This will be the first of a series of invasions against its neighbors.
- ✚ **902:** Quaklon invades and conquers much of the Yirdril Lands, making it one of the largest empires on Trystell.
- ✚ **933:** A massive earthquake near the Canenthax Islands creates a tsunami that destroys port cities along the Bala'umn, Richoo and Graundauran coasts.
- ✚ **967:** Quaklon begins an unsuccessful invasion of Veglial.
- ✚ **988:** The Third Eoris-Wala'dur War begins.
- ✚ **1012:** Licad invades Muno'che.
- ✚ **1044:** The Grundz-Crevax War leads to the formation of the Soldiers of the Field.
- ✚ **1087:** Licad invades and conquers Bala'umn, but pockets of resistance continue.
- ✚ **1021:** The Lanstrin League of Technology is founded.

Lunar Occupation

Taking advantage of the disorder left by the Dark Ages, forces from the moon Blaugh'ock began to raid Trystell. Within a couple decades, raiding outposts evolved into colonies and a full occupation was to follow.

The Lunar Occupation introduced many new concepts and technologies to Trystell, the foremost among these being lunar magic and the creation of lunar foundries.

The Invasion

In the summer of 941, forces from the moon Blaugh'ock made landfall in what is now the country of Rouh. These forces arrived in magical crafts capable of sailing through both the air and the void between the moons.

The Blaugh'ocks themselves consisted of humans and dwarves—peoples already familiar to Trystell. They also brought with them strange chirping creatures called dolerit, which served as some combination of servant and pet.

The initial excursions were a series of scouting parties and raids. Blaugh'ocks would descend from the sky in their enigmatic ships, perhaps drop a few barrels of gunpowder on any resistance, and then move in to pillage goods and valuables. While not particularly organized, these raiding parties were frequent, and the native Trystellians were ill-equipped to offer significant resistance to this violent first contact.

In addition to having the advantage of skyships and gunpowder, the Blaugh'ocks also had the advantage of lunar magic—an arcane tradition previously unknown on Trystell. With the power of lunar magic, the invaders could perform feats long deemed impossible.

This invasion was not a single, unified effort, but rather a series of individual raiding parties, each chartered by competing nations back on Blaugh'ock, and each seeking to reap more wealth than its rivals. In this way, the invasion was less of a military action than a wave of violent opportunists seeking to plunder Trystell for its resources.

The Occupation

As wealth began to flow from Trystell to Blaugh'ock, the invasion became more organized. Raiding outposts grew into small settlements, and in 961 the first Blaugh'ock colony was chartered. Many more were soon to follow.

Bit by bit, the empires and petty kingdoms of Trystell fell to Blaugh'ock colonialism. The smaller kingdoms were each appointed a lunar governor, while the larger empires were carved up into multiple colonies. Each operated mostly independently, as colonies were frequently chartered by rival powers back on Blaugh'ock.

The colonies varied widely in their treatment of the natives, depending on the charter and the whims of the colonial governor. This ranged from mildly abusive to the violent purges enacted by the Vegliat colonial government. Regardless of how they were treated, though, the natives were second-class citizens, and this did not endear to them their Blaugh'ock overlords.

In some ways Trystell did gain from the occupation. It introduced many new concepts and technologies, including gunpowder and lunar magic. It also laid the infrastructure for lunar foundries and wider networks of communication. The natives would put these to good use in the revolts that were to follow.

The Native Revolts

As the Lunar Occupation continued, unrest grew, the resistance became more organized, and the magical and technological gap between the colonists and the natives became less pronounced. So it was in 1178, a series of rebellions started to topple colonial governments.

The Native Revolts were aided by the timely intervention of an influenza, which spread among the colonies and hit the Blaugh'ocks particularly hard. In addition, the two moons were out of alignment during the height of the rebellions, and that made resupplying the besieged colonies prohibitively expensive for the Blaugh'ock sovereigns.

In the end, the occupying forces retreated, fleeing their former colonies and setting sail back for their home moon.

Timeline

This timeline covers the Lunar Occupation, from initial invasion to the Native Revolts.

✦ **1141:** The first Blaugh'ock skyship arrives on Trystell. The Lunar Invasion begins.

✦ **1144:** Lunar magic is first reproduced by Trystellian natives, although it remains poorly understood.

✦ **1161:** The colony of Rouh is founded by Blaugh'ock imperialists as a landing area and base of operations.

✦ **1193:** Blaugh'ock forces seize power in Graundaur, making it the first large nation conquered by the invaders.

✦ **1227:** The Quaklonian empire is broken up into five different colonies. The empire never recovers.

✦ **1243:** Blaugh'ock forces attempt to break up the Licad empire, but the effort fails due to infighting between the Blaugh'ock colonial governors.

✦ **1288:** The purges of natives begin in Vegliat. It will become the bloodiest colony under occupation and will fuel much of the outrage that manifests in the Native Revolts.

✦ **1378:** The Native Revolts begin in Grichom, as its colonial government is overthrown.

✦ **1379:** The Society for the Preservation of Lunar Magic is founded to protect the lunar foundries during the revolts.

✦ **1388:** The Lunar Occupation ends as the last Blaugh'ock governor steps down in Rouh.

Years in the Wake

It's been 130 years since the last Blaugh'ock governor fled and control was returned to the natives. In many places around the world, old dynasties have re-exerted themselves. In others, completely new identities have emerged.

Today, the year is 1518 and Trystell is in a state of flux. The old systems are breaking down or being challenged. The future is uncertain, and it's looked to with a mixture of hope and trepidation. Not only is there the chance for great progress, but there is also the possibility of great suffering.

The Desolation

The Desolation was an arcane disaster that occurred at the height of the Licad-Grichom war in a region that is now likewise known as the Desolation.

In 1485, Licad invaded its northern neighbors, Veglial and its adjacent city-states, instigating a war which soon drew in its rival nation, Grichom. For a time it looked as if the war would spread, but it was brought to a premature end with the sudden appearance of the Horrors.

From the battlefields, strange creatures began to emerge—seemly from nowhere. Accounts of these creatures are remarkably inconsistent, but most report that they stood three times as high as an orc, had weeping sores for skin and lumbered forward on all four limbs. All accounts agree on their appetite for violence. In short order they started to slaughter both armies and everyone else in their path.

In the end, these creatures were either defeated or they simply vanished. The price, however, was high. The region was left in ruins. Both armies were more than decimated. Arcane storms started to boil across the ruined landscape. People began to whisper that the land was cursed. Thus the Desolation was born.

Experts disagree on the cause of this disaster, the nature of the Horrors or where they came from. Some speculate that they were some sort of arcane secret weapon that went rogue after being unleashed by one of the armies. Others speculate that they emerged from the Kalid Gates or the Conduit. Whatever the case may be, rewards are still being offered to anyone able to prove their claim.

The Present

Today the year is 1518. For most peoples, it's been a generation since the Desolation and over a century since the end of the Lunar Occupation.

Many regions are still rebuilding, recovering from war, collapse or other recent events. Others are in ascendance, spearheading a brave and unwavering march into whatever future may come.

Timeline

This timeline covers the years from the Native Revolts to the present.

- ✦ **1389:** Peasants in Helix revolt and overthrow the old monarchy in a bloody revolution. They replace it with something resembling a tribal republic. It lasts almost a century before collapsing.
- ✦ **1420:** A settlement program brings sea elves from Wala'dur to the Gulf of the Deep. These settlements are later mostly abandoned.
- ✦ **1443:** Graundaur funds a venture to "reclaim and secure" a portion of what was southern Helix. This venture founds the city of Melanoc.
- ✦ **1466:** The Consortium is established as an alliance between powerful banking houses in Grichom, Glimgildral and Rouh.
- ✦ **1485:** Licad invades Veglial. Grichom soon intervenes, beginning the Licad-Grichom War. From the battlefield, strange creatures known as the Horrors begin to emerge and lay waste to all sides. This creates an area now known as the Desolation.
- ✦ **1497:** Muno'che secedes from Licad in a short-lived civil war.
- ✦ **1498:** A schism in the Linquad religion leads the Muno'che Orthodox sect to break away from the Licad Orthodox sect.
- ✦ **1502:** Licad pulls its forces out of Bala'umn in an effort to curb unrest in its capital.
- ✦ **1508:** Barbarians from the Na Wilderness sack and burn many of Grichom's northern cities.
- ✦ **1518:** The present day.

Calendar

Most of Trystell uses the Standard calendar, which was first introduced during the Golden Age. Associated with this calendar is a lunar astrological system.

Standard Calendar

The Standard calendar came into use during the Golden Age, being adapted from the older Bala'umn calendar. It uses a combination of solar year and lunar month. Each year is one revolution of the gas giant Zipnocii around its sun, and each month is one revolution of Trystell around Zipnocii.

A year consists of 300 days, broken up into 10 months. Months are further divided into three weeks of 10 days each. Each month is also associated with an astrological sign.

The Standard calendar numbers years since the start of the Golden Age. This is followed with the name of the month and the day. So, for example, 1040 Hammer 28 would mean the 1040th year since the start of the Golden Age, in the month of the hammer, on the 28th day.

This system is convenient because the solar year is almost exactly divisible by the lunar month. It only needs to be adjusted once every nine years with a leap day, known as the Day Between. This leap day is placed between years and belongs to no week, month or year. Superstition suggests it is a day of bad luck, where all laws—temporal, spiritual and universal—begin to fray.



Astrology

Trystell has a lunar astrological system, where each month is associated with a particular sign and story. Months are named after their associated sign.

Book: There is a story told about a book which had two owners—one who studied the arts of medicine and one who liked nothing more than fighting and drinking. They both met bad ends. Those born in the month of the book are said to inherit the traits of both.

Cloth: There is a story about a tailor who was really a spy. He is said to have been a poor craftsman, but a cunning alchemist who used a secret dye to imprint messages on cloth to send to his allies. Those born in this month are said to inherit the spy's cunning.

Dagger: There is a story of a tyrant who was stabbed seven times in the chest by a conspiracy to remove him from the throne. He survived this assassination attempt and had the conspirators' heads put on pikes. Those born in this month are said to inherit his ruthlessness.

Dragon: There is a story of a dragon who made its nest on the top of a mountain where no mortal could climb. A gnome, however, created a device that would allow her to fly to the top of the mountain and steal from the dragon's hoard. The dragon was so impressed that they were wed. Those born in this month are said to inherit her ingenuity.

Hammer: There is a story of a craftsman whose brother was murdered by an unknown killer. The craftsman didn't lose her cool, but traveled the land looking for the blackguard who did it. Finally, she found the killer and bashed his head in. Those born in this month are said to inherit her sense of justice.

Hand: There is a story of a shepherd who would watch over his flock, but who would become bored and lie to the nearby villagers

about the presence of a wolf. Soon the village stopped believing him and one day he was eaten by a real wolf. Those born in this month are said to inherit his restlessness.

Hermit: There is a story of a hermit who lived in the wilderness and who could withstand any natural hazard. However, he was murdered one day by bandits who stole his only possessions. Those born in this month are said to inherit his traits.

King: There is a story of a king who considered himself above every other man, woman and child. He was so haughty that he even considered himself above the laws of the universe. He was killed when a rock fell on his head while drunk and vomiting. Those born in this month are said to inherit the king's sense of pride.

Peasant: This is a story of a peasant who ran away to join the circus. She would sing and throw knives while swinging from ropes. She was quite impressive and a rising star until she started keeping poor company in taverns. She met a bad end far from home. Those born in this month are said to take after her sense of wanderlust.

Shield: There is a story of a shield that was passed down in a family for seven generations. Each time someone in the family was called to war, the shield would protect her. It got to be where the family thought themselves invincible. They were drowned in a flood. Those born in this month are said to inherit the family's legacy.

Other Calendars

While the Standard Calendar is by far the most common, other calendars have been used historically. Some notable calendars are described below.

Bala'umn: Similar to the Standard calendar, but with no Day Between. Instead, Bala'umn religious authorities would declare leap days when deemed it necessary.

Blaugh'ock: Oddly similar to the Standard calendar, with a solar year and lunar month. Blaugh'ock's month, however, is half that of Trystell's, with three weeks of five days each. It also has a more complex system of leap days.

Cebul: The Cebulese calendar is still used today on the island. It's purely a solar calendar of 300 days, broken up into four seasonal units.

Oaan: The Oaan civilization and its descents used a purely lunar calendar. They would group the lunar months into seasonal cycles, roughly corresponding to years. While these groups were usually sets of ten, every 270 groups was a set of eleven.

Yirdril: The Yirdril Desert civilization had a surprisingly complex calendar, which is not well understood. They had no less than six cycles that overlapped—one for Trystell, Zipnocii and each of the moons—and then a larger cycle that marked the changing of the ages.



Language

Language went through a bottleneck a millennium ago during the Golden Age. Since that time, the world has been dominated by a single tongue: Standard. Nevertheless, regional dialects are common, and a few other languages have managed to survive, retaining pockets of native speakers.

A History of Language

Scholars believe that in the distant past each of Trystell's peoples may have had their own languages. As the peoples spread across the globe and mingled, so too did their tongues, giving rise to different regional languages

Standard, the dominant language today, is a semi-artificial tongue, created during the Golden Age. It was made by adapting the language of the then-dominant Vognash Empire, simplifying its grammar, and later adding plenty of loan words from other cultures.

Today, the Standard tongue dominates both trade and diplomacy. It is the primary language of the vast majority of Trystell's population. Only a few remote regions—such as the island of Cebul—continue to predominantly use a different language. Still, a variety of other tongues are spoken, usually as a second language. Some of these have a particular cultural or religious significance.

Notable languages are shown in the table to the upper right. Also included is the alphabet the language uses and the status of the language, whether alive or dead.



Language	Alphabet	Status
Ancient Bala'umn	Bala'umn	Dead
Bala'umn	Bala'umn	Living
Blaugh'ock	Blaugh'ock	Living
Cad	Cad	Living
Cebulese	Rasonic	Living
Eoran	Standard	Living
Fonlel	Rasonic	Living
Grichomic	Standard	Living
Grundz	Cad	Living
Na	Standard	Living
Old Cad	Cad	Dead
Quaklonian	Rasonic	Living
Rasonic	Rasonic	Dead
Standard	Standard	Living
Vognash	Standard	Dead
Walan	Cad	Living
Yirdril	Yirdril	Dead
	Hieroglyphics	

Demographics

Scholars estimate that Trystell is home to roughly 450 million people. This number has particularly risen in the last century, as the cities have grown and advances in agriculture continue to feed their bustling populations.

The world's largest population centers can be found in Licad, Grichom, Muno'che, Rouh and Eoris. Nevertheless, most of Trystell's population remains rural. The majority are free citizens, engaging in agriculture to sustain their families and to trade for manufactured goods.

The average citizen speaks Standard and attends religious services on the major holy days. Most use trade goods or bronze pennies for commerce, with silver and gold coins being the provenance of the nobility or the rising merchant class.

The most common peoples on Trystell are the various ogre subgroups, followed by the humans, elves and gnomes.

Population by Region

Life on Trystell varies widely by region. The table below lists each region and its estimated population total.

Region	Population
Bala'umn	8.0 million
Cebul	4.6 million
Cymqued Ocean	0.3 million
Desolation	1.8 million
Eoris	13.9 million
Fonlelial	9.7 million
Glimgildral	21.2 million
Graundaur	19.4 million
Grichom	51.4 million
Gulf of Cad	0.5 million
Gulf of the Deep	0.5 million
Kaluhn Wildseas	1.4 million
Licad	53.3 million
Muno'che	48.4 million
Na Wilderness	13.8 million
Quaklon	17.5 million
Quaris Ocean	16.1 million
Rasonic Ocean	0.2 million
Richoo Drylands	15.0 million
Rouh	46.6 million
Suethron Lands	9.2 million
Veglial	12.7 million
Vognash Sea	1.2 million
Wala'dur	19.1 million
Yirdril Lands	19.6 million
Zompar	14.5 million
All Trystell	420 million

Population by People

Trystell is a diverse world. The different peoples, their estimated populations and the regions in which they are most populous are given below.

People	Population	Most Populous
Dwarf	52.8 million	Rouh
Elf (All)	74.1 million	—
Sea Elf	27.2 million	Wala'dur
True Elf	25.2 million	Glimgildral
Wild Elf	21.7 million	Veglial
Gnome (All)	53.6 million	—
Aqua Gnome	21.9 million	Eoris
Handler Gnome	17.3 million	Graundaur
Tinker Gnome	14.4 million	Graundaur
Human	79.6 million	Grichom
Minotaur (All)	56.4 million	—
Brawny Minotaur	23.8 million	Grichom
Canny Minotaur	32.6 million	Grichom
Ogre (All)	91.7 million	—
Goblin	22.1 million	Graundaur
High Orc	26.5 million	Zompar
Hobgoblin	2.4 million	Yirdril Lands
Orc	20.7 million	Licad
Troll	17.5 million	Muno'che
True Ogre	2.5 million	Cebul



Life on Trystell

Life on Trystell has changed significantly in the past few decades, and the next few promise many more changes. New technologies, advanced magics and a changing economy have all contributed to the rise of the new age.

Agriculture

Most farms on Trystell are worked by a single family, although in regions where indentured servitude or slavery are legal, larger plantations are becoming more common.

A typical family farm, aided by recent advances in crop rotation and selective breeding, is capable of feeding its family with a quarter of the produce left for market. This food surplus is largely what has driven other technological developments, as it has allowed the cities to grow and made possible a growing supply of specialist labor.

Arts

Throughout the world the arts are flourishing. Wealthy patrons sponsor theater companies. Wandering puppeteers travel from city to city, putting on shows. Painting and sculpture are becoming increasingly realistic, with the advent of linear and atmospheric perspective. Music is also growing more complex and featured in a new form of theater known as opera.

Currency

Trystell uses a system of bronze, silver and gold coins, whose origin dates back to the Golden Age.

Only one major change has occurred to coinage since then. The Lunar Occupation introduced the idea of salted coins—that is, adding a small amount of salt to the metal during the minting process. Since salt is resistant to magic, it makes salted coins difficult to meddle with or forge through arcane means. In the aftermath of the



occupation, this manufacturing trick quickly spread, and virtually all coins minted in the last two centuries are salted.

Today, each coin has a standard weight of 4/25 ounce (4.5 g) and a standard purity of at least 750. Although every nation manufactures its own money, by placing its stamp upon their coins, they guarantee that their currency meets this standard. In the past, nations who have attempted to change the standard—usually by debasing their currency—haven't fared well.

Deforestation & Naval Power

The keel of the great ships of the age must be created from a single large timber. That means that to build a 200 ft (61 m) galleon, you need to harvest the wood from an ancient tree of at least that height.

Unfortunately, centuries of civilization and the more recent population boom has left the ancient forests, which used to spread across much of Trystell, largely depleted. Vast swaths have been cleared for timber, to make land for farming and for the creation of charcoal.

Because of this deforestation, many of the remaining trees in civilized lands are smaller, younger specimens. The ancient trees are few and mostly located in distant wildernesses. This has created a rush to claim the ancient woods, as they are a vital strategic resource for accumulating naval power.

Urbanization & Mercantilism

Trystell is in the midst of an economic revolution. As the population of the cities swell and new trade routes are established connecting disparate parts of the world, the demand for rare and exotic goods has skyrocketed.

In many places, merchants have become rich off of this trade, surpassing even the nobility in accumulated wealth. The nobles may grumble, but feudalism is slowly dying, replaced by a new system of mercantilism.

These changes are aided by advances in agriculture and technology. Mechanical pumps make it easier to mine precious metals, which are in turn used to mint currency. Better crop yields mean that larger cities can be supported. Better manufacturing makes goods cheaper. Coins flow like water, where once there were only barter and farm goods to trade.

Mechanization

In the past, Trystell's towns and cities were dominated by a patchwork of trade guilds, each operating as a monopoly in a particular industry.

In some parts of the world, these guilds are still powerful, particularly where they have managed to capture the rising merchant wealth. In others, the guilds are in decline. This is particularly true where industries of skilled tradesmen are being replaced by new mechanical wonders, powered by windmills and waterwheels. These modern foundries and mills employ the impoverished masses who have flocked to the cities in recent decades, undercutting the tradesmen of old.

Magic

Magic is much like any other technology, and mages—though the dramatic among them refuse to admit it—are much like any other skilled laborer. New discoveries lead to new spells and new ways of calling upon the arcane.

In particular, in the last century, lunar magic has come into its own, as lunar mages across Trystell have explored the extent of its power and discovered new applications undreamt of during the Lunar Occupation.

Printing

The recent invention of the printing press has led to the rapid spread of new ideas and challenged the long-standing social order. Literacy is on the rise, as only a few decades ago books were prohibitively expensive and writing was the sole province of monks and scribes. Today almost one and four people on Trystell can read and write.

Seafaring

This is an age of exploration. New sea routes are being pioneered, aided by advances in navigation and ship construction. The invention of the mariner's astrolabe has also led to the ability to accurately calculate latitude, and larger three-masted sailing ships are becoming common. Canons are being affixed to warships, and advances in nutrition have made longer voyages less dangerous for all involved.

Trade Routes

As trade expands, so do trade routes. Merchant ships and caravans form the lifeblood of the new economy. There are fortunes to be made plying the coastlines or guiding caravans across the interior. Explorers seek to open new trade routes between distant lands, thereby reaping the rewards of a new market.

Naturally, slow-moving convoys of trade goods attract bandits, pirates and worse. In more civilized lands, the crown sends wardens to patrol the roads and waterways, but all too often merchants are left to fend for themselves. They must cover the cost of hiring guards to protect their precious cargo.

Warfare

War always changes. The feudal armies of levied troops that long dominated the battlefield are slowly being supplanted by centralized professional militaries. Canons have become a common way to breach fortifications, and troops outfitted with firearms, such as the arquebus, are beginning to compete with companies of archers.

For those few who can afford it, heavy plate dominates the battlefield, particularly among the cavalry. Melee weapons have grown larger to compensate, with pikes, warhammers and greatswords providing the extra impact needed to penetrate heavy plate.

Politics

As the wheel of the ages turns, so too do the politics of the day. Trystell is in the midst of a variety of political changes.

Rise of the Merchant Class

As the wealth from trade has risen, so too have the fortunes of the merchant class. In more populous regions, successful merchants are eclipsing even the nobility in terms of wealth and influence. This has brought with it a shift in politics, as merchant families exert their newfound power, some even purchasing noble title using their great fortunes.

The ancient noble families, meanwhile, long having sustained themselves through feudal land holdings, are increasingly having to sully their hands with trade and other investments in order to pay for their extravagant lifestyles. Some have even found themselves in debt to various merchants and banking houses, further eroding their power.

Birth of the Nation-State

As the power of the nobility wanes and the burgeoning cities begin to free themselves from their liege lords, the old feudal system is fraying at the edges. Increasingly, freemen owe their allegiance to no one but the nation's sovereign, bolstering the power of the royal family or other central authority.

Meanwhile, militaries are relying more on centralized, standing armies of professional soldiers rather than the feudal levied troops of ages past. This too has resulted in a shift of power towards central governments.

Monarchies & Republics

Although a handful of commonwealths and purely parliamentary governments have existed for centuries, since the Native Revolts, the dominant form has largely been monarchy.

As a counter to the growing power of royal authority, the right of kings to rule has been increasingly challenged by clerics and scholars across the world. This has led to a renaissance of ideas, including individual liberty and constitutional government.

Age of Revolutions

As the cities swell and the masses of urban poor grow, so too does social discontent. Agitators flock to the streets to demand better conditions or the overthrow of the social order. Despotism and kings and governors crack down on dissidents with an iron fist. Many regions are power kegs, just waiting to be ignited in full scale revolution. Whether this will fix the social ills or just serve to worsen them remains to be seen.

Religion

Religion is central to life on Trystell. It colors the way people see the world, determines what holidays they celebrate and is at the center of many of the conflicts that have shaped the past.

The dominant view of religion is polytheistic. Four major deities are worshiped, each possessing several sects. A handful of minor deities are revered as well, each associated with one of the major gods. Finally, a rival pantheon—the Old Ones—is recognized, but not generally worshiped by any but the Blaugh'ocks. It is said that this pantheon of gods was banished from the world in eons past.

Crono

Crono is a god of nature, storms, fertility and of repeated cycles. His symbol is a fig branch, turned in on itself and surrounded by a halo. Of all Trystell's religions, the many Crono sects are thought to be the world's oldest.

Under most interpretations, Crono is a benevolent albeit distant and impersonal deity. His concern is not individual worshipers, but rather the cycles of nature and the turning of the ages. As a consequence, his adherents rarely pray to him directly, instead praying to one of many saints or spirits who might intercede on the worshiper's behalf.

Beliefs & Practices

Beliefs in the Crono religion vary significantly from temple to temple, although almost all accept the holy book of Crono, the Biran. This book was created early in the Golden Age by Quaklonian clerics and was pieced together from even earlier writings and oral traditions going back to the dawn of the written word.

As written in the Biran, the Crono religion recognizes the five “highest virtues.” These are: harmony, reverence, acceptance, perseverance and resolution. The ideal follower of Crono is supposed to embody all of these things, usually with an additional emphasis placed on basic kindness and common sense.

Sects

The Crono religion doesn't easily break down into distinct sects. Each temple more or less operates on its own, including teaching its own interpretation of the Biran. The one major exception to this is the Fonlel sect, which operates as an extension of the Fonlel government.

Holidays

Most Crono sects only hold general services on the high holidays. This makes the holidays a particularly important time for worshipers to come together. The most important holidays are below:

- ✦ **Day of the Dawn:** Dagger 21. Celebrates the traditional planting season in the north or harvest in the south.
- ✦ **Day of the Dusk:** Peasant 21. A celebration of the traditional harvest season in the north or planting in the south.
- ✦ **Day of Acceptance:** Shield 25. A holiday during which past hardships are remembered and perseverance is celebrated.

Places of Worship

Places of Crono worship are almost exclusively outdoor locations, usually consisting of pillared gardens surrounding a sainthouse—a small structure where the clergy that tend to the gardens live. During the holidays, clerics of Crono will stand atop the pillars and call out for the local worshipers to gather below.

Eios

Eios is a god of dreams, industry, prophecy and property. His symbol is the unblinking eye in the clouds. He is said to control dreams and to frequently send omens for the faithful to interpret. He is also seen by his adherents as an industrious deity, always working to progress his chosen.

The Eios religion is associated with four lesser gods who serve in the capacity of muses, offering inspiration and insight into their respective provinces. The worship of each of these minor gods may have once been a religion of separate origins, but they have long since been engulfed by Eios worship.

Beliefs & Practices

Unlike most of Trystell's other religions, there is no singular Eios holy book. Instead, there are many different competing texts of varying holiness, none of which are universally accepted. The religion doesn't preach a singular unchanging truth. Rather, the world is viewed as Eios' dream, with internal logic that may change with the ages.

Instead of focusing on a unified text, the religion places a great emphasis on interpreting dreams and visions. Dream interpretation and omen reading is one of the religious services the Eios clergy provides.

The Eios religion does recognize various “celestial aspects” that are indicative of a life well lived. These vary somewhat from temple to temple, but common aspects include: industriousness, cunning, shrewdness and inspiration.

Sects

Eios worship religion doesn't easily divide into distinct sects, but small regional alliances between temples do exist. These allied temples cooperate by sharing trained clerics and housing

traveling missionaries. They are bound together by wandering dream shamans—traveling holy men who spread the word of Eios and provide religious services in the villages they visit.

Holidays

The Eios religion celebrates a variety of holidays, many of which vary by temple. The most common ones, however, are below:

- ✦ **Day of Labor:** Cloth 17. Celebrates hard work and industriousness with, ironically enough, a day of leisure.
- ✦ **Dreaming Day:** Dagger 23. Celebrates dreams with costumes and festivities. Some act out their visions or share secrets with lovers.
- ✦ **Turning:** King 3. Celebrates the transition of the old to the new. Often this holiday involves cleaning one's residence and giving away disused possessions.



Places of Worship

Most of the faithful see Eios worship as being a very personal endeavor. Religious families have their own shrines located somewhere in the household. These range from small wooden icons to grand chambers of worship, depending on the wealth of the family.

Public temples of Eios exist as well. These are overseen by an Oracle and tend to be dimly lit structures, filled with burning incense and soft chanting. Worshipers gather on the third day of each week for services. Each temple also houses a dreaming chamber, where select worshipers can sleep in hopes of having a prophetic dream.

Garmech

Garmech is a minor deity and the muse of mathematics and measurement. His symbol is the measuring cord inside a circle. He is the patron of bankers and cryptographers, engineers and accountants.

Io

Io is a minor deity and the muse of the arts. His symbol is the scroll and sculpting blade. His faithful are known for their intricate religious artwork.

Urgoch

Urgoch is a minor deity and the muse of both hearth and architecture. His symbol is a stylized eye on a shield. He instills the faithful with a longing for home, the desire to protect their loved ones and the desire to build.

Wazrath

Wazrath is a minor deity and the muse of decay and dissension. His symbol is the shattered skull. He inspires the faithful to throw off the shackles of the past, abandoning obsolete traditions and seeking a better way of life.

Linquad

Linquad is a god of fate, life, death and duty. His symbol is an hourglass inside a circle. His worshipers view him as a stern god, fair but unyielding as fate itself.

In the communities where his worship is common, his clergy serve many public functions. Priests provide blessings, distribute food to the poor and ease the suffering of the dying. Initiates can be seen wandering the streets to collect the dead. In return, the populace is expected to fund the temple and house traveling missionaries.

The Linquad religion is associated with two lesser deities that are seen as being part of Linquad's divine family.

Beliefs & Practices

The Linquad religion is a fatalistic one, focused on duty and obligation. It emphasizes familial, religious and social fealty, as well as the acceptance of one's status and mortality. A worshiper seeking a greater spiritual connection may perform extra duties, including fasting, pilgrimage, sacrifice and abstinence from indulgent behaviors.

Clerics of Linquad sects wear black cowls over mirrored masks that reflect the face of the viewer. When a cleric is first ordained, she is given a holy name that is tattooed on her back. As her time in the clergy grows, so too do her tattoos. Each holy event she witnesses is transcribed on her skin until she becomes a living history of the temple. When a cleric dies, her skin is removed and preserved in the temple where she lived. The skins of the most holy clerics are on display for all to see.

Sects

Historically, the Linquad religion was dominated by a single orthodox sect that for several centuries was closely tied to the Licad government. A generation ago, as Licad splintered apart in civil war, the church likewise suffered a schism.

Today, religion and politics are still intertwined in southwestern Trystell, but the church has broken into two mutually hostile sects, each claiming to be the one true religion of Linquad. One of these sects remains tied to the Licad government, while the other is closely aligned with the Muno'che royal line.

While these two sects dominate Linquad worship, a few smaller denominations do exist. The most notable of these is the Walan heresy, which has been popular among the sea elves of Wala'dur for centuries.

Holidays

The most important Linquad holidays are below:

- ✦ **Belkour:** Book 21. Also known as the Day of Reading the Dead. The faithful make a pilgrimage to the nearest temple to read the sacred skins. Also a day of feasting.
- ✦ **Day of Submission:** Hand 28. Holiday during which worshipers are supposed to fast and submit before Linquad.
- ✦ **Blood Harvest:** Hermit 29. On this day a lucky sacrifice is chosen, and her blood is smeared on the foreheads of the faithful to bring good luck and a good harvest.

Places of Worship

Temples of Linquad tend to the grandiose, with arching ceilings, towering spires and stained-glass windows. These structures are designed to catch the eye and to focus the sound of chanting outward, calling all nearby

to worship. Communities that cannot afford an elaborate place of worship usually build a stone shrine instead of a temple.

Cela

Cela is the mother goddess, seen as the consort of Linquad and associated with the sun and agriculture. Her symbol is the disk of the sun, surrounded by four curving rays of light. Cela has a small, but independent religious order which maintains a careful neutrality in the Linquad schism.

The True One

The True One is a semi-deific entity associated with converts to the Linquad religion. Whether the True One is a minor god or some sort of holy spirit is a point of theology that has long been contested. Regardless, the True One usually has a shrine somewhere inside each Linquad temple. Its symbol is three faces, each looking outward.



Zuraic

Zuraic is a god of fire, cleanliness, purity and courage. His teachings have been codified, etched into a set of holy swords known as the Bladed Sermons. These are on display in the Grand Temple in Michine. Books with copies of the sermons are housed in every temple.

Fire is the sacred symbol of Zuraic, seen as both a purifying and unknowable force. Flame plays heavily in Zuraic's religious imagery and is an important part of most religious ceremonies and gatherings.

Beliefs & Practices

The Zuraic religion teaches that there is a singular, well-defined way to properly live one's life. Being a virtuous person means adhering to this standard and living one's life in accordance with it. Zuraic loves those who meet this standard and are thus worthy of his love; those who fail to live virtuously, he will smite down in the afterlife.

Central to this belief are the five core virtues: purity, loyalty, zeal, courage and unity. The faithful are taught that it is not only their duty to remain pure in the eyes of Zuraic, but to bring his purity out into the world, and to give others a chance to achieve it through conversion, worship and public proclamation.

Sects

Zuraic worship is dominated by a singular Orthodox sect based out of the city of Michine in Grichom. This sect is organized along military lines, with its ordained clergy acting as officers. It is headed by the High Priest of Zuraic, who leads both the Grand Temple and the entire church.

In recent years, there have been rumblings of discontent within the Zuraic Orthodox sect, as church leadership is increasingly distant from

the day-to-day affairs of individual congregations. Several prominent clerics have spoken out against this trend, only to be branded as heretics. It may only be a matter of time until a larger reformation and schism occurs.

Holidays

The most important Zuraic holidays are as follows:

- ✦ **Fest of Zuraic:** Hammer 17. A two-day festival celebrating Zuraic and his divine guidance, during which the faithful publicly declare their worship.
- ✦ **Bloodfire:** Hermit 20. A holiday during which a bull is sacrificed. The animal is burned away; if anything is left other than ash, it is said to be a bad omen.
- ✦ **Feltorg:** Peasant 10. Held in honor of the greatest of Zuraic's Chosen Ones, Inquisitor-Commander Feltorg. Honors his sacrifice during the Lunar Invasion.

Places of Worship

Temples to Zuraic tend to be sprawling structures, each with a large central courtyard. In this courtyard, the sacred fire burns and sacrifices are made. To enter the courtyard, one must first be ritualistically cleansed, as no sin can be allowed to approach the flame.



The Old Ones

A common belief is that while the four major deities hold dominion over the world, they didn't create it. That distinction belongs to an older pantheon of gods, forgotten by all but a few hidden sects and, of course, the Blaugh'ocks. The Old Ones are as follows:

Derich

Derich is a goddess of law, social mores and respectable behavior. By most accounts her holy texts are a seemingly contradictory morass of rules and strictures, leading some of the non-faithful to refer to her insultingly as the "Goddess of Hypocrites."

Kalast

Kalast is a goddess of hedonism and debauchery. Her sects teach that life is a gift, and that to not extract as much joy as possible from that gift is not only wasteful, but an insult to the very gods that delivered it in the first place.

Maoh

Maoh's sects teach that life is an ongoing labor whose purpose is to one day overcome death itself. And when this labor is finally finished, all of the faithful will arise again as immortals. He is a god of both physicians and the undead.

Vonschlic

Vonschlic is a god of quiet self-reflection and vengeance served cold. His sects teach that patience is the highest virtue, that spiritual clarity takes great work and self-sacrifice, and that the destruction of one's enemies comes to those who wait.

Sects

The majority of Old One sects on Trystell trace back the work of Blaugh'ock missionaries during the Lunar Occupation. After the Native Revolts, these sects were largely forced underground, and today operate as isolated local congregations.

Places of Worship

Most temples to the Old Ones tend to be secret locations known only to the faithful. As such, they tend to be small and practical. Most are one room affairs with a basic altar and some religious paraphernalia that can easily be stowed in times of trouble.

Temples in the country of Rouh are an exception. Here the Old Ones can be openly worshiped. Kalast's and Vonschlic's places of worship tend to be ostentatious affairs, with colorful banners announcing their presence. Temples to Derich are surrounded by elaborate stone gardens. Temples to Maoh are somber and filled with sacred smokes.

Other Religions

Although the worship of the four major deities, their associated minor gods and the Old Ones constitutes the dominant religious paradigm on Trystell, other forms of worship exist. The most notable of these are described below.

Ancestor Worship

Ancestor worship is common, particularly in the northern wildernesses, where it blends with the tradition of saints in the Crono religion. This form of worship usually supplements, rather than replaces, reverence to the gods.

Cebulese Religion

The island of Cebul is a curiosity in that it has had little contact with the outside world. Many of the tribes on the island worship a quasi-monotheistic entity known as the One. In their view, everything is part of the One, from the rocks to the peoples of the world.

Cult of the Deep

Strange and powerful creatures live in the eternal blackness found in the deepest ocean trenches and deep-sea vents. The sea elves in the Gulf of the Deep have turned to worshipping these creatures. They offer prayers and sacrifices, hoping to placate the vengeful sea gods so that they may continue to live another year.

Non-Believers

There have always been non-believers. They range from those who claim that the gods are a lie, to those who recognize the existence of the gods, but who dispute their divinity. In the last century, with its many social changes, the ranks of the non-believers have grown.

Yitch Worship

For millennia, the cult of Yitch has persisted in the wilds and other dark places, despite repeated attempts to stamp it out. This cult dates back to at least the Golden Age, although it is unclear whether Yitch worship consists of a single continuous cult or several cults that have arisen and fallen over the centuries, with no real continuity other than being loosely inspired by their predecessors. Whatever the case may be, Yitch worship has often served as a convenient bogeyman, used to justify religious purges.

In recent years, the mysterious Brotherhood of the Form, a secret organization of shapeshifters that operates from the wild, is said to be associated with Yitch worship.

Organizations

Trystell is home to a number of powerful and widespread organizations than can be found across the globe.

Circle of Honor

The Circle of Honor is a chivalric order that conducts itself according to the ancient principles of honor and fealty. It is a venerable organization that many see as an antiquated relic of the feudal days. The knighthood is divided into five orders—called “arcs”—each having a patron virtue and operating in a different region of the world.

Organization

The Circle of Honor operates throughout the world but is strongest in the northern hemisphere. The knighthood consists of five arcs, each led by an elder knight with the title of Shield. In day-to-day affairs, each arc operates independently but must answer to a council of all five Shields, which meets every five years.

The five arcs and their headquarters are:

- ✦ **Arc of Courage:** Nigrache, Grichom
- ✦ **Arc of Discipline:** Halome, Rouh
- ✦ **Arc of Justice:** Lintoen, Na Wilderness
- ✦ **Arc of Strength:** Inushalon, Yirdril Lands
- ✦ **Arc of Vigilance:** Sissney, Richoo Drylands

Membership

Obtaining membership in the Circle can be a complicated process. In theory, anyone can join, and through years of dedication and virtuous conduct, achieve knighthood. In practice, however, preference is often given to those of noble rank or those with family ties to the order.

Brotherhood of the Form

Deep in the wilds and wastelands there are cabals who collectively refer to themselves as the Brotherhood of the Form. These sinister gatherings are said to conduct strange rites in the dead of night—rites which give them the power to change shape or to call upon otherworldly forces best left undisturbed. Some even whisper that the brotherhood seeks to bring about the end of all civilization.

History

The Circle of Honor was founded during the Golden Age and grew in prestige throughout the remainder of that era and the Dark Ages that followed. With the Lunar Occupation, however, the Circle began a slow decline, which continues today.

Originally the knighthood consisted of six orders. One order, the Arc of Prudence, broke away from the Circle during the Dark Ages. It still operates regionally, out of Esten, as an independent organization.

Goals

The stated goal of the Circle of Honor is to defend the weak and to promote the time-honored values of courage, discipline, justice, strength and vigilance. Digging a little deeper, however, the Circle acts as a militant social club for the old nobility and an umbrella for championing worthy causes. It is particularly popular with second sons, or those of noble peerage but without title or inheritance. In many ways the Circle works to promote an idealized view of the old feudal system.

Consortium

The Consortium is an alliance of powerful banking houses that seek to profit off of international trade. Barely over fifty years old, it is the newest of Trystell's global organizations. The Consortium issues letters of credit, holds money in accounts, grants loans and manipulates markets.

Organization

The Consortium is comprised of five core banking houses, as well as numerous allied banks. Each operates independently, aside from matters that pertain to the Consortium as a whole. Matters of policy are decided by a central board, about which the organization is notoriously secretive.

Two large estates are maintained by the Consortium, one in the city of Glaimlon and the other in the city of Gumbu. The first of these houses a palace with the organization's central offices. The second of these is a well-guarded fortress. Common wisdom holds that this is where the Consortium stores a substantial treasury that allows it to manipulate markets.

Member banking houses and their locations include:

- ✦ **Balhan & Vault:** Balhan, Graundaur
- ✦ **Bank of Kaun:** Kromer, Rouh
- ✦ **Mitoean Bank:** Mitos, Licad
- ✦ **Nieven House:** Glaimlon, Glimgildral
- ✦ **Omu, Nirad & Hash:** Gumbu, Grichom

Membership

Becoming a low-ranking agent of the Consortium is a lot like obtaining employment with any large banking house. It involves an interview, a competency test and a decent local reputation.

Becoming a member of the upper ranks of the organization, however, is a different matter

altogether. The Consortium is notoriously secretive. Candidates first need to be sponsored by a high-ranking bank executive, after which they are thoroughly investigated. Rumor has it that worthy candidates must then go through a variety of ceremonies and secret rituals as they climb the organization's internal hierarchy.

History

The Consortium was founded just over fifty years ago, initially as an alliance between the banking houses of Omu, Nirad & Hash and the Mitoean Bank. It lent to both sides in the Licad-Grichom War and cornered financing the reconstruction effort in Veglial after the war. This proved to be so successful that since then, three more banks joined the organization, spreading its influence across most of the civilized world.

Goals

The Consortium seeks to make money, muscle out competitors and to expand its vast network of financial influence. Some also whisper of a darker, secret motive—that those who find themselves in debt to the bank remain so for life and are thereafter forced to do its bidding.



Kalid's Guild

The Kalid's Guild is a powerful trade guild that dominates the practice of kalid magic. It has its fingers in all aspects of the arcane tradition, from kalid hunting to reagent distribution, and from arcane schooling to the licensing of new mages.

Organization

The Kalid's Guild is organized along the lines of a traditional trade guild. It is divided into local chapters, each with a guildhall and presided over by a single grandmaster. Below that, each chapter has many masters, journeymen and apprentices.

Every chapter reports to a regional council made up of that region's grandmasters. This council also appoints an archmage who becomes part of the Guild's central administration, representing the region.

The central headquarters for the Guild is the Grand Guildhall, which is located in the city of Alna-mon. This hall is one of the oldest and most illustrious anywhere on Trystell. It is a vast, sprawling complex with onion-domed towers and ancient tapestries.

The Kalid's Guild involves itself in all aspects of kalid magic. It recruits and trains kalid hunters, buys and distributes reagents and

licenses mages. The Guild also operates schools to train new kalid mages and hunters. In a few regions, its members are even given a legal monopoly on the practice of kalid magic.

Membership

In most chapters, becoming a member of the Kalid's Guild is as simple as presenting yourself at a guildhall and paying an applicant's fee. This grants the honorary rank of apprentice for as long as you continue to pay annual dues.

Raising any higher in the Guild requires finding a patron of at least master rank to accept you as an apprentice. Apprentices with masters rank higher than unsponsored honorary "fee" apprentices. Further advancement requires years of labor to become a journeyman and then a master.

History

The Kalid's Guild traces its history all the way back to the Golden Age, where it originated as an outgrowth of the Musaeum. Early efforts by the Guild helped standardize the practice of kalid magic, including dividing spells into the eight arcane lores known today.

After the Musaeum burned to the ground, the Kalid's Guild became a fully independent organization. It survived the Dark Ages by decentralizing, and this also helped it survive the Lunar Occupation, as the Blaugh'ock overlords of that era found the use of kalid magic taboo.

Goals

The stated goal of the Kalid's Guild is to protect and advance the ancient arcane tradition of kalid magic. As a trade guild, it also works to advance filling the pockets of its masters and grandmasters.



Lanstrin League of Technology

The Lanstrin League of Technology stands in the vanguard, guiding the world into the brave new era. It sponsors expeditions, serves as patron for numerous inventors and operates several schools of engineering.

Organization

The Lanstrin League of Technology got its start on the continent of Lanstrin and still is strongest there. Its reach, however, now spans the globe.

The league is very loosely organized. A governing council exists, but it only meets every ten years in the city of Kromer. Even then, it only concerns itself with budgeting and resolving conflicts between Lanstrin League campuses.

Below the level of the governing council, the league is divided into regional campuses. These each have a central estate and are overseen by a campus president. For the most part, each campus is independently run, sets policy and can distribute funds as its governing body sees fit. This loose structure also leaves a lot of room for internal politics.

Membership

While joining the Lanstrin League is simple, rising through its ranks requires navigating an intricate web of internal politics. In particular, these politics govern where the Lanstrin League directs its funding for expeditions or other ventures. Needless to say, it's beneficial to have a patron or some other connection sitting on the organization's governing council.

The league also claims a percent of the profits for all inventions, expeditions and ventures it funds.



History

The Lanstrin League of Technology was founded just before the Lunar Invasion. Small at first, it grew quickly as the higher technology of the Blaugh'ock invaders spurred a greater interest in engineering and invention.

In the century that followed, the league was forced to operate underground, stealing and copying bits of Blaugh'ock engineering. As the Native Revolts swept Trystell, the league was at the forefront of seizing and using the Blaugh'ock's devices against them.

Goals

The goals of the Lanstrin League of Technology are several-fold. At its most basic level, the league exists to support exploration and new technologies. In recent decades, however, it has also been on the forefront of social change, pushing an empirical worldview that advocates experimentation and exploration over existing beliefs and dogmas. Several prominent members of the organization have also spoken out in support of meritocratic principles and an end to hereditary governance.

These beliefs have put the Lanstrin League at odds with many of the more traditionalist institutions on Trystell, including several monarchies, numerous religious sects and even the Circle of Honor.

Modin

The Modin is the most powerful and widespread organized crime ring in the world. It trades in theft, assassination, slavery, trafficking and smuggling. In some cities the Modin is so powerful that it can operate semi-openly. In others it conducts its business wholly in the shadows.

Organization

The Modin is cautious in its structure. It is led by a single leader who also goes by the title of “Modin.” Below this leader are a handful of overbosses and trusted advisers who oversee its criminal operations and help administer the organization.

Beyond this central authority, the Modin is organized into city-wide cells that each function independently, aside from the city boss who reports to one of the overbosses. Although individual cities are subject to audit by the central hierarchy, no one in the city aside from the boss has contact with it. In this way, instructions are passed through the hierarchy from the top down, while at the same time minimizing the ability of the lower ranks to compromise the ones above them.

As an organization, the Modin is most influential in the eastern hemisphere. Its headquarters are in the city of Traft, where it operates as the secret power behind the throne.

Membership

The Modin demands absolute loyalty and ruthlessness from any who seek to join its ranks. In practice, however, all sorts of ruffians, killers and cut-throats make it into the lower ranks, which are a cesspool of cruelty and backstabbing.

Getting promoted, on the other hand, requires some modicum of cunning and discipline. And those who make it to the rank of city boss have proven that they thrive in adverse conditions, but are also clever enough to eliminate anyone competing for the same title, up to and including ex-superiors.

History

During the Lunar Occupation, many of Trystell’s institutions were either forced underground or were forced to rely on semi-criminal underground networks for supplies, support and information. The Modin began as one such network, running weapons and selling intelligence during the Native Revolts.

As the Blaugh’ock overlords were overthrown, the Modin took advantage of the upheaval, robbing fleeing colonists and letting slip information that would direct the increasingly desperate Blaugh’ock forces to attack its rivals.

With these tactics, the Modin grew wealthy and it gradually consolidated control in many regions over the criminal underground.

Goals

The Modin seeks to consolidate power over the criminal underworld around the globe—eliminating rivals, bribing officials, intimidating merchants and killing anyone who stands in its way. It spreads its influence using fear, avarice and drawing those with power into its web by offering discrete criminal services.



Society for Lunar Magic Preservation

The Society for Lunar Magic Preservation is a trade guild for lunar magic pretending to be a historical society. It alone on Trystell possesses the secret of operating the magical foundries left behind by the Lunar Occupation.

Organization

The Society for Lunar Magic Preservation is divided into four branches: production, distribution, practice and enforcement. Production is the most secretive branch; it operates the lunar foundries. Distribution moves lunar devices from the foundries to licensed merchants. Practice is by far the largest branch; it consists of member lunar mages. Finally, enforcement is charged with protecting the lunar foundries and enforcing the society's will.

Each of these branches has its own hierarchy and reports to the society's central administration, which is located in the city of Esten. From there it oversees foundries and regional headquarters around the world.

Membership

Joining the society as a practitioner is easy: all you have to do is show up at a guildhall, pay an applicant's fee and swear an oath to maintain the society's secrets. Afterward, there are annual membership dues. Anyone breaking the oath is kicked out of the society and blacklisted. From that point forward, no mage is allowed to teach her arcane lores and no merchant is allowed to sell her lunar devices.

The other branches of the society are more difficult to join. Merchants wanting to distribute lunar devices must sign contracts requiring them to sell only to members of the society. Enforcers must demonstrate loyalty. Those working the foundries are given the

most scrutiny. Many are required to live in quarters adjacent to the foundries. These quarters can be lavish. Their families are taken care of and their children educated. But their families also serve as hostages should they betray the society's secrets.

History

The society was founded during the Native Revolts that ended the Lunar Occupation. Originally its sole intent was to protect the lunar foundries from vengeful mobs that saw them as symbols of Blaugh'ock colonialism. This ensured that the practice of lunar magic could continue beyond the Blaugh'ock withdrawal.

As the founders of the society moved to occupy key foundries, they took over operation of those facilities. They began producing lunar devices for the rebels and formalized their organization into the one the society is today.

During the generation that followed the Native Revolts, there was a stigma on the practice of lunar magic. It was seen as a relic of the lunar invaders. Openly practicing mages were sometimes subject to attack. In response, the society expanded its ranks so that it could protect its member mages. Within a few generations lunar magic began to lose its stigma. It became accepted in Trystellian culture, and the society positioned itself as the sole source of lunar magic.

Goals

The Society for Lunar Magic Preservation holds the practice of lunar magic in an iron grip. It foremost seeks to maintain control over that arcane tradition. This means keeping the secret of operating lunar foundries, maintaining its influence over reagent distribution and stamping down on teaching lunar magic to anyone outside the society's roster. The organization would quite literally kill to keep its secrets.

Soldiers of the Field

The Soldiers of the Field is Trystell's most prominent mercenary company, operating primarily throughout the southern hemisphere. The organization trades on its reputation, and is known for both its professionalism and the high prices it demands.

Organization

The Soldiers of the Field maintains its headquarters in the city of Piehn. From here Field Marshal Serger oversees its six legions. Each legion may be independently contracted and is headed by a Captain-General. Major legions are located in:

- ☛ Fvunbala, Bala'umn
- ☛ Horanz, Yirdril Lands
- ☛ Kapan-bor, Suethron Lands
- ☛ Nopton, Richoo Drylands
- ☛ Piehn, Graundaur

Membership

Most members of the Soldiers of the Field were recruited as orphans or other children of war. The organization operates houses for orphaned youth at each of its headquarters. These children are provided with room and board, and in return they serve a supporting role in the company—running messages, making bandages, digging ditches, taking care of the younger children, etc. Eventually, these young recruits are trained in combat by experienced soldiers who are no longer suitable for the front lines due to age or injury.

Other members join the company as adults. These recruits almost always begin at the lowest rank and must climb their way up through years of service. This system causes no end of frustration for would-be noble or gentle recruits, who in most other military organizations could simply purchase a commission.

History

The Soldiers of the Field were founded during the Grundz-Crevix War, late in the Dark Ages. They fared well, and after the war set up permanent headquarters in the city of Piehn. They expanded throughout the remainder of the Dark Ages, and frequently took contracts fighting against the Blaugh'ock invaders during the Lunar Occupation, solidifying their reputation.

Goals

As a mercenary organization, the foremost goal of the Soldiers of the Field is to make money. To do this effectively, however, it must protect its reputation. This means carefully choosing its contracts, honoring those it has chosen and keeping enough of its soldiers alive to maintain recruitment.



Gazetteer

Trystell is a wide and varied world, with many different wonders, landmarks and cultures. For convenience, this gazetteer divides the world into distinct regions and describes each accordingly.

Bala'umn

Government: City-States, Tribal

Common Peoples: Goblins, Humans, Trolls

Bala'umn has always been an exotic and isolated peninsula, known for its strange people with even stranger customs. In ancient times, Bala'umn was a mighty empire, but in the last millennia it has existed as culturally isolated but thriving freeholds, separated by a vast wilderness that is fraught with peril.

Esten (Population 650,000): One of the largest cities in the world, from this exotic port, traders spread throughout Bala'umn and the Kaluhn Ocean, bringing in goods from as far away as Gnin and Melanoc. The city is also a staggering example of wealth disparity, as the richest traders live like kings, while the poorest huddle in squalid shacks.

Kalid's Gate: The largest known gate to the Kalid Realm, Kalid's Gate is big enough to march an army through. It is the center of frequent attacks by wandering denizens of the Kalid Realm, and is only approached by the most daring or foolhardy hunters.

Lost City: Legends tell of a lost city of great riches than once thrived in the Walan Swamp. Throughout the centuries, these tales have lured brave and foolish explorers to seek it out. So far no fabled treasures have been gathered, but explorers have reported sightings of a ruined city that was there with nightfall and gone with the dawn. They have also brought back tales of a horrid beast that lurks in the swamp.

Cebul

Government: Tribal

Common Peoples: True Ogres, Tinker Gnomes, Humans

Cebul has been described as the island that time forgot. It is a primal land, dominated by rampaging tribes and gargantuan beasts that long ago went extinct elsewhere on Trystell—mammoths, dinosaurs and even stranger creatures. It is also the last home of the true ogres, and an island barely touched by civilization.

Gimbi Forest: Gimbi Forest is one of the oldest forests on Trystell, made up of towering coniferous trees that can reach heights of up to 400 ft. (122 m). These trees are known for their fine grained, water resistant wood, and are prized by Trystell's bustling shipbuilding industry. The native tribes, however, guard them fiercely.

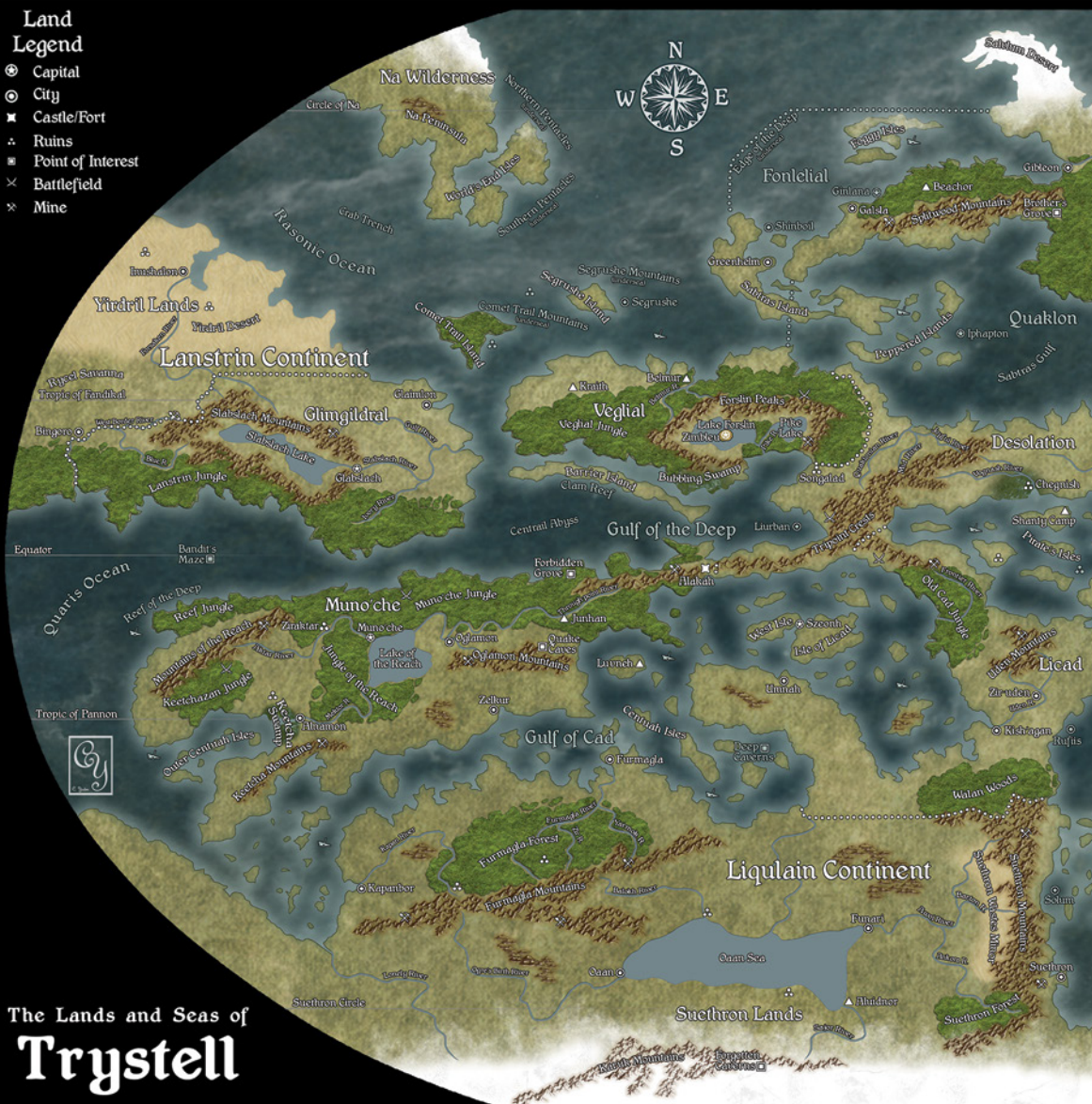
Lagden Mountains: These mountains jut up from the center of the island. They are rich in a variety of valuable ores and are home to most of the island's true ogres, as well as numerous dangerous predators, such as the saber-toothed tiger. Some trappers whisper of ancient ruins near the foothills of the mountains, but the ogres there are extremely territorial.

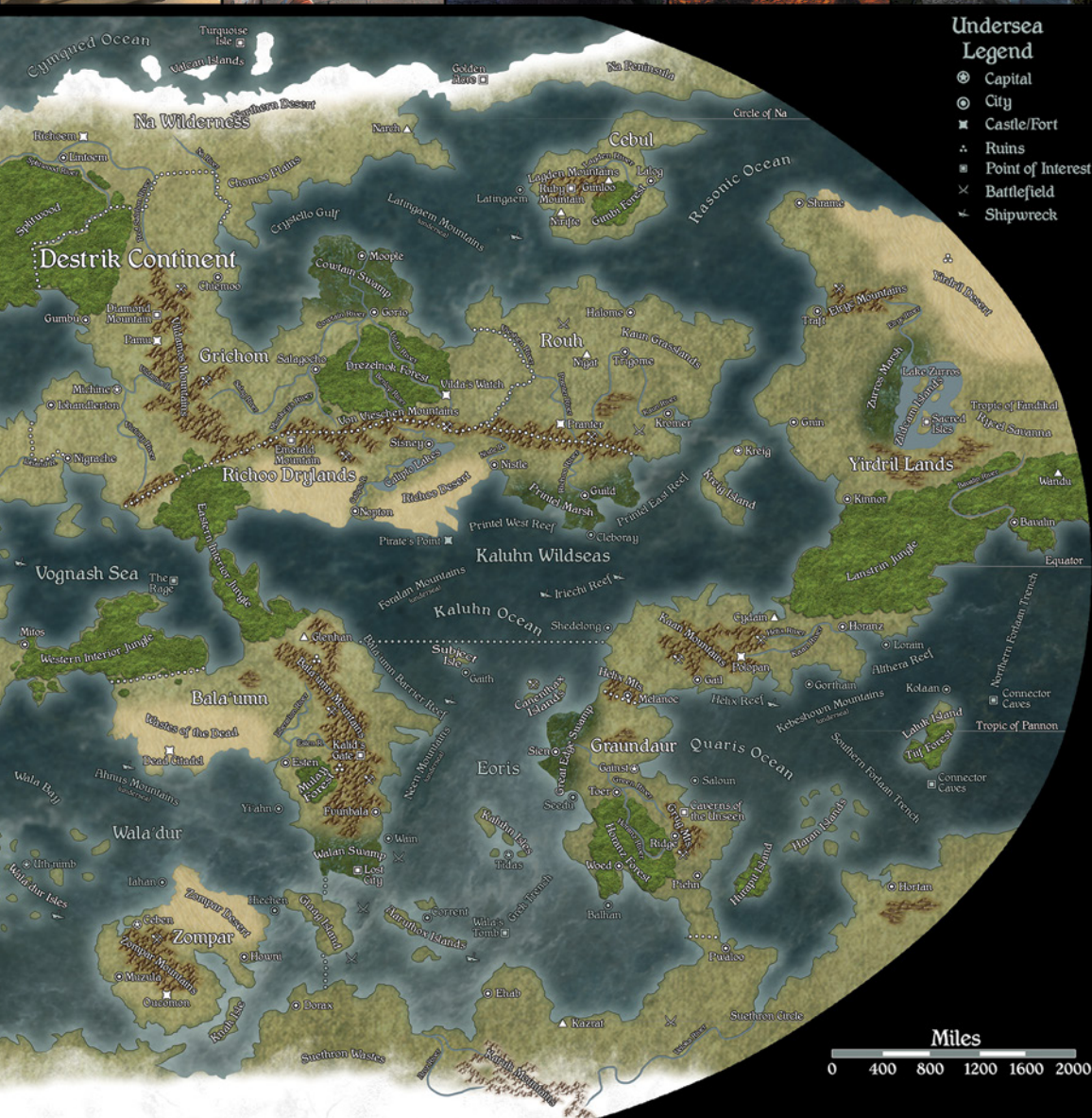
Lalog (Population 1,000): Lalog is a colony of Grichom that was established a century ago during the Cebul Crusade. As the only port of any significance on the island, its inhabitants have more of a connection to the outside world than anywhere else on Cebul. In recent years the colony has been neglected by Grichom and forced to pay tribute to the feared Wrathwrench clan, who regularly demand large payments.

Ruby Mountain: Ruby Mountain is sacred to followers of Zuraic for its association with fire. It is an active volcano with a high concentration of precious minerals. Pilgrims to the mountain often bring back strange tales of hidden caves, guardian spirits and disembodied voices.





- Land Legend**
- ⊙ Capital
 - City
 - ⊙ Castle/Fort
 - ▲ Ruins
 - Point of Interest
 - ✕ Battlefield
 - ✕ Mine





Cymqued Ocean


 **Government:** None


 **Common Peoples:** Aqua Gnomes

The Cymqued Ocean sits atop Trystell's northern pole. It is the most barren and backwater region of the world—a desolate frozen sea, with no permanent settlements. Legends say that titanic monsters slumber there, frozen under the ice—misshapen creatures trapped since the dawn of time.

Turquoise Isle: Part of the Valcan Islands, Turquoise Isle has rich turquoise deposits scattered across its surface, visible through the thick and mysteriously clear ice cover. Some Zuraic sects consider the island to be holy—the crumbled remains of one the sacred gem mountains. The small isle is home to numerous large lizard-like creatures which are said to be guardians of the sacred site.

Desolation

 **Government:** None

 **Common Peoples:** Orcs, Wild Elves

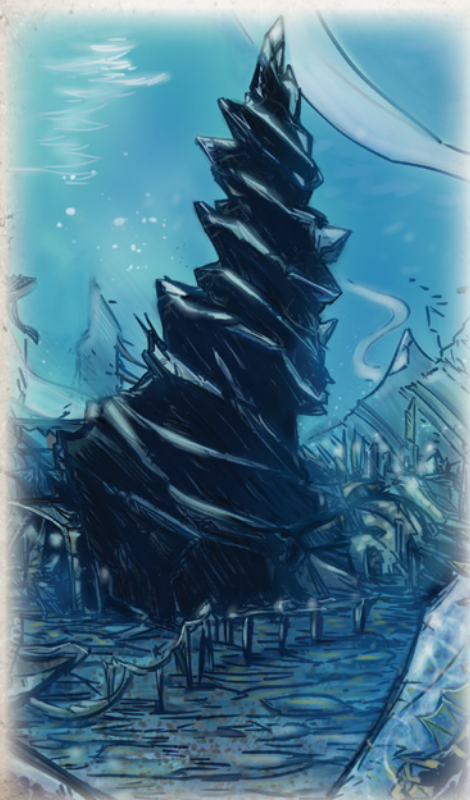
Up until a generation ago, the Desolation was a rolling countryside, checkered with fields and farms. Then the Horrors came, unleashed by the Licad-Grichom War. Today it is a post-apocalyptic wasteland—a realm of mud, ruins and intense magical storms that boil across the land on a daily basis, sowing chaos in their wake.

Chegnish: Chegnish was once a mighty city. It was the capital of the ancient kingdom of Vognash, and later an important city-state. The Licad-Grichom War left it devastated. Then the Horrors destroyed it completely. Now the ruins are a foul den of insane magical energy. It is as if reality itself breaks down there. Twisted abominations made from the dead of the war roam the ruins. It is even rumored that a horror beyond the most fevered nightmares now dwells in the remnants of the city, plotting in the darkness towards some unknown alien end.

Songalad: Once a prominent wild elf city, Songalad was destroyed in the Licad-Grichom War. Unlike Chegnash, however, the ruins haven't been occupied by foul creatures. Instead a profound aura of sadness seems to permeate the ruins, overcoming visitors and driving them to tears.

Tripoint Crests: The Tripoint Crests are a jagged mountain range that bisect the Desolation and extend westward into Muno'che. They are treacherous and difficult to navigate by foot or cart, being filled with sharp rocks and, in the northern parts of the range, mudslides of ash.

Vognash River: The Vognash is less of a river these days than a molten stream of sludge and rot, making its way from the mountains to the sea. Where it passes through the ruins of Chegnash, the waters are said to be corrosive, eating away both flesh and wood.



Eoris

✦ **Government:** Monarchy

✦ **Common Peoples:** Aqua Gnomes

Eoris is a kingdom of floating aqua gnomish cities and island settlements, known for its chauvinism and outright oppression of foreigners and minority peoples. It is a controlled, insular and fearful society, where dissidents are whisked away in the dead of night to secret prisons run by the imperial spymasters.

Bala'umn Barrier Reef: This coral reef is one of the most colorful and diverse on Trystell. Its beauty can be deceptive, however, as it is also home to an extraordinarily large number of poisonous species—many highly prized by expert assassins.

Kaluhn Isles: These islands are heavily settled by land-dwelling aqua gnomes—many with connections to the neighboring capital of Tidas—as well as their serfs and servants who work the isles' many plantations. These produce most of the food consumed by the neighboring city.

Subject Isle: This sizable island serves as a prison and point of exile for many of the most high profile criminals and political prisoners in the country of Eoris. After being dumped on the beach, the prisoners are left to fend for themselves among the rocks and groves that cover the island. The surviving prisoners have established their own hierarchical prison culture on the island, eking out an existence despite a lack of contact with the outside.

Tidas (Population 130,000): As the capital of Eoris, Tidas is a maze of bureaucratic offices and imperial barges. Prominent leaders from all over the country regularly travel here in an effort to expand their influence on Eoran politics. Tidas is one of the most strictly controlled cities in the world, and its less influential residents are forced to go about their lives under the watchful eyes of imperial security.

Fonlelial

✦ **Government:** Monarchy, Theocracy

✦ **Common Peoples:** Aqua Gnomes

Fonlelial is a serene and beautiful kingdom of shimmering seas and rocky isles. On the surface, its people seem equally tranquil, but underneath a civil war is brewing. For centuries, the real power behind the throne has been the Fonlel Temple, but the new queen seeks to exert her power, and the people are being forced to choose sides.

Foggy Isles: A mysterious cluster of islands off the Fonlel coast, the Foggy Isles are surrounded in a perpetual mist, the cause of which is a mystery to even the most learned of sages. Legend has it that the islands were cursed in the days of the lost Rasonic Civilization, leading them to be abandoned and left as the hunting grounds of wraiths and ghouls. Visitors to the island quickly become disoriented by the thick fog, leaving them as easy prey.

Ginlana (Population 170,000): Ginlana is both the capital of Fonlelial and a holy city for the Fonlel Temple. The city itself is shaped like a spiral, with the docks being on the outermost rim, the royal palace about halfway up and the Grand Temple of Crono at the very center. Once a year, the faithful gather to make a sacred pilgrimage, walking on foot from the outside of the spiral to the temple at the center. Along the way, pious residents hand out dried seaweed and other simple foods to the pilgrims.

Shinboil (Population 40,000): Before the temple became the power behind the throne, Shinboil was the capital. Under the new clerical influence, however, the capital was moved in an effort to symbolize a new beginning. Since that time, the old royal buildings of Shinboil have fallen into disrepair and the city stands largely neglected. This has led to it becoming a hotbed of rebellion and dissent within the country.

Glimgildral

✦ **Government:** Monarchy

✦ **Common Peoples:** True Elves, Wild Elves

Glimgildral is a venerable kingdom known for its glittering spires and exceptional universities. Many of Trystell's elite—kings, nobles and powerful merchants—send their children here to be educated and make connections. Under the surface, however, is a hotbed of conspiracies and intrigue among the rich and powerful.

Blue River: The Blue River is a picturesque and exceptionally clear river that lazily winds its way down from the Slabslach Mountains. Its beauty, however, belies the fact that the river is home to a particularly vicious species of carnivorous fish—one known to strip a person's meat from bones in a matter of seconds.

Glabslach (Population 110,000): The capital of Glimgildral, Glabslach consists of a cluster of schools and governmental buildings surrounded by a vast expanse of elven households and estates. The settlement has no municipal government—being ruled directly by the national council—and as a consequence, it has no true city planning. Streets curve gracefully, but haphazardly throughout the city, while buildings tower at worrisome angles over the cobbles below. Glabslach is also home to the most prestigious university in the world: the Enlightened School of Academic Knowledge and Applied Sciences. All manner of disciplines are taught here, from magery, to history, to tailoring. It is the alma mater of some of the most well-connected people in the world.

Lanstrin Jungle: Known for its entangling vegetation and carnivorous plants, the Lanstrin Jungle is avoided by most travelers. Oversized mushrooms and moss dot the tree trunks, while forest yetis stalk the undergrowth. In places, giant spiders live in colonies, with as many as twenty living together.

Graundaur

✦ **Government:** Oligarchy

✦ **Common Peoples:** Goblins, Handler Gnomes, Tinker Gnomes

Sometimes referred to as the “Land of the Little People,” Graundaur is a commonwealth resulting from an ancient pact between the goblin and gnomish tribes that inhabited the region. Today it is a land that is known for its skillful artisans and egalitarian, if somewhat anachronistic, culture.

Green River: Once a mighty waterway, in recent decades the Green River has been choked by a series of dams and waterwheels. While these constructions serve to provide water and motive power to the local farms and communities, they also inadvertently cause the Green River to overflow its banks and flood the neighboring countryside every few years.

Ridge (Population 90,000): It is said that Ridge has two halves—the upper city is built on the surface and the lower city extends into a vast series of tunnels that run beneath the earth. As Graundaur's center of industry, silence is rare in Ridge. Newfangled machines run day and night, producing a bewildering variety of shrieks, bursts, rumbles, clacks and booms. To an outsider, it might appear as if the city is nothing more than one big construction and experimentation site. The residents, however, will excitedly explain that it's not one but several thousand!

Woed (Population 70,000): A primarily goblin city, Woed is dirty, rowdy and the sort of place that young goblins flock to in order to find a spouse. Of all Trystell's cities, Woed has the most efficient plumbing system, with a series of drains, aqueducts and waterways that both provide fresh water and drain away the excess filth. This system is the brainchild of Grenda Hammersmack, a local goblin inventor in her waning years who still calls the city home.

Grichom

✦ **Government:** Republic

✦ **Common Peoples:** Canny Minotaurs, Humans, Brawny Minotaurs

Grichom is a mighty empire—a center of religion for the orthodox Zuraic sect and a bastion of civilization whose legions have marched across the neighboring lands and most recently fought the Licad-Grichom War to disastrous effect. Some may whisper that the empire is in decline, but others see it as an opportunity for progress.

Chiemoo (Population 190,000): The cultural center of Grichom, Chiemoo is a city known for the arts, particularly in the realms of theater and music. The traditional Grichomic plays produced here usually consist of five to ten actors and revolve around simple moral themes. Usually they are written in an intentionally overdramatic style.

Cowtain Swamp: This large saltwater swamp is home to the infamous greater and lesser muck monkeys. These mischievous primates live in twisted willow-like trees that grow from the water in dense groves. They annoy travelers by stealing their possessions and dropping them into the muck. Some unscrupulous local villagers have even trained the monkeys to target travelers and to bring their ill-gotten gains back to the village.

Drezelnok Forest: Drezelnok Forest is known for its frequent forest fires and for the unusual resilience of its trees. From being burnt to a cinder, these trees have been known to grow back to their previous size and vitality in less than a year and a half. In fact, some scholars claim that the frequent fires are crucial for the trees' survival.

Vilda's Watch: A fortress built along the Vilda River, Vilda's Watch historically guarded the border between Grichom and Rouh. After the Pranter Crusade, however, Grichom expanded and today the fortress has been largely neglected.

Gulf of Cad

✦ **Government:** Tribal

✦ **Common Peoples:** Humans, High Orcs

A shallow and actively volcanic body of water, the Gulf of Cad is often seen as a sailor's hell for any who do not know its secret ways and channels. Earthquakes shake the region and new land masses can rise up overnight. The gulf is populated by a hardy, backward folk who make their living from the sea.

Centuah Isles: Spread throughout the Gulf of Cad, the Centuah Isles are volcanic in origin, formed when the tallest of the gulf's undersea peaks pushed through the surface of the water. The islands number in the thousands, most no bigger than 3 mi. (5 km) in diameter. New islands are sometimes formed during the frequent volcanic eruptions. The waters around these islands are especially treacherous, given the volcanic activity, unexpected shallows and the almost-perpetual fog that hangs over the water due to the continuous streams of lava meeting the sea.

Deep Caverns: These undersea caves provide the perfect habitat for all manner of strange aquatic life. Blind, carnivorous fish with glowing orbs attached to their bodies, giant crabs with too many legs and mystically-capable eels are all found here. Furthermore, the volcanic activity leads to the water being exceptionally warm and nutrient-rich, causing many species to grow to abnormal sizes.

Luvneh (Population 6,000): Despite being the largest settlement in the Gulf of Cad, Luvneh is more of a large dock and attached camp than it is a true town. Many of the residents come and go throughout the year, acting as ship-dwelling nomads when they're not in port. Although Luvneh is a backward and primitive community compared to much of Trystell, the people here enjoy a fierce independence.

Gulf of the Deep

✦ **Government:** None

✦ **Common Peoples:** Sea Elves, True Elves

The Gulf of the Deep has long resisted the encroachment of civilization. Vast and unknown monstrosities lurk in the depths, occasionally rising to lay devastation on any nearby settlements. The few lonely communities that eke out a life in the gulf survive by offering sacrifice to the monsters of the deep.

Centrail Abyss: The Centrail Abyss lies in the middle of the Gulf of the Deep. This sea trench goes so deep that where it ends has never been explored. Some say that it is endless. Others spin a legend that the monstrous progenitor of all kraken dwells at the bottom, hoarding its secrets and laying waste to countless would-be explorers.

Liurban (Population 6,000): The only settlement in the Gulf of the Deep large enough to be termed a city, Liurban is a relatively new settlement. All of the adult elves here are migrants from Waladur who left due to promises of riches and free land. What they found instead were empty promises and dangerous waters that quickly killed off almost half their original number. This has left the residents bitter and vengeful.

Kaluhn Wildseas

✦ **Government:** None

✦ **Common Peoples:** Sea Elves


A treacherous stretch of ocean along the equator, the Kaluhn Wildseas are known for their fierce storms and abundant coral reefs. Most ships here hug the coasts, rarely braving the open sea. The few aquatic communities that exist in the region are populated by an isolated, backward folk who by in large shun outside contact.


Iriechi Reef: Here mounds of dead coral rise from the ocean's surface. In the past, the sea was significantly higher, but as geologic activity pushed the land upward, the waters retreated and it left the coral exposed. On foggy days it makes the reef especially perilous, littering it with the skeleton hulls of sunken ships. Legends tell of a beast that lives on the dead coral, hoarding treasures found in the wreckage.

Pirate's Point: An infamous base for marauders, Pirate's Point is nothing less than an entire fortress built atop a mound of rock and dead coral. The structure has existed for several generations, ruled for the last three by a single pirate dynasty. As the fortress is situated in a difficult-to-navigate coral reef, the troublesome waters provide protection for the base. The pirates know the secrets of the waterways, whereas the would-be attackers do not.



Licad

 **Government:** Monarchy

 **Common Peoples:** Orcs, Humans, Dwarves

Licad is a once vast empire that has recently fallen apart. Until a generation ago, it was the largest nation in the world, claiming bloody dominion over Muno'che and occupying Bala'umn. Today it is less than half its former size. Its remaining nobility squabble for power, while its priests of Linquad call out for a return to glory.


Kish'agan (Population 60,000): The center of the slave trade in Licad, caravans lines with chained figures can be seen marching over the plains outside the city in an almost constant stream. In fact, the majority of Licad's slaves have been shipped through this city at some point, either being bought or sold at auction.

Old Cad Jungle: Known in some ancient texts as the Woods of Dor, the Old Cad Jungle is part of an ancient forest that once spread from the Tripoint Crests in the north to the Walan Woods in the south. This jungle remains a frontier, despite its proximity to settled lands, in part due to ancient taboo forbidding settlement of the region.

Umnah (Population 90,000): The city of Umnah has long been the manufacturing center of Licad. All manner of craftsmen and artisans make a living here under the auspice of the city's powerful guilds. In recent decades, however, the city has been surpassed by the growing industrial might of Zir-uden, which has spurned the traditional guild system.

Zir-uden (Population 270,000): It is said that Zir-uden is a city built of stone and fire. Originally constructed by dwarves, Zir-uden is split equally between above and below ground. It is one of the few Licad cities to have experienced significant growth since the Licad-Grichom War, buoyed by its many new mills and foundries.

Muno'che

 **Government:** Monarchy

 **Common Peoples:** Dwarves, Trolls, Humans, High Orcs

A generation ago, the people of Muno'che rebelled against their overlords and successfully won their independence from the Licad empire, thereby restoring the old royal line to power. Today Muno'che is a realm of rapid social change and new possibilities, as the fledgling kingdom begins to assert itself.


Alnamon (Population 190,000): An exotic city of spices and sandstone buildings, Alnamon hosts the largest open-air markets in the world. All manner of goods, from carpets to slaves are sold here. This city is also known for its high-quality brothels.


Keetcha Mountains: A short, dry range of mountains, the rocks here have a reddish tint. They are weathered in a way that leaves the mountains stair-stepped and flat on the tops. The peaks attract frequent lightning strikes, despite a lack of precipitation. In ancient days they were used for ritual executions.

Keetchazan Jungle: In the ancient Cad tongue, Keetchazan literally means "where Keetcha fell." This jungle is where the Keetcha empire was defeated by the armies of Muno'che during the Golden Age. It is a dense jungle, dark and difficult to navigate, where rusted artifacts of the ancient war still linger in overgrown thickets.

Ziraktar: These ruins are what remains of an ancient fortress—the fortification from which the old Muno'che royal line ruled their empire. In its final days, the imperial staff were said to have hidden the treasures of the palace in underground vaults. Most of these were plundered by adventurers centuries ago, but rumors persist of undiscovered treasures.

Na Wilderness

 **Government:** Tribal

 **Common Peoples:** Humans, Canny Minotaurs, True Elves

The Na Wilderness is the northernmost frontier. It is a land of frozen tundra and snow-laden forests, overrun by barbarian tribes and dotted by crumbling ruins. Only a few scattered freeholds remain. These rest are the failed attempts of civilization to conquer an unforgiving land and its even harsher peoples.


Brother's Grove: This dark, twisted grove has a sinister reputation as a central meeting site for the dreaded naguals of the Brotherhood of the Form. Tales tell of human sacrifices, ghastly rites to dark primordial entities and even worse. Visitors rarely return alive, and many of those who do so are forever marked by their time in the grove.


Galsla (Population 13,000): Formerly the capital of a small kingdom known as Salvelum, Galsla boasts some of the most beautiful architecture in the entire region. The kingdom collapsed when the queen was overthrown a century ago. The lands surrounding the city are known for their many orchards.

Narch (Population 2,000): Narch is a permanent fishing encampment located on the tundra. This camp is also a popular trading destination for the local tribes, who make their way across the landscape following herds of caribou.

Northern Desert: A large desert, bordering the Cymqued Ocean, the ground of the Northern Desert mostly consists of a finely ground red quartz—almost like sand—covered by a thick layer of ice. Many foolish explorers and prospectors have traveled to the desert in search of the legendary Golden Acre, a vast gold deposit buried beneath the ice. There have also been tales of a mysterious mountain in the desert that only appears on certain days of the year.

Quaklon

 **Government:** Monarchy

 **Common Peoples:** Sea Elves, True Elves


Quaklon was once a vast empire that united the peoples of the sea and of the land. It was the wonder of the Dark Ages and is now a ghost of its past glories, mired in ancient feudal traditions that are a century out of date. The noble families who hold power have done so since the kingdom's height, and few are willing change with the times.


Iphapton (Population 80,000): Iphapton is a circular city with a carefully designed layout, a remnant of its glory days as the center of a once-vast empire. Its streets are lined with conch shells and its waters sparkle with the sun. Visitors have been known to stand agape at the city's surrealistic beauty, only to quickly be pushed aside by the impatient locals.

Peppered Islands: The Peppered Islands are home to many small true elf communities that still owe fealty to Quaklon, despite the fall of its empire. The villagers here work the surrounding land much as they have done for millennia, farming millet, cayenne and raising a variety of lacertilian livestock. Many of the elves here are descendents of the once-powerful House Slabslach, who long ago once rulers of Glimgildral.

Sabtras Gulf: While Sabtras Gulf is reasonably safe from wild animals and natural disasters, it is a hotbed of seedy activity, from smuggling to piracy. These criminals prey on the numerous traders and ship captains who are drawn to the otherwise safe waters. The Quaklonian Royal Navy makes a halfhearted attempt to stamp out this illegal activity, but so far their efforts have done little to curb it.

Quaris Ocean

 **Government:** Tribal

 **Common Peoples:** Humans, Sea Elves, Goblins, Brawny Minotaurs


The Quaris Ocean is an untamed body of water rife with pirates, slavers, deserted islands and dragons' lairs. Most of it remains uncharted, yet a great profit stands to be made by those brave enough to cross the open sea. The thriving cities to the east and the west clamor for exotic goods that can only be found on the far side.


Althera Reef: This reef is said to be haunted by the ghosts of sailors who died here when their ships ran aground. It is said that by the light of the moon Pannon their skeletons animate, bound together with seaweed and coral. They say these skeletons walk atop the water and attack any who are found in the reef at night, thus adding to the dead that haunt the sea.

Gorthain (Population 19,000): A decade ago, the ancient water dragon Gelurathianux first raided Gorthain and demanded tribute. Almost half the city was destroyed when the residents refused. Since that time, the dragon has returned thrice more and the citizens have acquiesced, giving it their meager wealth. The elder of the city is currently looking to hire someone to kill the dragon and stop its demands.

Huratpit Island: A large forest-covered island off the coast of Graundaur, in recent decades Huratpit Island has become the primary nexus of smuggling and piracy in the east Quaris Ocean. Despite the pirate communities on the coast, however, the interior of the isle is still home to numerous goblin and human tribes.

Rasonic Ocean

 **Government:** City-States

 **Common Peoples:** Aqua Gnomes, Sea Elves

The Rasonic Ocean is a pristine and largely untouched natural wonder. Schools of fish are plentiful, while countless pods of walruses and sea lions ply the shores. Yet, not all is as tranquil as it seems. Dire animals appear here in numbers unmatched anywhere else, and if the local fishermen are to be believed, their numbers are ever increasing.

Crab Trench: A deep sea trench known for its many giant crustaceans, Crab Trench is also home to the Leviathan, a singular colossal monster that sleeps away the eons at the bottom.

Latingaem (Population 13,000): This city is home to a strange sect of aqua gnomes who, two centuries ago, left Fonlelial in a pilgrimage to establish a new holy land. The community they founded is Latingaem. This sect believes that everything and everyone is sacred, part of a single monotheistic god-entity.

Segrushe (Population 9,000): Known as the "Utopia Beneath the Waves," on the surface Segrushe appears to have a harmonious society, where all are cared for and provided with the basic necessities of life. Many sea elves dream of retiring here. As one digs deeper into local events, however, unsavory discoveries come to light, such as a secret local custom of eating the senile elderly.

Segrushe Island: This island is largely given over to agriculture, supporting both the neighboring city of Segrushe and the island's own population. In the distant past, the isle was a stronghold of the lost Rasonic Civilization, and occasionally the local farmers will unearth lost artifacts from that civilization. More than one farmer has unearthed an entire tomb buried under her fields.

Richoo Drylands

✦ **Government:** City-States

✦ **Common Peoples:** Dwarves, Brawny Minotaurs, Humans, Canny Minotaurs

The Richoo Drylands are a lawless desert, dotted with independent city-states and overrun by bandits. The rivers are the lifeblood here, bringing fresh water and barges of ore down from the mountains. Within the city walls, only the rich are safe, as the streets are plagued by cut-throats and criminals of all stripes.

Emerald Mountain: One of the sacred gem mountains of Zuraic, legend has it that Emerald Mountain was once a solid monolith of pure emerald that was transmuted to base stone during the War of the Shattering. Whether or not there is any truth to the legend, once a generation or so, an emerald of notable size is discovered somewhere near the mountain.

Guild (Population 70,000): The city of Guild is ruled by a council of prominent merchant families who are little better than they organized crime rings they claim to oppose. It is a city of vice and industry, where everything, including morals, has a price.

Sisney (Population 60,000): Sisney is a hotbed of resistance, fighting the criminal syndicates and bandit rings that otherwise dominate the Richoo Drylands. The Safefighters, a secretive band of masked vigilantes, call the city home, and from its confines strike out against the criminal networks and their coffers.

Von Vieschen Mountains: An exceptionally tall mountain range, the Von Vieschens have an unusually regular, rhythmic shape that resembles a human spine. Even the shortest of the mountains is snow capped all year round, and several of the tallest have never been summited. The prevailing winds here are from the north, creating a dramatic contrast between the lush north slopes and the barren, dry southern slopes.

Rouh

✦ **Government:** Republic

✦ **Common Peoples:** Dwarves, Humans

The Lunar Occupation ended over a century ago, but that is not quite true of Rouh. Here, alone of all the regions on Trystell, Blaugh'ocks still walk freely, wielding their strange technologies and even stranger magics. Some even whisper that many in the Rouh senate hold secret allegiance to the former Blaugh'ock overlords.

Kaun Grasslands: A wide expanse of tallgrass prairie broken occasionally by low rolling hills and small farmsteads, the Kaun Grasslands serve as the breadbasket of Rouh, producing most of the grain that feeds the neighboring cities of Halome and Kromer. The natives grasses here grow as tall as 12 feet (3.7 m) and are the natural habitat of all manner of beasts, from bison to feral chimeras.

Kaun River: One of the most voluminous rivers in the world, the Kaun has tributaries all throughout the surrounding plains. Numerous canals fork off from the river, both to provide easier navigation and to irrigate crops.

Kreig (Population 210,000): Kreig is not only the capital of Rouh, but also the last active void port between Trystell and Blaugh'ock. Here skyships can be seen landing whenever the two moons are in alignment, and Blaugh'ock traders walk the streets openly. All manner of exotic and advanced goods are for sale, making the city both wealthy and at the forefront of Trystell's technological revolution.

Kromer (Population 85,000): Goods shipped from Blaugh'ock to Rouh usually pass through Kromer, on their way to the mainland. This trade in exotic wares drives the local economy, which is otherwise rife with red-light districts, seedy taverns and questionable gambling operations.

Suethron Lands

- ✦ **Government:** City-States, Tribal
- ✦ **Common Peoples:** Humans, Goblins, Orcs

Although the Suethron Lands surround Trystell's south pole, in places they extend far enough north to be temperate. The northernmost areas include a vast steppe and several independent city-states, while the southernmost stretches consist of a frozen desert that is home to scattered nomadic tribes that follow the region's herds of caribou.

Furmagla (Population 760,000): One of the largest cities in the world, Furmagla is a thriving metropolis that jealously guards its independence. Its merchants and traders dominate shipping throughout the Gulf of Cad, and its economy is bolstered by the flow of precious metals and gemstones shipped downriver from the nearby mountains. Add in the rise of industry in recent decades, and Furmagla is on the verge of a new cultural renaissance.

Hortan (Population 90,000): Before the Lunar Occupation, Hortan was little more than a trading outpost along the Quaris Ocean's southern coast. When the Blaugh'ocks chose it as their base of operations in the region, however, the settlement grew by leaps and bounds. Today it is home to one of the largest and most isolated lunar foundries on Trystell. Since many of the buildings trace their origin back to the occupation, Blaugh'ock architecture is a common sight.

Suethron Wastes: The largest desert on Trystell, the Suethron Wastes are a vast expanse of frozen tundra and sand. A layer of permafrost covers the ground around the southern pole and extends northward until it approaches the Kaluhn Ocean and Oaan Sea. The land beneath the ice is mostly flat—ground down by slow glacial movements—but in places hidden crevices have opened, creating hazards for both local nomads and foolhardy explorers.

Vegliat

- ✦ **Government:** Monarchy
- ✦ **Common Peoples:** Wild Elves

For eons, the lush jungles of Vegliat have been the home of the region's wild elves. However, since the creation of the Desolation a generation ago, the kingdom has been flooded by refugees fleeing the devastation of their homeland. This has led to tension between the newcomers and the long-established elven communities.

Bubbling Swamp: This swamp is named for the flammable gasses that build up in its waters and escape as a near-constant stream of small bubbles. It is also a breeding ground for the mokèlé-mbèmbé, a rare dinosaur-like reptile that lives in the murky swamp. Here these creatures gather in large numbers to mate and devour the local flora.

Pike Lake: This lake is nested awkwardly in the hills between the Gulf of the Deep and the Rasonic Ocean. It is named for the famous Delstrik Pike that lives in its waters, any whose flesh is said to have the magical properties. Legend has it that when properly prepared, digesting the fish will end the unlife of even the most powerful undead, and will make immortals mortal.

Zimbleu (Population 72,000): A series of islands drift in the air above Lake Forslin, upon which the floating city of Zimbleu is built. These are connected by a spiderweb of rope walkways that zigzag between them, or which connect to anchor points on the ground. The highest islands are home to the parliament building, the hall of justice and the royal palace. Over the centuries, the city has grown beyond what the floating islands will accomodate, and now the lower class sections of the city are built on the ground, along the shores of the lake.

Vognash Sea

Government: None

Common Peoples: Humans

The Vognash Sea is a lawless body of water dotted with small islands and ancient ruins. These are the remains of the once mighty kingdom of Vognash, which sank beneath the waves in a terrible cataclysm almost two millennia ago. Although the sea is an important shipping channel, it is overrun with pirates and cutthroats.

Pirate Isles: Located in the western half of the Vognash Sea, the Pirate Isles are rife with marshlands, biting insects, disease and pirates of all stripes. Here and there, the ruins of the ancient Vognash civilization can be found sticking up from the swampy ground.

The Rage: A seemingly endless whirlpool located in the southeastern waters of the Vognash Sea, the Rage is thought to be a lingering remnant of whatever disaster destroyed the ancient Vognash civilization. The means through which it continues to exist are unknown.



Wala'dur

Government: Theocracy

Common Peoples: Sea Elves, Brawny Minotaur

Wala'dur is a nation of sea elves, founded in ancient times by the Prophet Wala. Today it is a theocratic society ruled over by her descendants, with the help of the Walan clergy—a cult-like Linquad sect. The country remains fairly isolationist but is known for its matriarchal and polyandrous culture.



Glaag Island: The ownership of Glaag Island has long been in dispute, claimed by both Wala'dur and Eoris. Today it is a demilitarized zone, as per a grudging agreement between the two countries. The island is, meanwhile, home to a colony of minotaurs whose ancestors fled here during the Lunar Occupation, and who carefully attempt to remain neutral, playing each of the nations off against the other.

Iahan (Population 50,000): Iahan is a manufacturing city. Skilled labor thrives here and a large portion of the manufactured goods in Wala'dur come from Iahan workshops. The city has a reputation for quality, and the goods that Iahan produces are often in demand as far away as Zompar or Muno'che.

Knak Isle: This frozen island is home to the largest concentration of penguins in all of Trystell. Among these are the dreaded Greater Knak Penguins, who have been known to breathe fire and strip all the meat off the bones of a caribou in under a minute.

Uth-nimb (Population 30,000): The oldest city in Wala'dur, it was to here that the legendary prophet Wala first led her disciples in their holy migration from Quaklon. The shallow waters mean that many of the buildings here stick up above the surface, and some—built on the surrounding islands—don't touch it at all.

Yirdril Sands

-  **Government:** City-States, Tribal
-  **Common Peoples:** Humans, Handler Gnomes, True Elves, Hobgoblins, Trolls



The Yirdril Lands are a vast and turbulent region of failed nations, roving bandits and abandoned villages. A generation ago, the lands were a patchwork of small, backward kingdoms, until a wave of revolutions topped monarch after monarch. This destabilized the region, causing many to flee the chaos as refugees.

Gnin (Population 50,000): Over the past century, the city of Gnin has faced not one, but two governmental collapses. Originally it was the capital of the short-lived Republic of Nissel, which fell apart eighty years ago, leaving a brutal power struggle in its wake. Following that, the Gnin dictatorship seized power. It, too, was torn down a decade ago in a bloody revolt. Despite this history of instability, however, the residents of Gnin still hold many of their old democratic ideals.

Lake Zurros: Lake Zurros is a large, shallow endorheic lake with an astounding salinity. It never gets more than 10 feet (3 m) deep and the lake is home to two sets of islands: the Zildcam Islands, which are low lying grassy islands that jut above the water's surface, and the Sacred Islands, which hang in the air, majestically suspended high above the waters. Legend has it that these floating islands are home to the god Zuraic.

Melanoc (Population 31,000): Just over forty years ago, Graundaur sponsored the foundation of a new settlement in the mountains north of its border with the Yirdril Lands. This was part of an attempt to claim that land for its own. While the new settlement was wildly successful, it rebelled against Graundauran rule a decade later and has since operated as an independent city-state.

Zompar

-  **Government:** Monarchy
-  **Common Peoples:** High Orcs, Orcs

Zompar is the largest island on Trystell. It is an isolated land where life is nasty, brutal and short. The island has long been dominated by petty warlords, who fight amid an ever-shifting patchwork of territories, alliances and feuds. Betrayals are common, as backstabbing is a time-honored route on the island.

Ceben (Population 75,000): From the city of Ceben, King Gulnak in theory rules over the entire island. In actuality, however, he is little more than a puppet for his council of advisors, who tightly control the palace and regularly enact laws in his name without consulting him. The King is looking for a way to break free of his puppet strings, but thus far an opportunity has yet to present itself.

Oucomon: This fortress was the center of resistance in Zompar during the Lunar Invasion and early Occupation. In response, it was bombed by Blaugh'ock forces. To this day, the fortress still lies in ruins.

Zompar Desert: Despite its sometimes desolate appearance, the Zompar Desert abounds in life. Scrub covers much of the ground, interspersed with lowlying cacti. Kangaroo mice and lizards hide under rocks in the daytime, only to come out at night. The locals sometimes organize hunting parties not only to hunt the local fauna, but also to track down and prove their might against the giant scorpions that call the desert home.

Zompar Mountains: These mountains are red with iron and other mineral deposits. While the local tribes do mine some of it, prospectors tell of rich veins that lie untapped. Opening a mine is difficult here, however, as banditry, lack of infrastructure and hostile locals impede any would-be mine's operations.

Cosmology

Scholars know that Trystell is the moon of a large gas giant known as Zipnocii. It is, in fact, one of four moons and countless tiny moonlets. When the inhabitants of Trystell look up at the sky, they see not only the sun and stars, but the planet hanging overhead, and Trystell's sister moons that shrink or grow as they come into or out of alignment.

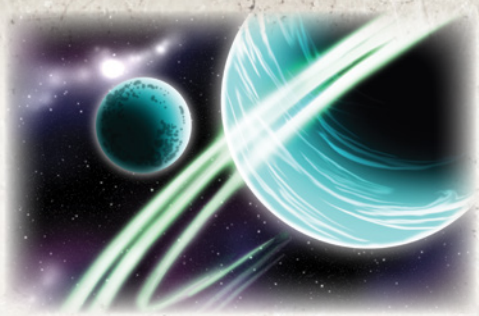
The Moons

Three of Zipnocii's moons—Trystell, Blaugh'ock and Fandikal—are locked in a Laplace resonance. That means for every revolution of Trystell around the planet—a month in the standard calendar—Blaugh'ock makes two orbits and Fandikal makes four. Pannon, the final moon, has an irregular orbit and dark omens follow it.

Times of Ill Alignment

Many of Trystell's religions believe that the gas giant Zipnocii is the location of the afterlife. When Blaugh'ock or Fandikal passes between Trystell and the planet, this is thought to be a time of bad omens. The intervening moon is interfering with the ability of souls to pass on. Legends say that those who die during a Time of Ill Alignment won't continue on, but will cling to this world as restless spirits, trapped in the land of the living.

Times of Ill Alignment usually happen six times a year: two due to alignment with Blaugh'ock and four due to alignment with Fandikal.



Blaugh'ock

Everyone knows that Blaugh'ock is inhabited, and that hundreds of years ago its peoples invaded Trystell, leading to the Lunar Occupation. It is populated by humans and dwarves, and its peoples follow strange gods, said to have been banished from Trystell in eons past. Blaugh'ock culture is more magically and technologically advanced, and in fact, it was the Blaugh'ocks that introduced lunar magic.

Fandikal

To the naked eye, Fandikal appears as a blue-green marble floating through the heavens. With a telescope, the blue-green blur coalesces into continents, seas and ever-changing clouds. Blaugh'ock writings say that they once invaded Fandikal, and that it was home to strange peoples with jealous gods. Some scholars have tried using large mirrors to flash coded messages at the moon, but to date there has never been a response.

Pannon

Little is known of Pannon. It appears in the sky as an orange-tinted marble with darker splotches. Under a telescope, the splotches take the form of regular-looking structures—perhaps canyons or walls. The moon has an irregular orbit, and Blaugh'ock writings say little of it, other than it is a cold and accursed place.

The Stars

Zipnocii revolves around a fairly average yellow star, known by scholars as Quintar, but known by everyone else as the sun. Its solar system also has eight other planets, which are seen by astronomers as wandering stars, moving across the night sky.

Thousands of other stars are also visible from Trystell's surface. The ancients grouped these into constellations. The ten primary constellations are associated with each of Trystell's ten months. Secondary constellations include Eios, Linquad, the Lich and the Yeti in the southern hemisphere; and Crono, Zuraic and the Bow in the northern hemisphere.

Other Planes

There are holes in the universe that lead to other dimensions or planes of existence. The best known of these are the Kalid Gates, which lead to a pocket dimension known as the Kalid Realm, but others are theorized as well.

The Kalid Realm

The Kalid Realm is the home of many magical creatures, including the kalids from which kalid magic is derived. It is connected to Trystell through numerous Kalid Gates—holes in the universe, usually located high in the mountains, at the bottoms of caves or deep in the wilderness. Most gates are rooted in one location, but others move about, roaming the land unpredictably.

The Kalid Realm is said to be a deadly garden. It is a land that is deceptively beautiful, where the fruits are poison and mystical predators roam the wilds. It is a realm of hedges and soft illumination, a place of magic where directions don't always make sense and where time sometimes flows differently than it does in the world outside.

The Eye of Maoh

When dwarves look up at the sky they see something that others do not. To them, Zipnocii has a great glowing red spot at its center, which moves slowly over time, peering down on different parts of the world. They call this the Eye of Maoh.

Legends say that this is the god Maoh, angry that the dwarves no longer follow his teachings. Scholars say that this is a warm spot in the planet's atmosphere, and that dwarves are able to see it because of the way their night vision works.

The Conduit

Some scholars claim that there exists a mirror universe, which is known as the Conduit, or sometimes Yitch. It is said to contain a world, much like Trystell, but with everything twisted—just a little bit different. Some say it is an empty universe where only the trappings of life exist. Others say it is a populated place with twisted mirror versions of everyone alive. Whatever the truth, the very existence of the Conduit is disputed.





Game Mastering

In which advice is offered to the Game Master, with sundry campaign options contained therein

This chapter contains a variety of tips, tricks and options for game masters looking to run an *Age of Ambition* campaign. It also contains ready-to-use plot hooks and optional systems for investigation, stealth, poisons, diseases and more.

Forward-facing Fantasy

For much of its history, the fantasy genre has largely been mired in vast, static worlds that have remained more-or-less unchanged culturally and technologically for hundreds or even thousands of years. Fantasy has long been a backward-facing genre, filled with ancient empires and forgotten relics “the likes of which the world will never see again.”

Age of Ambition is different. It is the game of forward-facing fantasy. Its stories look to the future, at a world moving beyond the medieval fantasy milieu. A renaissance is in progress, both literally and metaphorically, and its stories should confront both the good and the bad aspects of the changing world.

The Changing World

The world of Trystell is in a state of flux. The old certainties are being thrown aside, while a new social order rises in its wake.

From Above

From the top, life on Trystell looks optimistic. Crop yields are up. The cities are growing. The economy is booming. The nobility and gentry are richer than their forefathers, better educated and well-traveled. Tradesmen have better tools. The ships sail farther. The cannons are larger. Windmills and waterwheels produce mechanical energy. There are magnetic compasses, printing presses and blasting powder. There’s a renaissance in progress!

Those in power are not stupid, but they are likely to be complacent. From their perspective at the top, everything is going wonderfully. And if the ignorant peasants cannot see that, the social elite have no interest in hearing their complaints.

From Below

From the bottom, life on Trystell is terrifying and uncertain. Everything is changing. Better crop yields mean that farmers have more children, but no more land. So the dislocated youth swarm to filthy cities, where they die by the thousands

of bad water and disease. The mills and foundries are a special sort of hell. Cutthroats pick off the unwary and gangs recruit the unscrupulous. The old order is being torn apart.

On the fringes, settlers press outward into forbidden lands, where things lurk in the forests and ancient ruins are better left undisturbed. Half the pioneers end up perishing of starvation in the brutal wilderness. Others are picked off by hostile natives or the unknown.

Trystell's progress is real, but it comes at a terrible cost in dislocation and suffering. While the upper classes may be insulated from this fact by coin and power, the peasantry do not have that luxury.

Change is Coming

In the long term, Trystell's current situation is untenable, and eventually something will have to give. The social order is teetering on the brink of collapse. It is a mass of contradictions—old versus new, rich versus poor, hostile nations and mutually-antagonistic religions. The old superstitions and folk beliefs are fraying, challenged

by scholars and religious reformation. No one knows what to believe anymore.

The social hierarchy isn't as impenetrable as it used to be, and the ambitious may yet claw their way up. The feudal system is withering. It is hopelessly not up to the task of governing the changing place the world has become. Many nobles and knights, however, cling to their aristocratic trappings, still wishing the world's problems could be solved by a knight on a horse with a lance.

Inspiration

One of the easiest ways to come up with new *Age of Ambition* stories is to make one change to the world and follow it through to its logical conclusion. Try to put the player characters at the center of this change. For example, how does the party survive a revolution? With whom do they side? Or what happens when a new arcane lore is invented? Some mages would kill to steal that secret.

Another way to come up with an interesting story is to pick a genre and then try to tell that sort of story in a fantasy milieu. Cast the party in the central role. For example, what would detective fiction look like in the fantasy genre? How would first contact work if moved from science fiction to fantasy? How would you tell a fantasy war story or a fantasy romantic comedy?

This is also an excellent opportunity to use and subvert the common tropes of that genre or of the fantasy genre in general. What happens when a goblin tribe asks for its stolen relics back? What happens when the party finds the prophesied chosen one dead in a gutter? What happens when the ancient magical sword is a rusted chunk of bronze that bends when it parries a modern steel weapon?

And remember, a changing world means that you and your players can change it to make it your own.



Plot Hooks

What follows are a variety of plot hooks that can be used in your *Age of Ambition* campaign.

✦ The party has received a charter to establish a new settlement in the wilds. They must survey possible locations, scout the nearby ruins, recruit settlers, plan logistics, protect the wagon train bringing in supplies, treat with neighboring tribes and defend the community against bandits and warlords. In the end, they must decide what sort of community they wish to create.

✦ Although pirates have long plagued the nearby coast, recently the scattered pirate ships have been united under the banner of a woman calling herself the Pirate Queen. Furthermore, with their new united front, the pirates have grown bolder, occupying coastal towns and taking the residents away as slaves. The party has been given a ship and tasked with infiltrating the pirate fleet, posing as buccaneers and taking the organization down from the inside. However, the party may be surprised to discover the hidden power behind the pirate fleet.

✦ Long ago the neighboring goblin kingdom used to raid the surrounding lands, while heroes would plunder the goblins' tombs. But these are more accepting times and the goblin kingdom has now formally requested its ancient relics back. The party has been tasked with collecting these relics from their current owners and returning them to the goblins. Prejudice is long-lived, however, and there are those in both kingdoms who would see this newfound spirit of cooperation fail.

✦ The town where the party resides is rapidly growing into a prosperous city, and the town council has decided to join the modern world by forming a professional city watch.

The party has been nominated to head this new organization. They must establish a headquarters, recruit new members and protect the city. Furthermore, the part-time volunteers that used to serve as the watch aren't happy to lose their regular source of bribes, and the local thieves guild isn't happy to see a competent group take their place.

✦ A legendary elven hero, thought dead for eons, has returned from her centuries-long retreat into the wilds. The party has been appointed as her liaison with the modern world. However, it soon becomes clear that social mores have changed greatly in her absence, and she is a relic of a much more brutal and prejudiced time. This leaves the party at odds with her, and they must figure out what to do about a living legend.

✦ The king is a tyrant. His court dines on an excess of rich food and entertainment, while his people starve and are preyed upon by cutthroats and bandits. A revolution is brewing, despite the king's best attempts to crush it beneath an iron boot. The party is a cell of revolutionaries looking to topple the king from power. They must plan, agitate and avoid or fight the king's goons until he can be dethroned. But what comes next? Who will replace the king? How will the bandits be dealt with? Can the disparate revolutionaries ever agree?

✦ The war was hard on everyone, but it is finally over, and it has left the kingdom in shambles, with ruined fields and shattered infrastructure. As the royal coffers have been depleted, the treasury advisor has taken to issuing writs of credit in lieu of payments of gold, and no one is quite sure what to make of this new paper money. A local crime lord, however, sees this as an opportunity. She just needs someone to steal the treasury's official stamp.

Running the Lifepath

Age of Ambition is written with the assumption that the players and GM will sit down and create characters together before the campaign. Call this Session 0. It gives everyone the chance to discuss the game, the characters that are created and to ensure that everyone is on board with the same assumptions. This makes the game better.

Running Session Zero

We recommend going through the Lifepath a step at a time for all of the player characters together. Direct the session. Have each of the players flip for Birth Fortune, then read the entries on the Birth Fortune table out loud. Once all of the players have it written down, move on to Origin and have all of the players flip for that, etc.

Put on a show. Try to make character creation like a tarot reading. Flip cards and make a layout on the table in front of you. As the GM, your job is to make character creation fun for everyone and to help the players figure out how their characters fit together.

A blank Lifepath sheet can be found on page 316 and a character sheet on page 317.

Hands and Luck in Session Zero

During character creation, characters will flip cards on various tables, and during the Career step, occasionally flip a card to perform an action. Don't worry about drawing hands during Session 0, just flip off the top of the deck. If a face card comes up when making a flip to take an action, use the character's

The Shopkeeper Rule

Occasionally, a player might strongly dislike the character the lifepath has generated. When this happens, it's best not to force her to play it.

Instead, have her give the character a name and set it aside. Sometime in the future the party might encounter this character as a shopkeeper or something similar—someone who dreamed of changing the world, but who just wasn't cut out for it. Then have the player create a new player character.



Luck score. This will be **Luck 5**, unless she has already acquired a trait that affects it.


Character Creation as a Tutorial


One way to think of character creation is as a tutorial. The events in the lifepath allow players to learn more about the game world. Making flips allows players to learn the game's basic mechanics. In this way, everyone will be better prepared when the first session begins.

Point-Buy Character Creation


Age of Ambition's lifepath system of character creation is meant to be a deep look at the characters and intended to spur player creativity. It is fun, but it is not fast. GMs wanting a faster method of character creation can use the following point-buy method:


-  **People:** Pick your character's People from among those available (see page 37). Note any stat restrictions.
-  **Assign Stats:** Assign your character's stats from the array found on page 30.


 **Status:** Pick a Status or flip a card and use its value to determine your character's Status. Treat face cards as having a value equal to your Luck score. See the table below:

 **Finishing Touches:** Pick your Creed, Idiosyncrasy and Ambitions, then calculate any derived scores (see page 32).

Value	Status
1 – 5	Common 1 to 5
6 – 10	Gentle 1 to 5
Joker	Noble 1

 **Bond:** Make up an important NPC with whom your character has a Bond. Give this NPC a name and type (see page 188).

 **Buy Skills & Traits:** Next, you have 50 experiences that can be used to purchase skills and traits, as well as to increase stats. No more than 5 experiences may be left unspent. You also start with a free rank of the **Language (Standard)** skill.

 **Purchase Equipment:** You have 250 bp which can be used to purchase starting equipment. You also start with a free set of clothes and either a dagger or staff.

GM Lifepath Tables

During the lifepath, certain entries will direct players to have the GM flip on a particular table. These GM-only tables follow. They are presented in the Game Mastering chapter so that you have a chance to modify the results, if necessary, to best fit your campaign.

Unusual Birth Fortunes

Sometimes characters are born under a particularly unusual set of circumstances. When directed, pick or flip an entry on the Birth Fortunes table found on the next page.



Card	Unusual Birth Fortune	Page	Box
A	True Nobility: Through your extended family you have inherited ties to reigning nobility. Gain Contact (noble family) . You also gain the title Lord (Noble 1) , although this is largely a courtesy title.	122 186	
2	Inherited Barony: You have inherited the title of Baron (or local equivalent) from your family. While the title doesn't come with the wealth it once did, it does confer both a great deal of status and responsibility. Gain Obligation (barony) . You also gain the title Baron (Noble 1) .	132 186	
3	Hybrid: You were born as a hybrid of two different peoples. Flip or choose two entries on the Peoples table to determine which. As a hybrid, you are also sterile.	37	
4	Affinity in the Womb: You were exposed to magic while in the womb and developed an affinity before you were even born. Gain Wild Affinity and flip a card. The affinity is to kalid magic if it's red or lunar magic if it's black. If it's a face card, you also have an associated cosmetic deformity, such as glowing eyes or a forked tongue.	127	
5	Blind: You were born without the ability to see, but have learned to rely on your other senses. Gain the Blind weakness.	128	
6	Deaf: You were born without the ability to hear, but are able to read lips and use sign language. Gain the Deaf weakness.	129	
7	Circle of Honor Ties: You inherited family ties to the Circle of Honor. Gain Membership (Circle of Honor) .	125 228	
8	Kalid's Guild Ties: You inherited family ties to the Kalid's Guild. Gain Membership (Kalid's Guild) .	125 230	
9	Lanstrin League Ties: You inherited family ties to the Lanstrin League of Technology. Gain Membership (Lanstrin League) .	125 231	
10	Lunar Preservation Ties: You inherited family ties to the Society for Lunar Magic Preservation. Gain Membership (Lunar Society) .	125 233	
J	Soldiers of the Field Ties: You inherited family ties to the Soldiers of the Field. Gain Membership (Soldiers of the Field) .	125 234	
Q	Prophecy for Good: A prophecy surrounds your birth, proclaiming that you are destined to change the world. You should work with the GM to figure out the specifics. Perhaps you are destined to be a great savior or to overthrow an evil tyrant! The prophecy might even be true. Regardless of its veracity, many people believe in it. Gain Reputation (prophecy) and Moxie .	125	✓
K	Prophecy for Ill: A prophecy surrounds your birth, stating that you are destined to bring some great evil or hardship upon the world. You should work with the GM to figure out the specifics. Some would do you harm to prevent the fulfillment of this prophecy. Gain Enemy (adherents of the prophecy) .	130	
Joker	Chosen Soul: Unbeknownst to you, your soul has been singled out by some great power to be particularly resistant to the effects of corruption—whatever it is that entails. The GM should decide the nature of the power that singled you out and what that means for your soul.	285	

Unusual Events Table

The table below consists of particularly unusual events that might happen to a character

during her lifetime. When directed, pick or flip an entry on the table below.

The table continues on the next page.

Card	Unusual Event	Page	Box
A	Minor Affinity: You were exposed to a new and experimental arcane tradition or some obscure minor tradition. If you do not yet have an affinity, gain Wild Affinity (unusual tradition) . This excludes you from using most conventional magic, but other arcane doors—closed to even the greatest of kalid or lunar mages—may open for you.	127 177	
2	Werewolf: Through your family you have inherited the curse of lycanthropy. This causes you to lose control and change shape into that of a hulking man-wolf every night the moon Pannon is full in the sky. If you are caught with this condition, you may be ostracized, exiled or even killed. Gain the Secret (werewolf) and Susceptible (silver) weaknesses. The GM controls the character when she loses control and enters her man-wolf form.	133 303	
3	Granted Title: You performed some deed or service that led to a powerful royal granting you a title. What this means in practice varies by region. Gain the Baron (Noble 1) title and Obligation (liege lord) .	186 132	
4	Talking Animals: Sometime during your life animals began speaking to you. It's really very peculiar and others may think so as well. Whatever its cause, gain a rank of Language (animals) and Reputation (good with animals) . Unfortunately, many animals have very different concerns than people and are not all that bright.	84 125	✓
5	Magically Duplicated: You were exposed to a magical experiment gone wrong. This resulted in an exact duplicate of you being created. The duplicate then was either taken away or escaped. It is now traveling the land using your identity. Gain the Mistaken Identity (magical duplicate) weakness.	132	
6	Unnatural Longevity: Something has increased your life span. It could be a forbidden potion you somehow acquired and drank, it could be a blasphemous rite you underwent to suck the life out of others, or you could believe it to be the blessing of a deity. Whatever the cause, your lifespan has doubled. Multiply the number of years each career attempt represents by two.	31	
7	Embedded Spirit: A spirit, ghost or some other ethereal entity attached itself to your body. This entity has its own personality and its own agenda. You should play both personalities. Gain the Multiple Personality (spirit) weakness.	132	
8	Imaginary Friend: Many people have imaginary friends when they are children. You did as well. However, sometime during your adult life, your imaginary friend came back, and now she won't leave you alone. Of course there has to be some rational reason for this... Maybe she's a spirit? Maybe you are going insane? Either way, gain the Bothersome Habits (vocalization) weakness, since your imaginary friend sometimes elicits a speaking response. Also gain Ally (imaginary friend) , as she is inclined to occasionally help you out or to hinder your enemies.	128 121	

Card	Unusual Event (continued)	Page	Box
9	Yitch's Taint: You were contacted by agents of a powerful entity called Yitch. They offered you a bargain. If you were willing to absorb some of the energy of their master, selling your soul so to speak, they would grant you untamed power. Choose: ✦ You refused and barely escaped with your life. Gain Enemy (agents of Yitch) and flip on the Injury table ✦ You accepted their offer. Perhaps you lost your soul? Regardless, they pulled strings to arrange your reward. Gain your choice of the Baronet (Gentle 5) title, Favor (agents of Yitch) or 1000 bp. The agents may come for you again one day. Gain Obligation (agents of Yitch) .	130 20 186 123 132	
10	Forbidden Knowledge: Somehow you came into possession of knowledge unknown to almost anyone on Trystell. There are those who would kill to possess this knowledge. The GM should determine something that is pertinent to the campaign and significant in the world as a whole, making something up if necessary. This could be knowledge of Yitch and its agents in the world, the conspiracy at the heart of the Consortium or whatever the GM thinks works best for the campaign. The GM should work with you to explain how you learned this.	—	
J	Blaugh'ock Incident: One day a Blaugh'ock man approached you, begging you to hide him from the authorities that were looking for him. Choose: ✦ You helped hide him until the authorities left. Afterward, he revealed that he was the captain of a Blaugh'ock skyship that had broken down. He now owes you one. Gain Favor (Blaugh'ock captain) . ✦ You turned him in and the authorities carted him away while he vowed revenge. Gain Enemy (skyship captain) and a 100 bp reward.	123 130	
Q	Magical Implant: Either voluntarily or against your will, you were subjected to a magical experiment that implanted an artifact in your body by ripping out your eyes and replacing them with dark crystal orbs. These eyes match whatever Mystic Affinity you possess. If you don't have an affinity, gain Wild Affinity (pick tradition) . They grant you a permanent form of Second Sight (see page 178).	125 127	
K	Royal Favor: While out one day, something you did saved the life of a passerby who turned out to be royalty or some other similarly important individual. She now owes you a favor, and a favor from a monarch is not to be taken lightly. Gain Favor (royalty or other powerful leader) .	123	
Joker	Chosen One: A local sect declared you to be the "Chosen One" of their deity. Whether you believe this yourself or not, gain Reputation (chosen one) and Intuition . You may also optionally gain Mistaken Identity (chosen one) .	125 124 132	✓



Artifact Tables

The tables below consist of artifacts that might be acquired by characters during the lifepath. When directed, pick or flip an entry. All artifacts have an affinity with either kalid or lunar magic. Pick the table that best fits the character or determine randomly.

Card	Kalid Magic Artifacts	Page
A	Blood-Drinking Mace	278
2	Circlet of the Vampire	278
3	Cloak of Appearance	278
4	Conversation Necklace	278
5	Farseeing Telescope	279
6	Fate's Amulet	279
7	Leech Blade	279
8	Life-Drain Pot	279
9	Mask of Sustenance	279
10	Shaman's Tongue	279
J	Training Medallion	279
Q	Exceptional Potion	Right
K	Unique Kalid Part	Right
Joker	Flip on Lunar Magic table	Below

Card	Lunar Magic Artifacts	Page
A	Boots of Quickness	280
2	Bracers of Strength	280
3	Dragon's Blunderbuss	280
4	Glasses of Targeting	280
5	Hat of Willpower	280
6	Pants of Hardiness	280
7	Self-Cocking Crossbow	280
8	Spiritual Barometer	281
9	Staff of Power	281
10	Staff of the Crazy One	281
J	Turtle Ring	281
Q	Exceptional Stick	Right
K	Unique Lunar Device	Right
Joker	Flip on Kalid Magic table	Above

Exceptional Potion or Stick

Rather than being a true artifact, this is a truly exceptional potion (kalid magic) or stick (lunar magic). For more on potions and sticks, see page 148. Not only does it not degrade in quality each downtime, but using it grants Margin 10 or a critical success, whichever is better. Furthermore, the maximum time that the spell may be maintained is doubled. Pick which spell is contained in the potion or stick. Interesting choices include:

- ✦ Cure Malady (see page 104)
- ✦ Séance (see page 109)
- ✦ Choke (see page 118)
- ✦ Chilling Frost (see page 119)

Unique Reagent

This isn't a true artifact, but a unique kalid part or lunar device that can be used to power a single spell. The spell it powers gains one or more of the following benefits (GM's choice):

- ✦ The casting flip gains ++.
- ✦ Extend the time the spell can be maintained by an order of magnitude—rounds become minutes, minutes become hours, hours become days.
- ✦ Maintaining the spell doesn't require the mage to focus: it doesn't require an action each round, nor does it impose — on actions taking longer than a minute to complete.



Running a Session

All games of *Age of Ambition* are made up of some number of sessions. Each session unveils the next chapter in the continuing exploits of the player characters.

Target Numbers: Open or Secret?

As the GM, you decide whether or not to make Target Numbers (TNs) openly known to the players. A good rule of thumb is to ask yourself whether the character would know how difficult the action is before taking it. Then reveal or conceal the number as appropriate. When in doubt, lean towards making it known.

Ymir is a skilled thief. He is about to scale a wall to access a second story window. The GM decides he would know how difficult this is and publicly declares it to be TN 12.

*Espen is gathering rumors in a local tavern. He doesn't know what rumors there are to gather, so the GM decides to keep the TN of his *Chr/socialize* flip secret.*

Yalanthanal is attempting to translate an ancient text from the Yirdril Desert civilization. The GM decides that he would have only a vague idea of the difficulty, and describes it as "very challenging."

Planning Challenges

When planning challenges, it's good to keep in mind the party's abilities. One way to do this is to look at each character sheet and pick out a skill the character is good at, then try to find a way to make the skill relevant in the session. This gives each character a moment to shine.

Another useful trick is to look over the party's current Ambitions when planning the next session. These are a good indicator of what sort of challenges are interesting to the players and what they hope to achieve. Give each Ambition some thought and try to find a means for the team's short-term Ambitions to play out in an interesting way.



GM Hands and Luck

Just like the players, you get a hand of cards that you can use for NPCs. Start with a number of cards equal to the number of players in the session. These cards can be played, and your hand refreshes, just like player hands.

When making a flip, use the Luck score of the NPC taking the action. This will always be **Luck 5**, unless you decide differently, or a stat block indicates otherwise.

While juggling the events of a session, as the GM, it's easy to forget that you have a hand of cards. One way to make sure that you use them is, while planning a session, to outline which NPC actions are the most important, then write in your notes to, if necessary, use cards from hand. There are unlikely to be more than one or two critically important NPC actions in the session, but this helps ensure the game flows as intended.

Handing Out Awards

There are a number of ways to reward players, tempt them to do quests or incentivize certain behavior—both during and after a session.

Experiences

At the end of each session, you should award players an experience or two, in addition whatever they earned by completing Ambitions. The recommended target is that players should earn about three experiences per session total.

Luck

Luck and cards in hand are not just a means of modifying actions, but can also serve to reinforce the themes of the game or to motivate players. Whenever a player does something awesome that makes the game better, feel free to reward her by telling her to draw an extra card into her hand.

Titles, Influence and Favors

Rewarding players with a point of Influence or a Favor is a great way to demonstrate the impact the party has on the world. Similarly, Titles are an excellent social reward for a major accomplishment, but should be given out rarely.

Bonds & Traits

One way to get the players to acquire new Bonds is to offer them as a reward at the end of a session. For example, if the players spent the session rescuing the queen's advisor, they might be offered that advisor as a Contact.

Other traits can similarly be offered as a reward, but this should be done sparingly.

Money & Equipment

Offering money or gear is a tried and true method of motivating players. The average quest reward should be about a week's wages for the average party member (see page 135).

Facing Defeat

Whenever it looks like the party is going to be defeated, it's useful to take a moment and think things through. Go to the bathroom; get a drink. This gives the players a few minutes to sweat as they look defeat in the eye.

While delaying, you should take a moment to ask yourself: How can I make this failure interesting? How can I make this loss meaningful to the players without killing them all or ruining their fun?

There are many options for defeat beyond the wholesale slaughter of the party. Characters could be wounded and left for dead. They could be arrested by the city watch or taken as hostages. Their friends could be kidnapped. They could lose Influence or have Bonds forcibly exhausted. Know your group and try to pick something they will find interesting.

Planning a Campaign

Coming up with an idea for a single session is a lot easier than coming up with a framework for an entire campaign. In a continuing campaign, the party needs both a reason to stay together and a reason to get involved with events in the world.

Campaign Premises

Below are a number of ready-to-go campaign premises that can be used to explain why the party is together and what sort of challenges they are likely to encounter.

City Watch

The party could be members of the city watch, looking to protect the town from bandits, organized crime or corrupt fellow watchmen. They might investigate murders or stop assassination plots. This is also a fun chance to turn a fantasy trope on its head, making bands of wandering adventurers into a reoccurring menace.

Conspiracy

The party could be one cell in a conspiracy or other secret society looking to topple a tyrant who is in power. Adventures might include sabotaging the tyrant's resources, fighting her lackeys, screening new recruits, infiltrating the palace or, eventually, the assassination of the tyrant herself.

Escaped Slaves

Another possibility is for the party to be a group of escaped slaves or prisoners. The first session could be making their escape. Later

The Buy-in Rule

At the beginning of a plot arc, one possibility to get started is to present a hook and then have each of the players come up with a motivation for their character to get involved. For example, your hook might be, "The local Kalid's Guild office is on fire and something needs done!" One player's motivation might be "My cousin works there and I need to rescue him!" or another player's might be "Clues to locate the artifact I'm looking for are there." This gets all of the characters involved and jumps right to the action.

sessions might be pulling themselves up by their bootstraps, avoiding bounty hunters or organizing a rebellion among the remaining slaves. This also gives the party their former captor as a shared enemy.

Party Unity

If you don't have a particular campaign premise in mind, a good way to develop one is to use the Party Unity step in character creation. Have the players talk to each other and work out why their characters are together and what they hope to achieve as a party. The Ambitions they pick can also be used to plan the events of the campaign.

Settlers

The party might be the leaders of a group of settlers, founding a new community on the frontier. Adventures might include scouting for resources, treating with nearby settlements or tribes, keeping the peace in town or starting a local business. As the settlement grows, this could dovetail into the Town Council premise (see next page).

Ship's Crew

The party could be the core of a ship's crew. Maybe they are explorers, traders or privateers! The rest of the crew would be NPCs. This provides both the opportunity for recurring minor characters and for a campaign that regularly visits new ports of call.

Town Council

Another possibility is that the party might be civic leaders. Adventures could include backroom intrigue, running for election, attending masquerade balls, treating with diplomatic envoys or avoiding assassination. Enemies might include fellow politicians, agitating demagogues, threatening warlords or conspiring businessmen.

Traveling Merchants

The party could be a group of traveling merchants, moving from city to city to sell their wares. Adventures might include making contacts in town, smuggling goods past the city walls, fighting off pirates, finding the local black market or the hazards of the trail.

University Students

The party might be a group of new students at one of Trystell's prestigious universities. This gives them the opportunity to solve the mysteries at the school, investigate suspicious professors and socialize with their peers.

Other Ideas

Other possible campaign premises are numerous and varied. The party might be a group of prospectors, members of a traveling circus, a band of mercenaries, a group of con artists planning a heist, agents of a major organization, religious exiles, a traveling band or any other number of things.

Foreshadowing

At its simplest, each session in a campaign could be run as a standalone scenario. This, however, might leave the campaign feeling disjointed. One possible solution is to make sure there's a scene in every session that foreshadows what's to come. Try to make sure this scene can't be explained by the events in the current session. This leaves a dangling plot hook that can serve as the lead into the next adventure.

For example, while the party is fighting cutthroats in a dark alleyway, a couple of the enemies in the rear are stabbed in the back by an unknown masked assailant, who flees into the night before the party can finish the fight. Who was this masked woman? Why did she attack the cutthroats, or was she aiming for the party? This is a mystery that will be solved in a future session.



Running Combat

Combat has long been a focus in roleplaying games. *Age of Ambition* strives to make combat both dangerous and tactically interesting for the players, while at the same time, aiming to make it easy for the GM to both track and run.

Defense Flips

At the beginning of every round, all players will make a **Defense** flip for that round (see page 166). We recommend that players keep their Defense card on the table in front of them as a reminder. Discard it at the end of the round.

As the GM, you get to decide whether you will make a **Defense** flip for all enemies, for groups of enemies or for each enemy individually. When in doubt, flip once for all enemies; this keeps your job simple.

The party is facing off against a dozen of the tyrant-king's thugs, led by Kaleesh Asar the tyrant-king's chief torturer. At the beginning of the round, the GM decides to make one Defense flip for the thugs and a second Defense flip for Kaleesh. She puts both Defense cards on the table in front of her, next to their associated stat blocks.

Tracking Action Points

It's useful to have some sort of physical tokens to track Action Points (AP). Glass beads work well, as do poker chips. Just keep tokens for your remaining AP in front of you and push the spent tokens aside.

For most NPCs, don't bother tracking AP when it's not their turns. Simply spend what they have on their turn and forget any that are leftover. This makes tracking groups of enemies easy. Save tracking AP for special occasions or for important villains.

Tracking Consequences

To track consequences, we recommend using our *Age of Ambition: Consequence Cards*. Each consequence gets its own card, which can be handed out to players as needed. If multiple instances of the same consequence need to be tracked, just hand out two copies of the same card, or place poker chips or some other token on a card, to represent each instance.

Combat Grids

It is possible to run combat solely using the group's imagination ("theater of the mind") or to employ maps and miniatures to represent the

Keep it Simple, Stupid

As the GM, the golden rule of combat is: Don't make things hard on yourself. Have the NPCs use the simplest combat options. Flip a single Defense card for all enemies. Don't bother having them hold on to AP to take reactions, unless you have a specific reason.

Unless an enemy is supposed to be a tactical genius, don't worry about employing the most optimal actions. Let NPCs make mistakes and leave openings. Many players love exploiting the enemy's mistakes—so let them!

That said, don't be afraid to go all out for villains who are supposed to be geniuses. Paying attention to tactics and exploiting PC weaknesses will make them seem all the more clever when they're compared to the usual riff-raff.

combatants on the battlefield. *Age of Ambition* has been written to support either approach.

If using a map, grids consisting of hexes or squares are the most common. Just have each space on the grid represent 1 yard. This makes tracking movement easy, because it means that a character's Move score is simply the number of spaces she can move in a single action.

Area Effects

To make tactical play easier, common area effects have been carefully sized to match the blast templates used by a variety of popular wargames and roleplaying games. Just hold the cone or blast template over the table to quickly see which targets are affected.

Bringing Combat to Life

When describing a combat scene or the foes that the party faces, try not to use game mechanic descriptions. For example, don't say "a guard walks up and attacks," say "a man wearing the livery of the tyrant-king gives you a wicked smile, showing his rotten teeth. He

readies his halberd and advances." This requires a bit more thought, but the players' imaginations will fill in the remaining details. This gives life to a combat scene in a way that rote mechanical details cannot.

Run Away!

Age of Ambition isn't written with the idea that combats should be of a certain level of difficulty. It's easy for the party to get in over their heads. This being the case, you should be lenient when the players decide to run away.

Unless you have established ahead of time that there is nowhere to run, or you have a very good reason to play out a lengthy chase scene, once all the players agree they want to flee, it's best to just skip to the party regrouping somewhere after the battle.

Running things this way keeps the focus on the interesting decision to come: What does the group do in the wake of their defeat? It also sets a precedent that you, the GM, can call upon when it's time for a reoccurring villain to make a similar escape.



Running the World

In a game about the changing world, it is important to consider how the world will be portrayed and how the player characters can make a difference.

When planning a campaign, start by outlining a few ways that the party might bring about change. Try to connect these to the party's motives. Then outline a few ways that the world may change if the party doesn't intervene—after all, they're not the only ones changing the world. Try to pick things the party will want to intervene and stop.

Tracking Change

Try to give the players concrete goals. For example, if they want to remove an unjust city ruler from power, they might have a goal of sneaking crates of revolutionary pamphlets through the sewers to certain distribution points. If they succeed at the goal, they'll place an "Unrest" consequence on the city.

Consequences are an excellent way to track the changes that are happening in the world. Remember that consequences don't have to be placed on characters, but can be placed on organizations, cities, regions or anything else in the game world.

Also remember the Rule of Three (see page 157). Once the party has placed three similar consequences, something big should happen as a result. For example, once the party has placed three "Unrest" consequences on the city, a revolution may break out, trying to remove the unjust ruler from power.

Not every change has to involve the entire world. Start small and then build up to larger changes. Three consequences on

a city results in a dramatic change to the city. Change three cities and there will be a dramatic change to the region, etc.

To spice things up, occasionally place the party in a reactive role as well. For example, unless the party stops the city tyrant's nefarious plot, she will get to remove an "Unrest" consequence or place an "Iron Grip" consequence on the city.

The party has a puppet ruler that they want to put on the recently vacated throne of Inushalon. However, before they can do this, they're going to need the support of the city's populace. To obtain the support they require, the GM rules that they must accumulate three "Public Support" consequences.

Since Inushalon is starving, the party hatches a plan to bring a shipment of food to the city and distribute it to the people in their puppet ruler's name. This results in an adventurous voyage to a neighboring city, but in the end the plan is a success! The puppet ruler gains one "Public Support" consequence.

Upon return to Inushalon, the party takes a downtime, and one member uses this as an opportunity to politic with one of the major factions in the city, gaining their support. This gleans the party a second "Public Support" consequence.

Finally, the party decides to launch a daring raid on the headquarters of the nefarious warlord who was responsible for the city's dire food situation. After a pitched battle, the group brings his head back to Inushalon and their puppet publicly present it. This gains them a third "Public Support" consequence! The Rule of Three satisfied, the party is finally able to put their puppet on the throne.

Using Status

Status is a useful measure of social importance. It can also be employed to emphasize the significance of a particular NPC by having that character spend an Influence from Status to impose a bane on a PC's action or gain a boon

for her own. Try to do this sparingly. It will make more of an impact on players when NPCs throwing around Influence is the exception rather than the rule.

Status also determines a normal day's wages for a character. This can be used as a benchmark when coming up with pay for a particular job, offering characters rewards or deciding how much coin amounts to an acceptable bribe.

Finally, feel free to ignore status when it's not important to the campaign. After all, it's going to matter a lot more at a noble's spring gala than trekking through the wilds.

Using Bonds

As the GM, a player character's Bonds can serve as inspiration when coming up with personal plots. Try to come up with a challenge where the Bond would be useful. Alternately, have the character called upon by her Bond. Perhaps a friend needs a favor, an organization

calls upon the character to fulfill a duty or an enemy shows up to create trouble.

It is also occasionally helpful to remind players of their characters' Bonds, especially when those Bonds would be relevant.

Downtime

The Downtime rules are a structured way to handle what the party is trying to achieve between adventures. They also serve as a periodic reminder for players to claim Ambitions or spend Experiences. Try to establish a regular cadence between downtime and action—perhaps ending most sessions with a downtime or resolving a downtime at the beginning of each session.

If the Downtime rules don't fit your GMing style, feel free to handwave them away. Simply declare when Experiences and Bonds refresh, and handle the party's actions during downtime on the fly.



Situations & Challenges

This section contains a variety of systems that might be called rules, but which are probably better described as guidelines. GMs are free to use these systems to run challenges, or to ignore them in favor of quicker resolution—there is a reason they are in the Game Mastering chapter, after all!

Avalanches & Cave-ins

Cave-ins and avalanches can mean either a slow, suffocating death or a quick, crushing death. When they occur, make a **Spd/athletics-10** flip to avoid the debris. The GM may adjust the TN. If the flip is a failure, take damage equal to the Margin.

Characters stuck in a sealed area under debris may start to suffocate. The GM should decide how long before suffocation begins. Suffocation rules are found on page 271. The GM may rule that characters should flip hourly for suffocation rather than each round.

Characters may attempt to dig their way out from the debris, but doing so is an extended **Str-10** (Tally 10, 1 hour) action.

Diseases

Diseases use the rules for maladies (see page 273). A few example diseases are presented below. Feel free to use these as templates when creating your own diseases.

Suethron Pox

Suethron Pox is a deadly illness known for the red weeping boils it causes, and for its extremely contagious nature. For some reason the illness seems to spread in waves, often first

appearing in a remote village and then quickly sweeping across Trystell for a few years, only to vanish again just as fast.

Vector: Inhalation or Contact (Disease)

Action: End-14 (Tally 10, 1 day)

First Effect: Margin toxic damage. Small bumps appear all over the victim's skin. They itch horribly, giving her the Fixated (itching) consequence.

Second Effect: Margin toxic damage. The bumps turn bright red and begin to weep putrid fluids.

Third Effect: Margin toxic damage. The victim is overcome with nausea and fever.

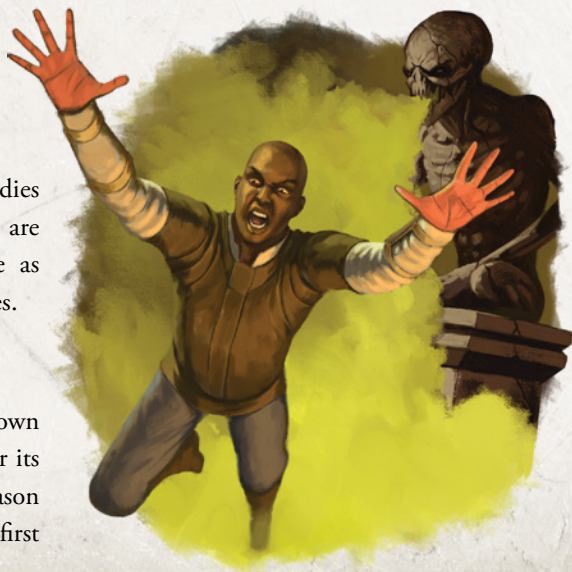
Veglialian Flu

Also known as madman's fever, the Veglialian Flu causes sweats, chills and vivid hallucinations. Although the disease is only occasionally fatal, it nevertheless lingers for weeks while the body fights it off.

Vector: Inhalation (Disease)

Action: End-12 (Tally 5, 1 week)

First Effect: Margin toxic damage. The victim suffers a fever, as well as fleeting audio and visual hallucinations.



✚ **Second Effect:** Margin toxic damage. The hallucinations become more vivid, often becoming difficult to distinguish from reality. Gain the Dazed consequence.

✚ **Third Effect:** Margin toxic damage. The hallucinations progress to full-on insanity. Gain the Desire consequence, with the subject being something outright mad. After a week, the illness passes from the victim's system. No further flips are required.

Zuraic's Wrath

Zuraic's Wrath is a rare, but potent illness that leaves its victims bereft of both sight and hearing. Most recover after a few days, but those who do not lose one or more of those senses for life.

✚ **Vector:** Contact (Disease)

✚ **Action:** End-12 (Tally 5, 1 day)

✚ **First Effect:** Senses dull, imposing ☹ on Per-based flips.

✚ **Second Effect:** The victim is left both blind and deaf.

✚ **Third Effect:** The blindness and deafness become permanent, barring powerful magical intervention.

Drowning & Suffocation

Any number of events may cause a character to suffocate—from drowning to being strangled.

The first thing the GM should determine is if the character managed to hold her breath before being suffocated. If so, she has a window of time before the adverse effects of suffocation begin to set in, otherwise she begins to experience them immediately. If she managed to hold her breath, she will start to suffocate in a number of rounds equal to her Endurance.

Once suffocating, a character must make an **End-14** flip at the beginning of each round. On a failure, she suffers fatigue equal to the Margin.

Falls & Collisions

A falling character takes damage equal to half the number of yards she fell—to a maximum of 30, which represents terminal velocity. With a successful **Dex/athletics-10** flip, she may land gracefully, reducing the damage by the Margin.

In a collision, both objects take damage equal to half their speed in yards per round. If they are moving at each other, add their speeds together and apply the damage to each. As with falls, a successful **Dex/athletics-10** flip will reduce the damage taken by the Margin.

Large or Small Creatures

For creatures of Size 2 or larger, multiply falling damage by Size. Similarly, for creatures of Size -2 or smaller, divide falling damage by Size. Do the same for collisions, if the colliding objects both meet this Size requirement.

This rule represents the way impact scales up with mass. After all, the larger they are, the harder they fall!

Flames

Characters exposed to open flame risk catching fire. Avoiding this is a **Dex-10** action, although the intensity of the flame may adjust the TN.

A character who catches on fire gains the Bleeding consequence, representing the ongoing burn. Particularly engulfing flame may impose multiple Bleeding consequences. Ending each consequence may be achieved by taking an action to stop, drop and roll.

Flashbacks

Flashbacks are a narrative device used to reveal a character's past. As the GM, you can use them as a pacing mechanism in a session. Is the party about to embark on a long voyage? Rather than skipping right to the end, break up the scene transition by calling for a flashback. This adds more weight to the transition and gives a player a moment to shine. Do you need a minute or two to prepare the next scene? Call for a flashback and let a player take center stage for a couple minutes as you finish your preparations.

Running a Flashback

Pick a player and ask her to tell a story about her character's past. The story should be substantial enough to last a couple minutes, but shouldn't be much longer than that.

When she is finished, award her by allowing her to draw a card into her hand. Try to pick a different player each time you call for a flashback.

Flashback Ideas

If the player is drawing a blank, you or the other players can offer her some prompts. A few examples are given below:

- ✦ What is the character's greatest accomplishment from before the campaign?
- ✦ Tell a story about something she did when pursuing her long-term Ambition.
- ✦ How did the character come by one of her Weakness traits?
- ✦ If the character has a secret, tell a story that drops some hints as to its nature.
- ✦ Who was the last romantic interest the character had? How did they meet?
- ✦ What is the character's biggest regret? Where did she go wrong?

Forage

While in the wilderness or countryside it is possible, albeit risky, to forage for food instead of carrying provisions. This works slightly differently, depending on whether the character is traveling while foraging or staying in a single area.

To forage for food, a character needs to make a **Per/survival-10** flip. Each flip represents four hours of searching. Feel free to adjust the TN to represent how difficult it is to find food in the surrounding environment.

On a success, the character finds enough food for herself for the day. If she's traveling, on a success by Margin 5 or more, she also finds enough for the day for one other person. On the other hand, if she's staying in one area, for every Margin 2, she finds enough for an additional person. After all, it's difficult to hunt, clean and prepare large game while moving.

On a failure, the character returns empty-handed. On a critical failure, she returns with tainted food, resulting in both a lack of nourishment and an uncomfortable night. Make a **10-Flip**; she takes that much toxic damage.

Investigation

Think about any mystery story you've read, watched or heard. These stories are never about whether the investigator actually finds the clue; rather, they are about how the investigator interprets the clue once it is found. Try to keep this in mind when running an investigative challenge. Not finding a clue is almost never interesting or fun.

When calling for a flip made to investigate a scene, come up with some sort of possible complication. The character will find the necessary clue to move the plot forward, regardless of whether the flip was a success or not. However, on a failed flip, she will encounter the complication. This trick can be

used with any flip made to gather information that is critical to moving the session forward.

*Nachme is investigating an inn that he suspects is used by Licad spies. The GM calls for a **Per/socialize-10** flip for him to subtly question the patrons. Regardless of the outcome, he will learn of suspicious noises coming from the kitchen late at night (the clue). If the flip is a failure, however, his questioning will raise the suspicion of a Licad informant, and he will find unwelcome visitors in his room that night.*

Maladies

Maladies include poisons, venoms, diseases or other extended malign effects that can affront a character as she explores the world. In **Age of Ambition**, resisting a malady—whether poison, disease or other—is an extended action with two additions: a Vector and a set of Effects. A list of poisons and diseases can be found to the right and on page 270, respectively.

✚ **Vector:** The way in which a character is exposed to the malady. Once exposed, she is forced to undergo the extended action. Examples include inhalation, ingestion or physical contact.

✚ **Effects:** What happens when she fails a flip as part of the extended action. Many maladies list separate effects for the first failure, second failure, etc.

✚ **Recovery:** Once the character succeeds on the extended action, she has recovered from the malady and is no longer under its effects. A few maladies may list additional recovery conditions that must be met before the victim recovers.

✚ **Grave Wounds:** If the character suffers a Grave Wound due to damage caused by a malady, don't flip on the Grave Wounds tables. Instead, any effects caused by the malady linger as if they were the effects of the Grave Wound consequence. That is, they persist until the end of the next downtime.

Poisons

Poisons use the rules for maladies (see left). Most poisons cause the Margin of failure in damage, plus some side effects. A few example poisons are presented below. Feel free to use these as benchmarks when creating your own.

Alcohol

Alcohol is an extremely common poison ingested for recreation throughout Trystell.

✚ **Vector:** Ingestion (Poison)

✚ **Action:** End-10 (Tally 5, 10 minutes). This TN represents a mild-to-moderate alcoholic beverage—perhaps a potent beer or a wine. For harder alcohol, increase the TN of the first flip. For additional beverages, increase the Tally.

✚ **First Effect:** ½ Margin toxic damage. Also lowers inhibitions, granting + to resist fear and either + or - to Socialize flips, depending on whether restraint is called for.

✚ **Second Effect:** ½ Margin toxic damage. Inhibits coordination and communication, imposing - on Dex, Spd and Persuade flips.

✚ **Third Effect:** ½ Margin toxic damage. This is the beginning of alcohol poisoning. It causes vomiting or unconsciousness, if failed by Margin 5+.

Drinking Contests


To run a drinking contest, don't worry about the extended action's Tally. Just have each side make an Endurance flip every interval, keeping track of the total Margin of success. This may represent several drinks over the course of the 10-minute period. At the end of the third flip, the side with the highest accumulated Tally wins the contest, and the other either vomits or passes out.

Bontina

Bonita is a relatively mild, but still potentially deadly, poison extracted from a thorny vine which grows in temperate forests. It can be administered by coating a weapon or being ingested. If ingested, it is difficult to taste—a **Per/awareness-12** flip—and has a slightly nutty flavor.

Vector: Injury or Ingestion (Poison)

Action: End-12 (Tally 5, 1 hour)

First Effect: Margin toxic damage. Includes a headache and confusion, imposing  on Int- and Per-based flip.

Second Effect: Margin toxic damage. Convulsion and vomiting begins. This imposes the Hindered consequence.

Third Effect: Margin toxic damage. The character falls unconscious for an hour as the poison passes from her system. No further flips are required.

Fuanik

Fuanik is collected from a fungus that grows on reeds and other plants in freshwater swamps. It is a potent poison that isn't usually lethal but can cause permanent sterility. It is only effective if ingested, but is relatively easy to taste—a **Per/awareness-8** flip—unless covered up with particularly fragrant food.

Vector: Ingestion (Poison)

Action: End-14 (Tally 5, 1 hour)

First Effect: ½ Margin toxic damage. Accompanied by mild indigestion.

Second Effect: ½ Margin toxic damage. Vomiting and diarrhea occurs.


Third Effect: ½ Margin toxic damage. Victim is rendered permanently sterile.

Hogwa

Found in the arctic, hogwa is a contact poison collected from the glands of a venomous rodent. It is also called “the laughing man’s poison,” as it causes the victim’s muscles to contract, often leaving her face in a twisted grin. In some circles, small quantities of hogwa are indulged in recreationally for its stimulant effects (lower to TN 8).

Vector: Contact (Poison)

Action: End-14 (Tally 5, 10 minutes)

First Effect: Margin toxic damage. The victim feels energetic and jittery. She gains  on attempts to resist sleep or fatigue.

Second Effect: Margin toxic damage. Muscles begin to contract and spasm. This imposes the Hindered consequence.

Third Effect: Margin toxic damage. Muscle spasms in the victim’s throat sound like chuckles. The poison passes from the victim’s system. No further flips are required.

Kiss of Maoh

The most potent poison on Trystell, Kiss of Maoh is collected from rare red flowers that grow on mountaintops. The poison can be either ingested or smeared on a blade. After application, death comes quickly.

Vector: Injury or Ingestion (Poison)

Action: End-20 (Tally 5, 1 round)

First Effect: 5 + Margin toxic damage. Contact with the poison burns terribly.

Second Effect: 5 + Margin toxic damage. The victim is paralyzed.

Third Effect: 5 + Margin toxic damage. Gain the Dying consequence.



Linquain

Made from the venom of a particular desert snake, linquain must enter the bloodstream to take effect. It is a simple, but deadly poison.

Vector: Injury (Poison)

Action: End-16 (Tally 5, 1 minute)

First Effect: Margin toxic damage. Skin around the wound becomes inflamed.

Second Effect: Margin toxic damage. The area around the wound becomes numb.


Third Effect: Margin toxic damage, and the poison passes from the victim's system. No further flips are required.

Poison Gas

Poison gas is a common hazard in caves, tunnels or other environments where dangerous vapors seep from the ground.

Vector: Inhalation (Poison)

Action: End-12 (Tally 5, 1 round). May not recover until the character has left the poisoned gas behind.

First Effect: Margin toxic damage and the victim coughs uncontrollably, imposing  on attacks, Dex- and Per-based actions.

Second Effect: Margin toxic damage and the victim's bodily control gets worse.


Third Effect: Margin toxic damage. Victim experiences total blindness and vomiting.


Rappan

Extracted from the poison gland of frogs found deep in the jungle, rappan is a contact poison known for its nasty side effects.

Vector: Contact (Poison)

Action: End-12 (Tally 5, 10 minutes)

First Effect: Margin toxic damage. The contacted skin blackens and blisters, giving off an acidic smell. This imposes  to Chr-based actions.

Second Effect: Margin toxic damage. The stench becomes near intolerable, imposing  to Stealth flips as well.

Third Effect: Margin toxic damage. The poison passes from the victim's system, but the nasty blistered skin and other penalties remain for another week. No further flips are required.

Teewe

A potent but nonlethal poison, ingesting or breathing the vapor from teewe can put the target into a coma. If ingested, it is somewhat difficult to taste—a Per/awareness-10 flip—but if detected, has something of a salty-bitter flavor.

Vector: Inhalation or Ingestion (Poison)

Action: End-14 (Tally 5, 1 day)

First Effect: ½ Margin toxic damage. The victim falls unconscious.

Second Effect: ½ Margin toxic damage.

Third Effect: If the victim hasn't recovered from the poison by this point, she falls into a coma and will not wake up on her own. No further flips are required.

Zinco

Zinco is made from algae found along tropical coasts. It is bright red in color and is only effective if it enters the bloodstream. There it causes a painful burning sensation, and quite possibly death.

Vector: Injury (Poison)

Action: End-14 (Tally 5, 1 hour)

First Effect: Margin toxic damage. Painful burning sensation. This imposes the Dazed consequence.

Second Effect: Margin toxic damage.

Third Effect: Margin toxic damage and the poison passes from the victim's system. No further flips are required.

Sleep Deprivation

Without sleep, a character experiences fatigue, loss of mental function and finally hallucinations. Most characters need eight hours of sleep a day to function at their best. They may be able to get by with less, but their abilities will suffer.

Once a character has gone for 24 hours without sleep, she must make an **End-14** flip every 8 hours due to sleep deprivation. On a failure, she takes fatigue equal to the Margin. After a failed flip she may experience hallucinations. This fatigue will not heal until she has gotten a full night's sleep.

Starvation & Dehydration

The body can go for a lot longer without food than without water, but either can be terrible.

For every day a character goes without water or for every five days without food, she must make an **End-16** flip. On a failure, she takes fatigue equal to the Margin. This damage may not be healed until the character has drank water or eaten food, respectively.

Stealth

When a character attempts to sneak up on her foes or infiltrate enemy lines, begin by figuring out if the guards are active or passive.

Passive guards may be on watch but aren't paying particularly close attention to their surroundings. To sneak past them, a character only needs to score a success on a **Dex/stealth-10** flip, although you should feel free to grant + or impose - for circumstances such as darkness, cover or open terrain. Failing this flip rouses the suspicion of the guards, making them active.

Active guards are on full alert. Sneaking past them is a **Dex/stealth vs. Per/awareness** flip. Failure means that the character is spotted.

The Last Step

Sneaking up to within 5 yards of a foe requires a **Dex/stealth vs. Per/awareness** flip, regardless of whether she is active or passive.

Group Stealth

Sometimes the party may want to sneak around as a group. Nominate one character to take the lead and make a **Dex/stealth** flip for the group. However, this flip suffers - for each character that unskilled in Stealth.

Temperature Extremes

When a character experiences extremes in temperature, decide upon an interval of time for which she will have to make **End-14** flips. On a failure, she takes fatigue equal to the Margin. This damage cannot be healed until she cools down or warms up, as appropriate.

As temperatures get progressively hotter or colder, the interval of time for each flip should decrease or increase. Suggested intervals range from several hours to a minute.

Travel

Long journeys are a staple of the fantasy genre. When the party decides to undertake an extended journey, let them plot a course. Afterward, divide the journey up in legs. The entire trip will be an extended action and each leg will be an interval. When in doubt, stick to the rule of three and divide the travel up into three legs.

The nature of this extended action will vary with the party's means of transport. Most extended actions should be TN 10, with the Tally being vaguely three times the number of legs: Tally 5 for two legs, Tally 10 for 3 or 4 legs, Tally 15 for 5 legs, etc. The GM is free to adjust the TN, or to grant +

or impose **●** to represent particularly easy or difficult terrain, respectively.

Each leg the players should nominate one party member to set the pace and take point. Only her flip matters for the purposes of the extended action. Other party members are free to help using the Group Effort rules.

Some example means of travel are below.

- On Foot:** End/athletics action.
- Horseback:** End/animals action.
- By Ship:** End/vehicles (watercraft) action.
- By Wagon:** End/vehicles (land) action.

*Koenraad and Obasi are traveling across the Yirdril Desert. The GM breaks this journey up into three legs: entering the desert, crossing the dunes and following the Forsaken River. Since they are traveling by wagon, she also decides that the extended action will be End/vehicles (land)-10 (Tally 10, 1 leg). Furthermore, the middle leg of the journey will merit a **●**, since the dunes are difficult to cross.*

Fatigue & Complications

Any failed flip in the journey's extended action results in a complication of some sort. Characters on foot may take fatigue equal to the Margin, as they are worn out by the journey. Mounts or vehicles may receive a Hindered consequence, as wear and tear takes its toll. If they acquire three such consequences, the transport break down entirely.

Neither damage nor consequences can be removed until a day is spent resting without travel. Horses may need to be reshoed; vehicles may need repair.



Arriving at the Destination

The extended action ends once the party has made a flip for each leg of the journey. If it is a success, the party arrives at their destination in good condition. If they have Tally 5 or more over the number required, feel free to provide an additional benefit—maybe they arrived early or found a healing herb along the way. On the other hand, if the extended action hasn't been completed, they will arrive worse for wear—perhaps their vehicle needs urgently repaired, one of their horses is injured or they each take additional fatigue equal to the amount the Tally is short.

Travel Distance

Under ideal conditions on foot, a character can travel a number of miles equal to her Move score in an hour (multiply by 1.6 to get distance in km). Taking into account necessary stops and rests along the way, she can travel 6 times this in a day. If the party is traveling together, use the slowest character's Move score.

If not traveling by road, reduce the character's effective Move score by 1. Similarly, reduce the character's effective Move score by 2 or more if traveling across difficult terrain.

Underwater Activity

Deep water forces a character to swim. Swimming requires a **Str/athletics-10** flip to move at half the character's usual Move. The GM may adjust the TN for particularly treacherous or calm waters.

Additionally, ranged attacks suffer underwater. Decrease damage by 5 for every yard of water the ranged attack passes through. Firearms do not function underwater.

Artifacts

Items powered by arcane energy are known as artifacts. Most mimic a particular spell's effects, but some have variant or even unique effects.

Each artifact is created by a mage and has an affinity with her magical tradition. Like a mage, an artifact draws its energy from a magical reagent, which must be placed in a special slot in the artifact to give it power.

Many artifacts are able to maintain their magical effects for longer than a mage would be able to, if casting a similar spell. In essence, the artifact is a more energy efficient mechanism for drawing the reagent's power.

Artifacts may have both passive and active effects. Passive effects take place automatically when the artifact is wielded, worn or otherwise employed. These effects may be used by anyone carrying the artifact, regardless of the wielder's Mystic Affinity.

Active effects, on the other hand, require active direction from the wielder. Using an active effect requires an action to employ, much like casting a spell. Active effects may only be employed by a wielder with the same Mystic Affinity as the artifact.

A list of example artifacts follows.

Kalid Magic Artifacts

The following artifacts are powered by kalid magic. Most have a small leather pouch or metal clasp in which a kalid part can be placed to charge the artifact.

Blood-Drinking Mace

This heavy mace bears wicked-looking spikes and skulls engraved all along the handle. It has a long and bloody history dating back to the Dark Ages, with at least two dozen previous

owners having short and glorious histories on the battlefield. All attacks dealt by the wielder ignore Armor, tearing through it as if it were made of paper. However, the same is true for attacks dealt against the wielder—armor no longer seems to protect her.

Circlet of the Vampire

This artifact is a delicate golden bracelet with three blood red rubies set in the metal. It was created at the behest of a Dark Ages warlord and always feels cool to the touch. While worn, any successful melee attack dealt by the wearer cause her to heal a number of HP equal to half the damage dealt (after subtracting Armor). However, once this happens, she gains the Desire (drink the blood of people) consequence.

Cloak of Appearance

This elegant white cloak was created at the height of the Golden Age. It enhances the wearer's looks no matter the accompanying garb. Additionally, the cloak never stains, shows wear or gets dirty. The wearer gains the Attractive trait if she does not already possess it. However, the cloak can sometimes overly affect the weak-willed. Anytime a joker comes up for the wearer on a social flip, the target may become obsessive, jealous or unreasonably fixated on the wearer.

Conversation Necklace

This bead necklace has a center piece depicting a gaping mouth. It is made out of some sort of reddish clay and appears to be very ancient. When worn, the wearer is acutely aware of the feelings of others. She gains + on flips using the Empathy skill. However, sometimes these feelings bleed through into her own psyche. If any ally within 10 yards gains a Desire or Fixated consequence, the wearer does as well.

Farseeing Telescope

This is a large telescope (Big 10) that has been enchanted with divinatory magic. In addition to functioning as a normal telescope, the artifact may be attuned to a target using a sympathetic connection (see page 102). Doing this is a ritual that requires the expenditure of a kalid part and takes an hour. Once attuned, peering into the telescope allows the user to see the target, however far away. While in physical contact with the telescope, the user may also listen in on the target. Attunement lasts up to a month, or until the telescope is moved.

Fate's Amulet

This dark wooden amulet is smooth, without symbols or engravings. It was created in Veglial at the height of the Licad-Grichom War. While it is being worn, no character within 100 yards can play cards from her hand for any reason.

Leech Blade

This dagger has a blade which appears to be made out of a pale spectral light. It is less physical than spiritual in substance. The handle is made from a corse cast iron, inlaid with mother of pearl. Ancient runes may have once been carved into the handle, but they've been worn away over the ages. Legend has it that the blade is a relic of the War of the Shattering, but that is almost certainly false, since that ancient war predates the advent of ironworking. The dagger is anathema to precision magic. Any spell cast within a yard of it suffers ⚡ to the casting flip. Furthermore, if the dagger successfully strikes a foe, any spell being maintained by that foe immediately comes to an end.

Life-Drain Pot

When this terracotta clay pot's lid is removed, terrifying shrieks—like the screams

of the damned—can be heard coming from inside, along with a faint purple glow. It is thought to date back to the ancient Yirdril Desert civilization. When the lid is open, at the end of every round, everyone within 20 yards must make a **Det-10** flip. On a failure, the pot imposes a Fear consequence on the target and deals her 1 toxic damage.

Mask of Sustenance

This hideous mask is designed to resemble the face of a snarling beast. The mask has holes for eyes, but no hole for a mouth. No matter the size or shape of the wearer's face, it always seems to be perfectly designed to fit, and when worn, melds itself to the wearer's flesh, making it impossible to simply remove. While wearing the mask, the owner does not need to eat, drink, sleep or breathe. She also gains + on flips imposed by the Dying consequence. Unfortunately, the mask can't be removed by any means short of taking a blade and cutting it from the wearer's face. Doing this deals her 3 damage and gives her the Ugly weakness. The mask also imposes ⚡ on social flips where wearing a snarling beast mask would be inappropriate.

Shaman's Tongue

This artifact is an oddly shaped strip of leather, about 3 inches (8 cm) long. To use it, the owner must cut out her own tongue and place the artifact against the stump, which quickly affixes to the leather. While attached, the owner can speak to nearby spirits and gains an Influence point, which can only be spent to bargain with them. This Influence point refreshes at the end of each downtime.

Training Medallion

This bronze medallion is stamped with the royal seal of Glimgildral and is just about a century old. It was created at great cost for the

crown prince, who wore it when training in the art of personal combat. He lost the medallion about 50 years ago in a game of cards, and it has turned up several times since then. While it is being worn, any damage dealt to or by the wearer is treated as fatigue. Skin does not puncture and bones do not break. Armor protects as normal for the damage's usual type.

Lunar Magic Artifacts

The artifacts below have an affinity with lunar magic. Each has a small slot in which a lunar device can be socketed to power the artifact.

Boots of Quickness

These leather boots are a garish red color. They lace up to just below the wearer's knee and come to a severe point at the toe. The boots have a pronounced heel and must be of recent manufacture, as they are of a style that was popular just a few years ago. Despite their rather blatant appearance, wearing them provides a feeling of cat-like agility. The wearer gains +3 to her Move score, but suffers - on all flips made to balance. This latter penalty isn't a magical effect, but the natural consequence of the boots' high heels.

Bracers of Strength

These bronze bracers are engraved with images of oxen. Although they mimic an ancient Bala'umn design, they are actually a recent creation. While wearing the gauntlets, the wielder gains + to all Strength-based flips but suffers - to all Dexterity-based flips.

Dragon's Blunderbuss

This is a fairly archaic blunderbuss, whose barrel is designed to look like the body and maw of a dragon. A lunar device can be socketed in the barrel, allowing it to fire a burst of flame

(it deals burning damage instead of piercing). Furthermore, because it doesn't need powder or a ramrod, it has Reload 3. One lunar device is required per shot.

Glasses of Targeting

These simple glasses are of Blaugh'ock design. They have a silver rim, with thin glass lenses. They correct the wearer's vision (if correctable) when worn. They also double the wearer's range with ranged weapons but impose - on attacks where the wearer did not take the Aim action beforehand.

Hat of Willpower

This navy blue tricorn hat has a pheasant's feather sticking out of one side. It is surprisingly light when held and always keeps the top of the wearer's head a pleasant temperature. As it bears a strong resemblance to the hats worn by the Rouh navy, it is thought to have originated in that region. While it is being worn, the wearer gains a +2 bonus to her Willpower score. However, she is also unable to rid herself of the Dazed or Fixated consequences until she first takes an action to remove the hat.

Pants of Hardiness

These durable leather pants not only look good at a party, they also boost the wearer's health. They were created by an archmage in the last decade and sold with the mage's estate after his death. While wearing the gauntlets, the wearer gains + to all Endurance-based flips but suffers - to all Speed-based flips.

Self-Cocking Crossbow

This crossbow was one of the earliest artifacts created after the Native Revolts, mimicking the Blaugh'ock design. Once fired, the crossbow will automatically draw its string and crank the

windless on its own, becoming ready at the end of the round with Strength equal to the wielder's. The wielder still needs to take an action to draw a bolt and an action to nock the bolt.

Spiritual Barometer

Several prominent arcane inventors all claim to be the original creator of the spiritual barometer. Regardless of its true origin, however, the item appears to be a glass tube which is about a foot long (0.3 m) and filled with mercury. A socket to insert a lunar device can be found on the bottom and on the top is a bell. The artifact detects the presence of nearby fae, elementals, constructs and undead. When one of these creatures comes within about 10 yards of the barometer, the mercury expands, ringing the bell at the top and, hopefully, drawing the attention of the owner.

Staff of Power

This oak staff is topped with a crystal sphere on one end. It was created during the Native Revolts as a rebel weapon against the Blaugh'ock

overlords. By taking an hour, the wielder can attune the staff to a particular arcane lore. Once attuned, any spellcasting flip made for a spell associated with this lore gains +. However, all other spellcasting flips suffer -.

Staff of the Crazy One

This staff has an unknown origin but is said to have been handed down for generations among the Licad nobility. It is an unremarkable looking staff, but is said to strike supernaturally hard in battle. When attacking, the staff deals an extra +2 damage. However, upon a successful hit, the wielder gains the Desire (kill the nearest living creature) consequence.

Turtle Ring

This silver ring is adorned with an emblem of a turtle. It appears to be of recent manufacture, although the exact creator is unknown. It grants the wearer Armor 6/6, but reduces her Move score by -2 (min 1). This does not stack with mundane armor.

Designing New Artifacts

Designing new artifacts is more of an art than a science. Each should come with some history, a primary effect and probably a drawback as well. Most importantly, every new artifact should add something to the game—either a new roleplaying hook, complication or fun ability.

When coming up with a new artifact, a good place to start is by picking a piece of equipment or a spell to mimic. For example, the Turtle Ring acts a lot like heavy armor, without the wearer appearing equipped for war. Similarly, the Mask of Sustenance acts a lot like the Breath and Nourishment spells. Try to pick an effect that is going to be situationally useful, rather than something that will dominate the game.

Finally, try to come up with one to three plot hooks for the new artifact. Maybe it really belongs to someone else. Maybe it's broken and needs repaired to reliably function. Maybe it's haunted. Once this is complete, you should have a new artifact, ready to introduce to the game!



Bestiary

In which is contained a variety of creatures, both mundane and extraordinary

This chapter presents a variety of creatures and other non-player characters. The stats listed are for generic examples of their ilk. You are encouraged to customize them, adding traits, skills or bonds as desired.

Villain & Minion Listings

The entries in this chapter do not assume that any creature is either a minion or a villain. To create a minion or a villain, just pick a stat block and add the appropriate trait (see pages 286 and 287).

Stat Blocks

The stat blocks in this chapter are presented in a simplified format. Stats and associated scores are shown in a table, followed by attacks, important skills and traits.

Stat blocks do not list every skill an NPC possesses. When making a flip, the GM may decide whether a character is proficient or not by applying common sense. In rare instances an NPC may event be an expert.

For brevity, many attack listings omit the Close property. Use common sense or look up the Attack trait (see page 284).

An example stat block is below.

Commoner

Cottar (Common 2)

Ambition: Live a life without trouble.

Bonds: Family (ally)

Str	Dex	Spd	End	Int	Per	Chr	Det
6	5	4	6	5	4	4	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	4	5	0/0	12	5	0	5

Dagger: +5 vs. Defense (8/7/6/5/4 pi). Close, Parry 2.

Skills 🍀: Animals, Tradecraft (varies)

The character's name, Title, Status and any Ambitions or Bonds the character possesses.

The character's stats and scores, including Attack (Atk), Defense (Def), Willpower (Will), Armor (Arm), Health Points (HP), Move, Size and Luck.



Preferred attacks, damage and properties.
The character's expert rank skills.

Creature Traits

Most creatures listed in this chapter possess one or more traits. These represent exceptional abilities. Some are traits that player characters may also possess. These will be given a name and a page reference to the trait's full description. Other traits will be creature traits. These frequently represent unique or wholly inhuman abilities. Common creature traits are listed below. Unique ones are listed alongside the stat blocks later in this chapter.

For the sake of brevity, these descriptions do not make explicit every possible edge case. GMs should use common sense when adjudicating the effects of these abilities.

Aquatic









This creature is at home in the water. It does not conventionally drown, gains   on all flips made to swim and may travel at its full Move score through water.

Attack

Most creatures have one or more attacks. Each attack is given a name and is listed alongside its modifier, damage and properties. In addition, many attacks have special effects when a card of a certain suit is used to resolve the flip. Below is a table of common attacks.

Attack	Str	Inc	Damage	Type	Parry	Properties
Bite, Blunt	3	3	5/4/3/2/1	sm	—	Close
Bite, Sharp	3	2	7/6/5/4/3	pi	—	Close
Claw	3	2	8/7/6/5/4	cut	2	Close
Horn	3	2	7/6/5/4/3	pi	2	Close
Kick	4	2	7/6/5/4/3	sm	1	
Slam	5	2	8/7/6/5/4	sm	—	
Tentacle	3	2	6/5/4/3/2	sm	—	Close, Wraps
Unarmed	2	3	4/3/2/1/0	sm	2	Close
Whip	4	3	8/7/6/5/4	cut	1	Reach 4, Wraps

Particularly exotic attacks may use any of the available damage types. See the list below. For more on Damage Types, see page 170.

-  **Burning (burn):** Damage from extreme heat, electricity or open flame.
-  **Corrosive (cor):** Damage from acid, disintegration or something similar. Often reduces Armor with a successful hit.
-  **Cutting (cut):** Damage from long, open wounds caused by a slashing implement.
-  **Fatigue (fat):** Damage from exhaustion or physical stress. Causes an Exhausted consequence insted of a Grave Wound. Often bypasses Armor entirely.
-  **Freezing (fr):** Damage from frostbite or extreme cold.
-  **Piercing (pi):** Damage whose impact is focused on a sharp point. For its special penetration rule, see page 170.
-  **Smashing (sm):** Damage from blunt impact, like a crushing weapon or an explosive blast.
-  **Toxic (tox):** Damage from poison, disease or a similar effect. Frequently applied in a way that bypasses armor.

Bestial

This creature has an animal intelligence and acts on instinct. It uses Perception in place of Intelligence when calculating its Attack score. In addition, many beasts run quickly on four legs, doubling the creature's Move score.

Burrow

This creature can burrow through the ground with surprising speed. It may travel at half its Move score through soil or rock, leaving an unstable tunnel behind.

Construct

This creature is a magical construct. It is immune to toxic damage, metabolic hazards and mental effects. In addition, it doesn't heal, although an appropriately skilled mage or craftsman might be able to repair it.

Corrupted

This creature has been corrupted by otherworldly energies. While this has profound effects on the creature's soul, it also develops some sort of physical deformity. Pick or flip one from the table below.

Card	Manifestation
A	Extra nipples
2	Backward joints
3	Mismatched eyes
4	Skin mucus (+ to escape grapple)
5	Acidic blood (1 cor damage when cut)
6	Extra hidden face
7	Chameleon skin (+ to Stealth)
8	Extra eyes (+ to Awareness)
9	Gills (see Aquatic, page 284)
10	Glowing eyes (see Infravision, page 286)
J	Tentacle (see Attack, page 284)
Q	Forked Tongue (see Scent, page 286)
K	Sticky limbs (see Wall-walker, page 287)
Joker	Wings (see Flight, to the right)

Elemental

This creature is an entity comprised of the raw elements. As such, it is immune to toxic damage and metabolic hazards. Elementals heal when exposed to their element at the rate

Non-Humanoid Grave Wounds

The entries on the Grave Wound tables assume basic humanoid physiology (see page 172). When a Grave Wound is dealt to a non-humanoid creature, you will need to interpret the results creatively. If you're feeling inspired, feel free to skip the tables entirely, making up a result that fits both the creature's physiology and the nature of the attack.

of 1 HP per round. Damage from a compatible attack may also heal the creature a number of HP equal to the damage dealt (GM's discretion). For example, a fire elemental might heal when it takes burning damage. Otherwise, an elemental does not heal, except through these means or through natural healing.

Ethereal

This creature lacks physical substance. It may only be targeted by mental effects or attacks that have been enchanted to affect ethereal beings. Its attacks ignore physical armor, but magical barriers—such as those created by the Lore of Protection—still affect the creature.


Fae

This creature is one of the otherworldly fae. It is immune to most mental effects. In addition, it suffers damage from the touch of cold iron. Merely touching the metal deals 1 damage per turn. Double the damage dealt to it by iron weapons (after subtracting Armor).

Flight

This creature has the ability to fly. It may travel through the air at its full Move score, ignoring all intervening terrain and obstacles.

Infravision

This creature may locate targets in the dark by seeing body heat. It ignores all 's imposed by darkness.

Mindless

This creature does not possess a conventional mind. As such, it is immune to all mental and emotional effects.

Minion



Minions are weaker opponents that the party can cut down in large numbers. The Minion trait has the following effects:

- ✦ Use the same Defense card for all minions.
- ✦ Don't track minion AP between turns unless the minion has explicitly declared a Wait reaction. At the end of her turn, any unspent AP is simply lost.
- ✦ A minion always has 0 HP. When a minion takes a damage, don't bother looking up the Grave Wound consequence—just narrate some appropriately bloody result. Afterward, the minion either dies, falls unconscious or runs (GM's choice). Any further damage immediately kills the minion.


Resistance

This trait always comes with a specified source of damage or damage type. The creature takes half damage from the specified source (after subtracting Armor).

Scent

This creature has a keen sense of smell. It gains  on all flips made to detect others by scent. In addition, it may target invisible or unseen foes, ignoring all 's imposed by darkness or obscured vision.

Semi-aquatic

This creature is at home in and out of the water. It gains  on all flips made to swim and may travel at its full Move score through water. In addition, it only needs to return to the surface for air every 20 minutes or longer.

Size

This trait represents creatures whose size differs significantly from that of an adult human—the assumed default: Size 0. Creatures larger than this are given a positive Size, while smaller creatures are given a negative Size. Each step in Size represents roughly a doubling of the creature's length.

A creature's Size acts as a modifier to Attack, Defense, Move, HP, Encumbrance and damage from weapons with a Damage Increment. Smaller creatures add to Attack and Defense, while subtracting from Move, HP, Encumbrance and damage. Conversely, larger creatures add to Move, HP Encumbrance and damage, while subtracting from Attack and Defense. Creatures of at least Size ± 2 multiply HP and Encumbrance. See the table below.

Size	Damage	Attack	Defense	Move	HP	Encum.
-3	-3	+3	+3	-3	$\times 1/3$	$\times 1/3$
-2	-2	+2	+2	-2	$\times 1/2$	$\times 1/2$
-1	-1	+1	+1	-1	-1	-1
0	0	0	0	0	0	0
+1	+1	-1	-1	+1	+1	+1
+2	+2	-2	-2	+2	$\times 2$	$\times 2$
+3	+3	-3	-3	+3	$\times 3$	$\times 3$
+4	+4	-4	-4	+4	$\times 4$	$\times 4$

Swallow Whole

This creature is capable of swallowing its foes whole. As an action, it may swallow a pinned foe of its Size minus 2 or smaller. The foe gains a Bleeding consequence from the creature's stomach acid and is thereafter treated as grappled, but not pinned. While in the creature's gullet the foe may not gain or lose Control points, and is restricted to weapons with the Close property. She may not escape until the creature is dead.

Swarm

This isn't a single creature, but rather a moving mass of many smaller creatures. Any attack made against the swarm that doesn't target an area, deals only 1 damage. Swarms use their Determination instead of Strength to calculate HP. A swarm reduced to 0 HP dissipates into dying and scattered individuals.

Trained

This trait represents a creature that has been trained through the Animal Training downtime activity (see page 192). Each time the creature is trained, it learns one of the tricks listed below. Feel free to come up with additional tricks.

- ✦ **Calm:** This creature has been trained to remain calm in the face of battle and loud noises. It does not flee combat unless it receives a Grave Wound, and gains + flips made to maintain its composure.
- ✦ **Entertain:** This creature has been trained to perform as entertainment. It gains + on related flips.
- ✦ **Fetch:** This creature has learned to fetch small objects and will do so on command.
- ✦ **Guard:** This creature has been trained to guard a person, area or object on command.

✦ **Pull:** This creature has been trained to pull a cart, wagon or similar vehicle.

✦ **Return:** This creature has been trained to return to a specific location when given the command or otherwise let loose.

Undead

While not being truly alive, this creature has returned to a vague and eerie semblance of life. It is immune to toxic damage and metabolic hazards, and ignores all ☹'s imposed by darkness. In addition, it does not naturally heal, but may have a means to heal itself through magic or other traits.

Villain

Villains are particularly dangerous foes intended to challenge the entire party. The Villain trait has the following effects:

- ✦ Double the villain's maximum HP.
- ✦ Villains are not restricted to one attack per turn and may use the Focus action in the same turn as an attack.
- ✦ At the beginning of her turn, a villain gets to remove one consequence for free. This does not apply to long-lasting consequences, such as Grave Wounds or Exhausted (GM's discretion).

Vulnerability

This trait always comes with a specified source of damage or damage type. The creature takes double damage from the specified source (after subtracting Armor).

Wall-walker

This creature may move across ceilings and walls much as it moves across the floor. It gains ++ on all flips made to climb, and may travel its full Move along any solid surface.

People

From the rural countrysides of Veglial, to the crowded streets of Esten, most friends and foes the party will encounter are people.

Agitator

Agitators loudly call for social, religious or political change. Towards this end, they frequently organize protests or utilize skills in public speaking and printing.

Novice Agitator

Malcontent (Common 1)

Ambition: Agitate for social change.

Str	Dex	Spd	End	Int	Per	Chr	Det
4	6	5	3	5	4	6	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	4	6	0/0	7	4	0	5

Dagger: +5 vs. Defense (7/6/5/4/3 pi). Close.

Skills 🟢: Expression

Assassin

There are many who are willing to kill other people for money. Most professional assassins are set apart from sellswords and ruffians in their precision and discreet use of violence.

Novice Assassin

Waghalter (Common 2)

Ambition: Figure out how to kill her target and get away with it.

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	6	3	5	6	6	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	6	5	0/0	8	4	0	5

Crossbow: +5 🟢 vs. Defense (8/7/6/5/4 pi). Crank, Hands 2, Range 12.

Dagger: +5 🟢 vs. Defense (8/7/6/5/4 pi). Close.

Skills 🟢: Shadows-style, Stealth, Thievery

Bandit

Bandits are the scourge of remote roadways, robbing rich and poor alike. Many are ex-soldiers who were promised good pay and a pension, but who were quickly abandoned after the war.

Novice Bandit

Outlaw (Common 1)

Ambition: Survive until the next big score.

Bonds: Bandit Gang (membership)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	5	6	4	6	4	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	4	2/1	11	5	0	5

Bow: +5 vs. Defense (9/8/7/6/5 pi). Hands 2, Range 12, Reload 2.

Club: +5 vs. Defense (7/6/5/4/3 sm). Parry 3.

Skills 🟢: Persuade, Survival

Bodyguard

Bodyguards are loyal retainers who are tasked with protecting the life of their employer above all else. Most are large and intimidating—all the better to deter violence before it starts.

Novice Bodyguard

Strongarm (Common 3)

Ambition: Discourage trouble from starting so that she doesn't have to die protecting her employer.

Bonds: Employer (patron)

Str	Dex	Spd	End	Int	Per	Chr	Det
6	6	4	5	4	5	4	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	4	5	4/2	11	3*	0	5

Spear: +5 🟢 vs. Defense (9/8/7/6/5 pi). Parry 2, Reach 2.

Shield: +5 🟢 vs. Defense (5/4/3/2/1 sm). Parry 5.

Skills 🟢: Awareness, Athletics, Guard-style

City Watch

Many large cities employ full-time watchmen to patrol the streets, staying alert for signs of danger and generally keeping the peace. Some are dedicated guardians of law and order, but many are on the take.

Novice Watchman

Watchman (Common 2)

Ambition: Protect the streets, or at least protect those who pay bribes.

Bonds: City Watch (patron)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	6	5	4	6	4	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	6	4	4/2	10	4*	0	5

Club: +5 vs. Defense (7/6/5/4/3 sm). Parry 3.

Skills 🟢: Investigate, Streetwise

Commoner

Most commoners pursue a simple, fulfilling and well-rounded life. This might include getting married, working a farm or seeking a job in one of Trystell's bustling foundries.

Novice Commoner

Cottar (Common 2)

Ambition: Live a life without trouble.

Bonds: Family (ally)

Str	Dex	Spd	End	Int	Per	Chr	Det
6	5	4	6	5	4	4	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	4	5	0/0	12	5	0	5

Dagger: +5 vs. Defense (8/7/6/5/4 pi).

Skills 🟢: Animals, Tradecraft (varies)

Engineer

Engineers are prized specialists who design and build mechanical devices and complex structures, such as mills, bridges, canals and siege engines.

Novice Engineer

Apprentice Engineer (Common 4)

Ambition: Create a grand new design that will push back the boundaries of what is possible!

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	5	4	7	4	3	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	4	4	0/0	9	4	0	5

Arquebus: +6 vs. Defense (8/7/6/5/4 pi). Firearm, Hands 2, Range 8, Reload 10.

Skills 🟢: Tradecraft (engineering)

Entertainer

Entertainers range from circus performers to established troupe actors, from court jesters to wandering minstrels. They entertain everyone, from the masses to royalty.

Novice Entertainer

Busker (Common 1)

Ambition: Make art and enough coin to eat regularly.

Str	Dex	Spd	End	Int	Per	Chr	Det
4	6	6	4	5	5	7	3
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	0/0	8	5	0	5

Dagger: +5 vs. Defense (7/6/5/4/3 pi). Close, Parry 2.

Skills 🟢: Expression



Kalid Mage

Kalid mages are arcane specialists, trained to cast spells by extracting energy from the preserved remains of magical creatures called kalids. Theirs is the subtler and more visceral of the two arcane traditions.

Novice Kalid Mage

Apprentice Mage (Common 4)

Ambition: Expand her arcane knowledge.

Bonds: Mentor (patron)

Str	Dex	Spd	End	Int	Per	Chr	Det
4	5	3	4	7	6	5	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	4	5	2/1	8	3	0	5

Sword: +6 vs. Defense (9/8/7/6/5 cut). Parry 4.
Skills 🟢: Academics (kalid magic), Lore of Harm
Traits: Mystic Affinity (kalid magic)

Lunar Mage

Lunar mages are trained to extract arcane energy from small, enigmatic devices produced in foundries left behind by the Lunar Occupation. Theirs is the showier and more direct of the two mystic traditions.

Novice Lunar Mage

Apprentice Mage (Common 4)

Ambition: Discover new mystic secrets!

Bonds: Mentor (contact)

Str	Dex	Spd	End	Int	Per	Chr	Det
3	4	4	5	6	5	6	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	4	6	2/1	8	4	0	5

Crossbow: +5 vs. Defense (7/6/5/4/3 pi). Crank, Hands 2, Range 15.
Skills 🟢: Academics (lunar magic), Lore of Fire
Traits: Mystic Affinity (lunar magic)

Merchant

Merchants and artisans constitute the middle class of Trystell's bustling cities and civilized countrysides. Most either operate a shop or travel as part of a merchant caravan.

Novice Merchant

Peddler (Gentle 1)

Ambition: Become wealthy and prosperous.

Influence: Shrewd Hagglers (reputation)

Str	Dex	Spd	End	Int	Per	Chr	Det
4	4	5	4	6	6	6	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	0/0	8	4	0	5

Dagger: +5 vs. Defense (7/6/5/4/3 pi). Close, Parry 2.
Skills 🟢: Persuade, Tradecraft (merchant)

Missionary

While priests and monks mostly minister to the laity or sit around in dank monasteries, missionaries go out into the world to proselytize, do good works and spread the faith.

Novice Missionary

Alcolyte (Common 1)

Ambition: Spread the faith where it is most needed.

Bonds: Religious Sect (patron)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	4	4	6	5	3	6	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	3	6	0/0	11	5	0	5

Staff: +4 vs. Defense (7/6/5/4/3 sm). Parry 4.
Skills 🟢: Academics (theology), Empathy

Ne'er-do-well

Ne'er-do-wells are thieves, tramps, con artists or any other sort of scoundrel. They make a living by virtue of guile and stealth, leading a life of crime and shady dealings.

Novice Ne'er-do-well

Vagabond (Common 1)

Ambition: Get rich quick and get away with it.

Bonds: Fence (contact)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	7	6	4	5	4	6	3
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	5	4	2/1	9	5	0	5

Dagger: +6 vs. Defense (8/7/6/5/4 pi). Close, Parry 2.

Skills 🟢: Streetwise, Thievery

Noble

Most noble scions are titled and arrogant aristocrats, coming from ancient and privileged bloodlines that date back to the Dark Ages, if not earlier. Many try to make up for the waning power of the nobility with an excess of pomp and bluster.

Novice Noble

Baroness (Noble 1)

Ambition: Claw her way up the social ladder.

Bonds: Servants (ally)

Influence: Extravagant (reputation)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	4	6	4	6	4	6	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	0/0	9	5	0	5

Sword: +5 vs. Defense (9/8/7/6/5 cut). Parry 4.

Skills 🟢: Academics (politics), Socialize

Pioneer

Pioneers survive in the wilderness and in remote settlements where few would manage to eke out a life. They are skilled at hunting, gathering and keeping alert for signs of danger.

Novice Pioneer

Hermit (Common 1)

Ambition: Life a free life in the unexplored wilds.

Bonds: Trusted Pet (ally)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	5	4	7	4	6	3	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	5	4	2/1	12	5	0	5

Bow: +4 vs. Defense (9/8/7/6/5 pi). Hands 2,

Range 12, Reload 2.

Skills 🟢: Survival

Pirate

The scourge of the seas, pirates making a living by plundering ships or raiding coastal villages, and selling their ill-gotten gains elsewhere. Many also trade with slavers or unsavory ship captains seeking to press-gang new crew.

Novice Pirate

Crewman (Common 1)

Ambition: Get drunk and plunder plenty of booty.

Bonds: Pirate Crew (membership)

Str	Dex	Spd	End	Int	Per	Chr	Det
6	6	5	5	4	6	4	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	4	0/0	11	5	0	5

Sword: +5 vs. Defense (10/9/8/7/6 cut). Parry 4.

Skills 🟢: Athletics, Vehicles (watercraft)



Ruffian

Most ruffians are two-bit thugs who make a living through petty theft, robbery and intimidation. Often several work together, forming a gang that can effectively threaten shopkeepers and beat up rivals.

Novice Ruffian

Scalawag (Common 1)

Ambition: Look tough in front of others.

Bonds: Gang (membership)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	4	6	4	5	4	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	4	5	2/1	11	5	0	5

Club: +5 vs. Defense (7/6/5/4/3 sm). Parry 3.

Skills 🟢: Streetwise, Thievery

Scholar

Scholars are experts in one or more academic fields. Most study at one of Trystell's many universities, but a few work independently or have wealthy patrons.

Novice Scholar

Sophomore (Common 3)

Ambition: Finish university.

Bonds: Fellow Students (rival)

Str	Dex	Spd	End	Int	Per	Chr	Det
4	5	6	4	7	3	5	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	4	5	0/0	8	5	0	5

Staff: +6 vs. Defense (6/5/4/3/2 sm). Parry 4.

Skills 🟢: Academics (varies), Socialize

Sellsword

Wherever there is a demand for martial skill, there are those who make their living in that trade. They could be mercenaries, soldiers, bandits or sometimes all three.

Novice Sellsword

Levy (Common 1)

Ambition: Avoid the officers and survive the next contract.

Bonds: Military Unit (membership)

Str	Dex	Spd	End	Int	Per	Chr	Det
7	6	6	5	4	4	3	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	4	4/2	12	4*	0	5

Pike: +5 🟢 vs. Defense (10/9/8/7/6 pi). Hands 2, Parry 2, Reach 3.

Skills 🟢: Athletics, Pikeman-style

Zealot

Zealots fanatically champion a cause, whether religious, political or philosophical. They are uncompromising in their ideals and often possess an astounding strength of will.

Novice Zealot

Fanatic (Common 2)

Ambition: Lay down her life for the cause!

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	6	5	4	3	4	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	4	5	2/1	10	5	0	5

Whip: +5 🟢 vs. Defense (8/7/6/5/4 cut). Parry 1, Reach 4, Wraps.

Skills 🟢: Pikeman-style, Socialize




Designing Foes

When designing a new foe, start with the basic concept. Try to come up with three strengths and at least one weakness. These could be simple attributes, such as “large and strong,” or extraordinary abilities, such as “can walk on walls.”

The next thing to do is to come up with the foe’s eight stats. Its strengths and weaknesses may suggest which ones should be high and which should be low. Stats above 10 should be truly, superhumanly exceptional. For the others, try to pick an average value somewhere around 5. Once the stats have been determined, calculate their derived scores, also coming up with appropriate values for Size and Armor.

For foes which are going to be interacted with outside of combat, the next thing to do is to come up with at least one Ambition. What does the character want? While you’re at this, come up with a fitting Status if the foe is a person. For particularly persuasive or well-connected characters, you might want to come up with a few sources of Influence points as well.

For foes that are likely to see combat, try to come up with one or two attacks. For beasts and monsters, you can usually use one of the common natural attacks (see page 284). For people, you can usually just pick a weapon and use its stats. If your foe is a particularly skilled combatant, give its attack , otherwise leave it as is. If you want something more usual, it’s often good to brainstorm effects that target Willpower.

Finally, pick a few traits or expert skills that model the foe’s strengths and weakness. If you don’t see a trait that’s a good fit, make something up. At this point your foe is almost complete. Look it over once more to make sure nothing important was forgotten, and it’s ready to face off against the party!




Creatures

All manner of beasts and other creatures inhabit Trystell, from mundane animals to legendary monsters.

Animal

Wild beasts come in all sizes. The stat blocks below can be used to model any number of animals of the appropriate size. These might be ordinary beasts or gigantic versions of mundane animals. To model specific animals, add traits or attacks as necessary. Aquatic, Fight, Scent, Trained and various attack options are common. Stats can also be adjusted by a point or two, if desired.

Tiny Animal								
Str	Dex	Spd	End	Int	Per	Chr	Det	
2	7	6	5	1	6	5	5	
Atk	Def	Will	Arm	HP	Move	Size	Luck	
8	8	5	0/0	3	6	-2	5	

Tooth or Claw: +8  vs. Defense (4/3/2/1/0 cut).
Distract: +8 vs. Willpower. On a success, the target gains a Fixated (animal) consequence.
Bestial: See page 284.

This stat block can be used to represent tiny animals, including badgers, cats, eels, hawks, lizards, snakes and weasels.



Small Animal								
Str	Dex	Spd	End	Int	Per	Chr	Det	
4	6	6	5	1	6	5	5	
Atk	Def	Will	Arm	HP	Move	Size	Luck	
7	7	5	0/0	8	8	-1	5	

Tooth or Claw: +7 vs. Defense (7/6/5/4/3 cut).
Bestial: See page 284.


This stat block can be used to represent a small animal, such as an antelope, cheetah, dog, money or pig.

Medium Animal								
Str	Dex	Spd	End	Int	Per	Chr	Det	
6	5	5	5	1	6	5	5	
Atk	Def	Will	Arm	HP	Move	Size	Luck	
5	5	5	0/0	11	10	0	5	

Tooth or Claw: +5 vs. Defense (9/8/7/6/5 cut).
Bestial: See page 284.

This stat block can be used to represent animals of about human size, including apes, black bears, ostriches and wolves.

Large Animal								
Str	Dex	Spd	End	Int	Per	Chr	Det	
9	5	5	6	1	6	5	5	
Atk	Def	Will	Arm	HP	Move	Size	Luck	
4	4	5	2/1	16	12	+1	5	

Tooth or Claw: +4  vs. Defense (12/11/10/9/8 cut).
Bestial: See page 284.

This stat block can be used to represent a large animal, such as a camel, cow, horse, lion or tiger.

Huge Animal

Str	Dex	Spd	End	Int	Per	Chr	Det
12	5	5	7	1	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
3	3	5	4/2	38	16	+2	5

Claw: +3 🍀 vs. Defense (14/13/12/11/10 sm).

Bestial: See page 284.

This stat block can be used to represent huge animals, including elephants, mammoths, rhinoceroses and sharks.

Colossal Animal

Str	Dex	Spd	End	Int	Per	Chr	Det
15	5	5	8	1	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
2	2	5	6/3	69	18	+3	5

Claw: +2 🍀 vs. Defense (17/16/15/14/13 cut).

Bestial: See page 284.

This stat block can be used to represent a colossal animal, such as a brontosaurus, stegosaurus, tyrannosaurus or whale.

Animal Swarm

Str	Dex	Spd	End	Int	Per	Chr	Det
2	7	6	5	1	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	6	5	0/0	10	5	0	5

Tooth or Claw: +6 🍀 vs. Defense (6/5/4/3/2 cut).

Bestial: See page 284.

Engulf: At the beginning of its turn, all adjacent creatures gain the Hindered consequence.

Swarm: See page 287.

This stat block represents a moving swarm of bats, lizards, piranhas, rats or other tiny creatures.

Dire Animals

Sometimes a normal beast gives birth to an offspring which grows to enormous size and ferocity. This unusual specimen is known as a dire animal.

Dire animals are thought to be a naturally occurring phenomenon which happens most frequently deep in the wilderness, far from civilized lands. The cause of this is unknown, though some suspect otherworldly energies are to blame.

To create a dire animal, use the stat block for the next highest Size, add 🍀 to the attack and add the Corrupted trait (see page 285).




Awakened Tree

Awakened trees are animate trees that can uproot and move about on their own. They are known for being slow, but possess a great strength and, some say, wisdom.

In most ways, awakened trees are indistinguishable from normal trees when they hold still. When they do attack, they rely on this camouflage to take their target by surprise, grappling and constricting until it ceases to move.

Awakened Tree								
Str	Dex	Spd	End	Int	Per	Chr	Det	
12	3	3	10	3	5	5	12	
Atk	Def	Will	Arm	HP	Move	Size	Luck	
1	4	8	3/3	44	1	+2	5	

Branches: +1  vs. Defense (12/11/10/9/8 sm). Reach 3.

♥♦: The target is grappled and the awakened tree gains 6 Control points.

Constrict: When an awakened tree spends Control points to damage a target, it deals 2 damage per point instead of one.

Fire!: When an awakened tree takes 5 or more burning damage from a single attack, it releases all grappled creatures.

Mindless: See page 286.

Resistance (piercing): See page 286.

Vulnerability (burning): See page 287.




Cockatrice

Almost comical in concept, but deadly when encountered, the cockatrice is a small lizard-like creature with a rooster's head and wings. It combines all the toxicity of the basilisk with all the intelligence of a chicken. The merest peck from its beak can turn its victims to stone.

Once thought to be the product of an egg laid by a rooster and incubated by a toad, this origin of the cockatrice has since been disproven. Instead, modern scholars believe that the cockatrice is, in fact, a diminutive relative of the basilisk.

Cockatrices are found in wastelands, where their only natural predator is the weasel—a creature mysteriously immune to the cockatrice's petrifying beak.

Cockatrice								
Str	Dex	Spd	End	Int	Per	Chr	Det	
2	5	5	5	1	5	5	5	
Atk	Def	Will	Arm	HP	Move	Size	Luck	
7	7	5	0/0	3	6	-1	5	

Peck: +7  vs. Defense (5/4/3/2/1 pi). On a hit, the target gains a Disabled consequence. Once she gains a third Disabled consequence in this way, she permanently turns to stone.

Bestial: See page 284.

Flight: See page 285.



Chimera

The chimera is a bizarre creature with the head and body of a lion, a goat head protruding from its back and a tail that ends in the head of a snake. To top it all off, the creature breathes fire.

Chimeras are vicious predators and highly territorial. Although they act much like mundane animals in the wild, the prevailing theory is that they are native to the Kalid Realm. Somehow these creatures have found their way to Trystell, where they make their homes in grasslands and semi-arid scrub.

Chimera

Str	Dex	Spd	End	Int	Per	Chr	Det
11	6	6	6	2	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	6/3	18	14	+1	5

Bite: +5 ➕ vs. Defense (12/11/10/9/8 pi).

Claw: +5 ➕ vs. Defense (13/12/11/10/9 cut).

Fire Breath: +5 ➕ vs. Defense (9/8/7/6/5 burn).

Cone 9. May not be used two rounds in a row.

Bestial: See page 284.

Three-Headed: A chimera may bite once with each head in the same round, but each head must attack a different target. Alternatively, a claw attack may be substituted for one of the bites, or a fire breath attack may be substituted for all three.

Dolderit

Dolderit are small, hairy creatures with six legs and unnervingly humanoid faces and torsos. They are about the same size as gnomes, and known for their feral tendencies, exceptional resilience and the complex chirping noises they make, which at times almost resemble language.

Not being native to Trystell, Dolderit were introduced during the Lunar Occupation. It is unclear whether the Blaugh'ocks brought them as pets or for some other purpose. Whatever the reasoning, since their introduction, Dolderit have spread out and multiplied. They can now be found occupying abandoned settlements, sewers, ruins and trash heaps across the world.

Dolderit

Str	Dex	Spd	End	Int	Per	Chr	Det
3	4	7	9	3	5	3	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	7	3	0/0	11	7	-1	5

Bite: +4 vs. Defense (4/3/2/1/0 sm).

Impressive Resilience: Dolderit gain ➕➕ on all

Endurance-based flips.

Wall-Walker: See page 287.



Elemental

Elementals are bizarre entities composed entirely from one of the four classical elements: air, earth, fire or water. They are not well understood, and most scholars believe that they are the result of a naturally occurring phenomenon that happens deep in the wilderness, where the elemental purity allows a spirit to merge with the physical world.

The vast majority of elementals display a basic, if alien, intelligence. Some want nothing more than a modicum of respect and to spread their element, others—particularly vast and ancient elementals—have complex motives based on what their element represents.

A few rare elementals can understand the Standard tongue, albeit with some repetition and a child-like simplicity. Others can only speak one or two words associated with their element. Most elementals, however, require magical aid in order to communicate. The Lore of Communication suffices, as does a matching elemental lore. In the latter case, the lunar mage temporarily develops a mental link with the elemental after using the Air Manipulation, Earth Manipulation or similar matching spell on it.



Lesser Air Elemental

Str	Dex	Spd	End	Int	Per	Chr	Det
6	5	8	4	3	8	5	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	8	4	0/0	10	6	0	5

Blast: +4 + vs. Defense (8/7/6/5/4 sm). Range 8. If the damage before subtracting Armor exceeds the target's Strength, she gains a Prone consequence.

Elemental (air): See page 285.

Ethereal: See page 285.

Flight: See page 285.

Lore of Air: An air elemental may cast any of the Lore of Air spells without the need for a reagent, gaining + to the casting flip. See page 110.

Air elementals are living whirlwinds, often with a vaguely humanoid face or arms. Some are virtually invisible, while others contain a fair amount of smoke, dust or crackle with lightning. As representatives of the most relentless element, air elementals are fiercely competitive and can be bargained with through tests of speed, strength or endurance.

Lesser Earth Elemental

Str	Dex	Spd	End	Int	Per	Chr	Det
10	3	2	10	3	3	6	8
Atk	Def	Will	Arm	HP	Move	Size	Luck
3	2	7	6/6	20	3	0	5

Slam: +3 + vs. Defense (10/9/8/7/6 sm). If the damage before subtracting Armor exceeds the target's Endurance, she gains a Dazed consequence.

Burrow: See page 285.

Elemental (earth): See page 285.

Lore of Earth: An earth elemental may cast any of the Lore of Earth spells without the need for a reagent, gaining + to the casting flip. See page 112.

Most earth elementals are lumbering, vaguely humanoid figures made of stone, soil or sand. Some even have secondary humanoid features, such as gemstones for eyes or a mane of vegetation. When bargained with, earth

elementals are meticulous and systematic. They are obsessed with everything being in exactly the right place.

Lesser Fire Elemental

Str	Dex	Spd	End	Int	Per	Chr	Det
8	9	6	4	3	4	6	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	5	5	0/0	12	5	0	5

Blast: +6 vs. Defense (9/8/7/6/5 burn). Range 4.

The target gains a Bleeding consequence from being on fire.

Elemental (fire): See page 285.

Lore of Fire: A fire elemental may cast any of the Lore of Fire spells without the need for a reagent, gaining + to the casting flip. See page 114.

Resistance (cutting, piercing and smashing): See page 286.

Smoldering Aura: Anyone who begins her turn within 1 yard of a fire element takes 3 fatigue, ignoring Armor.

Vulnerability (freezing and water): See page 287.

A bucket's worth of water deals 4 damage, after doubling due to the Vulnerability trait. The GM can scale up or down the damage from there.

Fire elementals are figures made of living flame. More than any other elemental, their shapes are constantly changing, sometimes flickering and growing brighter, other times smoldering and becoming smoky. Since fire is a transformative element, when bargained with, fire elementals seek to change the world around them. Sometimes this is as simple as lighting stuff on fire, other times its as complex as upsetting the balance of power in a city.

Lesser Water Elemental

Str	Dex	Spd	End	Int	Per	Chr	Det
8	7	6	6	3	5	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	2/2	14	6	0	5

Blast: +5 vs. Defense (9/8/7/6/5 sm). If the damage before subtracting Armor exceeds the target's Strength, she gains a Prone consequence.

Aquatic: See page 284.

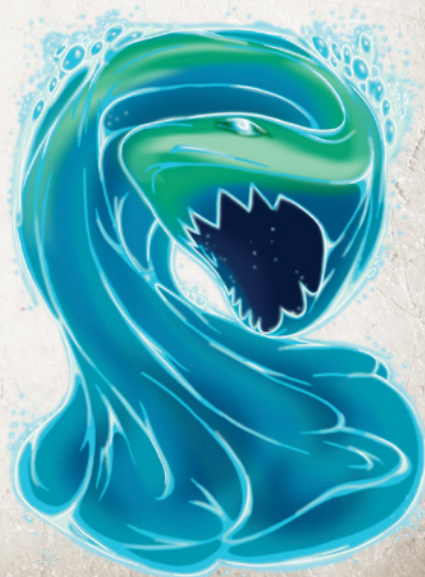
Elemental (water): See page 285.

Freezing Body: Dealing a water elemental freezing damage both heals it by the damage dealt and gives it a Disabled consequence, as its body hardens. While it has this Disabled consequence, it loses the Resistance trait.

Lore of Water: A water elemental may cast any of the Lore of Water spells without the need for a reagent, gaining + to the casting flip. See page 119.

Resistance (cutting, piercing and smashing): See page 286.

Water elementals frequently resemble a wave given humanoid form, with teeth made of ice and smaller waves for arms. As an element of duality that comes in all three forms of matter, water elementals can be bargained with by offering to fix what they perceive as unbalanced.



Gargoyle

A gargoyle is a specialized type of construct that appears to be a grotesque, winged stone statue. They are often used as sentinels and guardians, and are frequently placed on battlements or the edges of roofs, as they are able to perch indefinitely without moving.

Gargoyles are often paired with similar mundane statues to confuse trespassers. They are thus better able to use their stony appearance to surprise their foes.

Gargoyle								
Str	Dex	Spd	End	Int	Per	Chr	Det	
8	4	7	10	3	6	5	7	
Atk	Def	Will	Arm	HP	Move	Size	Luck	
3	6	6	6/6	18	8	0	5	

- Claws:** +3 + vs. Defense (10/9/8/7/6 cut).
- ♥♦:** The target is grappled and the gargoyle gains 4 Control points.
- Construct:** See page 285.
- Flight:** See page 285.
- Infravision:** See page 286.
- Still as a Statue:** Gargoyles gain ++ on Stealth flips when imitating a statue.



Ghost

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. A ghost greatly resembles a translucent version of the person it was in life, but in some cases the spiritual form is altered to exaggerate whatever quality kept the spirit from moving on.

Most ghosts are little more than a shadow of the person they were, endlessly asking the same questions or repeating the same actions over and over again on loop.

Ghost								
Str	Dex	Spd	End	Int	Per	Chr	Det	
5	5	7	5	3	5	5	7	
Atk	Def	Will	Arm	HP	Move	Size	Luck	
4	6	6	0/0	10	6	0	5	

- Draining Touch:** +4 + vs. Defense (7/6/5/4/3 fat). Ignores Armor. The ghost heals HP equal to the damage dealt.
- Harrowing Moan:** +5 + vs. Willpower. Targets all living foes within earshot. May be used once per encounter. On a success, the target gains a Fear consequence.
- Ethereal:** See page 285.
- Flight:** See page 285.
- Undead:** See page 287.



Ghoul

Ghouls are corporeal undead that lurk in graveyards, deserts or other uninhabited locations. Many live in filth, gnawing on bones or digging up corpses to slowly devour. When they can get it, however, most prefer their meat fresh. Ghouls occasionally slink from their hiding spots to prey on children, lone travelers or the intoxicated.

Most ghouls have skin that takes on a sickly gray pallor. Their teeth become elongated and durable. Many reek of the filth in which they live and the carrion that they eat. There are even stories of ghouls that have the power to shapeshift into hyenas, young maidens or other forms; they use this ability to lure the unwary to remote locations where they can be devoured.

Ghoul

Str	Dex	Spd	End	Int	Per	Chr	Det
7	6	5	7	5	5	3	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	4	0/0	14	6	0	5

Claws: +5 vs. Defense (10/9/8/7/6 cut).

♥♦: The target contracts a grotesque rotting disease with the following extended action: **End-10** (1 day, Tally 10). On any failed flip, the victim takes Margin toxic damage, as her skin rots and begins to fall off.

Stench: Living characters who begin their turn within 10 yards of a ghoul must succeed on an **End-10** flip or gain a Dazed consequence.

Undead: See page 287.



Homunculus

A homunculus is a small, humanoid creature that is created by a lunar mage and which appears as an exact replica of the mage in miniature. When fully-formed, a homunculus stands about a foot and a half tall (0.5 m). They can be taught to understand language at about the same rate as a human toddler, but are rarely capable of true speech. Grunts, gurgles and hand gestures, on the other hand, are common. They retain a child-like intelligence throughout their existence.

Homunculi are akin to constructs in that they are artificial creatures animated through arcane means. Unlike constructs, however, homunculi are formed using the mage's own bodily fluids. They are then incubated and molded until they can take on a life of their own, after which they do not need a reagent to sustain their existence. As a homunculus is directly linked to its mage's life force, it usually lives just as long as its creator and expires shortly thereafter.

Homunculus

Bonds: Master Mage (patron)

Str	Dex	Spd	End	Int	Per	Chr	Det
2	5	5	4	3	5	4	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	6	4	2/1	3	2	-2	5

Kick: +6 vs. Defense (4/3/2/1/0 sm).

Arcane Bond: A homunculus can automatically sense the location of its master, however far away. Additionally, a Grave Wound suffered by a homunculus also affects its master and vice versa. Should its master die, the homunculus perishes within a day.

Kalid

Kalids are ferocious and immensely magical creatures that inhabit a pocket dimension known as the Kalid Realm. Ultimately, their preserved body parts are the source of all kalid magic.

Physically, kalids are lanky gray beasts with elongated limbs and necks. Their eyes are like those of a cat and their tongues are forked, flicking out occasionally from between rows of viciously sharp teeth. Most kalids are entirely bald, but a few have a mane of prickly hairs that run from the backs of their necks, down to the base of the spine. Kalids usually walk on all four limbs, but are capable of walking upright on their hind limbs for short periods of time. Most have wickedly sharp claws, with a reverse-facing dewclaw that can act like an opposable thumb. Kalids have a distinct “tingly” smell.

The intelligence of kalids is a matter of some debate. While they don’t display any particular aptitude for language, they are immensely social creatures and there have been stories of kalids using stones as tools in a manner similar to crows or monkeys.

Kalid								
Str	Dex	Spd	End	Int	Per	Chr	Det	
5	5	5	5	3	3	5	5	
Atk	Def	Will	Arm	HP	Move	Size	Luck	
4	4	5	0/0	10	5	0	5	

Claws: +4 🍀 vs. Defense (9/8/7/6/5 cut).
Innate Magic: A kalid may cast any spell from a kalid magic lore (see page 100). It does not need a reagent and is always treated as proficient or better. In addition, attack flips with spells gain 🍀.



Kapre

Kapres are strange, otherworldly beings that appear as tall, dark humanoids, usually seen smoking a pipe. This pipe gives the kapre a strong smell, which can be used to identify its presence.

Most kapres live in the treetops deep in the forest. Although they are not especially malevolent, they may turn vengeful if their tree is harmed. Similarly, many kapres have a mischievous sense of humor and delight in frightening and disorienting passing travelers.

The nature of exact kapres is disputed. For centuries it was claimed that they were a warped offshoot of kalids. More recent taxonomies, however, classify them as a type of fae.

Kapre								
Str	Dex	Spd	End	Int	Per	Chr	Det	
9	5	5	6	5	5	6	6	
Atk	Def	Will	Arm	HP	Move	Size	Luck	
4	4	6	2/1	16	6	+1	5	

Headbutt: +4 🍀 vs. Defense (11/10/9/8/7 sm).
♥♦: The target gains a Prone consequence.
Disorienting Smoke: +4 🍀 vs. Willpower. Targets all other characters within 10 yards. The target becomes lost and gains a Disabled consequence. If this would give her a third Disabled consequence, she instead falls asleep for an hour.
Fae: See page 285.



Lycanthrope

They say the moon Pannon has a great influence over the minds of Trystell's peoples. When it is at its fullest, a cursed few lose control, changing into hulking man-beasts and rampaging across the countryside. These are the lycanthropes. They hunt, they kill, and a few even—once they change back—regret what they've done.

All lycanthropes come from a cursed family line—houses who have passed down the affliction from parent to child for eons. The curse can be difficult to predict, however. Sometimes it skips generations; other times it manifests in distant blood relatives when it is least expected.

For some reason, lycanthropes have a fierce animosity toward creatures with the Corrupted trait (see page 285). In their berserk hybrid form, they seek out these creatures before all others, destroying them wherever they are found.



Lycanthrope come in numerous varieties. Werewolves are the most common, but werecats, werebears, wererats, weresnakes, werespiders and even weresharks are known.

Werewolf

Str	Dex	Spd	End	Int	Per	Chr	Det
11	6	7	9	3	8	6	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	7	6	6/3	20	8	0	5

Claws: +4 🍀 vs. Defense (12/11/10/9/8 cut).

♥♦: The target gains a Bleeding consequence.

Terrifying Howl: +6 vs. Willpower. Targets all foes within earshot. May be used once per encounter. On a success, the target gains a Fear consequence.

Detect Corruption: A werewolf is automatically able to sense and reacts hostilely to any creature with the Corrupted trait.

Frenzy: As a reaction to being wounded, a werewolf may spend an AP to immediately attack the foe that caused the wound.

Healed by Moonlight: When the light of Pannon touches a werewolf, it heals 1 HP at the end of every round.

Scent: See page 286.

Shapeshift: This stat block represents a werewolf in its hybrid man-wolf form. Use a stat block from the People section for a werewolf in its normal form (see page 288). Werewolves shift uncontrollably between forms when the full moon of Pannon rises or sets.

Vulnerability (Silver): See page 287.

Naga

Nagas are a large snake-like creatures with human faces and voracious appetites. Most have hoods similar to that of a cobra and a potent venom which can render their victims paralyzed. Nagas are surprisingly intelligent, and there are stories of nagas who can wield magic or change shape of their own accord. If they are capable of speech, however, they seem uninterested in conversation.

The vast majority of nagas are either submarine or subterranean, dwelling in tunnels under the earth or in the depths of the ocean.

Nagas also present scholars with something of a mystery. Clearly they are not simple beasts, yet neither are they recognized as being people. Several failed attempts have been made to study them, leaving their origins unclear. Several Crono sects, however, believe that nagas are semi-divine entities who hold a place in the hierarchy of spirits, despite the fact that they have physical forms.

Land Naga								
Str	Dex	Spd	End	Int	Per	Chr	Det	
8	10	6	6	6	8	6	6	
Atk	Def	Will	Arm	HP	Move	Size	Luck	
8	7	6	4/2	14	6	0	5	

- Bite:** +8 vs. Defense (9/8/7/6/5 pi).
- ♥♦: The naga injects the target with poison, imposing a Bleeding consequence. If the target already has a Bleeding consequence, she instead gains s Disabled consequence.
- Constrict:** When a naga spends Control points to damage a target, it deals 2 damage per point instead of one.
- Scent:** See page 286.

The smaller of the two major naga species, land nagas live in caverns and tunnels deep underground. They mostly keep to themselves, but occasionally they encounter explorers who

have decided to venture into their subterranean habitat. On rare occasions, lone nagas have also been encountered wandering the tunnels in mines or city sewer systems.

Sea Naga								
Str	Dex	Spd	End	Int	Per	Chr	Det	
11	11	8	6	5	6	6	8	
Atk	Def	Will	Arm	HP	Move	Size	Luck	
7	6	7	4/2	18	8	+1	5	

- Bite:** +7 vs. Defense (12/11/10/9/8 pi). Reach 2.
- ♥♦: The naga injects the target with poison, imposing a Bleeding consequence. If the target already has a Bleeding consequence, she instead gains s Disabled consequence.
- Aquatic:** See page 284.
- Constrict:** When a naga spends Control points to damage a target, it deals 2 damage per point instead of one.
- Scent:** See page 286.

Sea nagas are fully aquatic, spending their lives almost entirely in salt water. They are the largest variety of naga, sometimes reaching lengths of up to 10 yards. Known to harass passing ships, sea nagas are migratory, seeking warmer water during the winter and cooler waters during the summer months.



Nagual


Naguals were once people, but through a dark pact with a entity known as Yitch, they have become something else entirely: twisted shapeshifters who lurk deep in the wilds and who seek to tear down not only civilization, but the walls of reality itself.

In their natural forms, naguals appear as they did before the pact, albeit with a mutation somewhere hidden on their bodies, marking them as corrupted. They gain the ability to assume the shapes of animals and other people, but the transformation process is not pretty—the skin curls back from the flesh, bones snap and a significant quantity of blood and other bodily fluids leak out as the nagual undergoes the painful metamorphosis.

Most naguals work together in cult-like cells, plotting the destruction of civilization around them. Most prominently, they make up the inner core of the secretive organization known as the Brotherhood of the Form.

Ex-human Nagual

Str	Dex	Spd	End	Int	Per	Chr	Det
6	6	6	6	6	6	8	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	6	7	0/0	12	6	0	5

Dagger: +6  vs. Defense (8/7/6/5/4 pi). Close.

♥♦: The target gains a Bleeding consequence.

Corrupted: See page 285.

Shapeshift: A nagual may assume the shape of any creature of Size -1 to Size +1. Doing this requires three consecutive actions. While in a shapeshifted form, the nagual is a “picture perfect” duplicate, including the voice but lacking the mannerisms of any individual it might be imitating.

Skeleton

Skeletons are mindless, corporeal undead whose flesh has rotted away, leaving only their animate bones behind. They are puppeted by malign spirits and necromantic energies, driven to once again walk the mortal world and threaten the living.

Among the easiest undead to create, skeletons are a staple for neophyte necromancers and undead hordes. For the most part, they mindless carry out their instructions with rote precision and a lack of initiative.

Human Skeleton

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	5	7	1	3	3	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
3	4	4	4/2	12	6	0	5

Spear: +3 vs. Defense (9/8/7/6/5 pi). Parry 2, Reach 2.

♥♦: The skeleton loses a bone, which rolls away.

This does 3 damage to the skeleton.

Mindless: See page 286.

Resistance (piercing): See page 286.

Undead: See page 287.



Tikbalang

Tikbalangs are solitary creatures that lurk in jungles or forests. They have an innate magic of their own which they use to great effect to deceive travelers. Tikbalangs appear as humanoids with elongated legs, a bony frame, the head of a horse and skin covered with a layer of loose fur. They are easily offended and fond of pranks, often steering travelers down the wrong path or leading passersby to believe the tikbalang is something else entirely. Scholars have long debated the nature of tikbalangs, but the current consensus is that they are fae.

Tikbalang							
Str	Dex	Spd	End	Int	Per	Chr	Det
8	5	5	7	4	5	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	5	5	2/1	15	6	0	5

- Kick:** +4 + vs. Defense (11/10/9/8/7 sm).
- ♥♦: The target gains a Prone consequence.
- Fae:** See page 285.
- Phantom Senses:** A tikbalang can create phantom lights or sounds anywhere within 50 yards.
- Shapeshift:** A tikbalang may assume the shape of any creature of Size -1 to +1. Doing this requires three actions. While shapeshifted, the tikbalang is a “picture perfect” duplicate, including the voice but lacking the mannerisms of the individual.



Vampire

Vampires are corporeal undead who maintain a semblance of eternal youth by drinking the blood of the living. They have been dwelling in the shadows and stalking the night since the Stone Age, living among the peoples of Trystell and walking the streets at night in search of living blood.

Unlike most undead, vampires spread their dread curse by contagion. Their bite potentially infects anyone upon whom they have fed. Vampires retain the cunning, memories and a vague sense of self even in death, although they gain a variety of new and inhuman urges as the malign spirit animating them takes hold.

Many ancient vampires have amassed a great deal of wealth and power, secreting themselves away behind their manor walls and manipulating events from afar. These venerable monsters make regular use of vampire spawn and other proxies, so as not to accidentally give away their undead state.

Human Vampire							
Str	Dex	Spd	End	Int	Per	Chr	Det
7	7	7	7	5	7	7	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	7	7	0/0	14	7	0	6

- Claws:** +6 + vs. Defense (10/9/8/7/6 cut).
- ♥♦: The target is grappled and the vampire gains 3 Control points. If the target was already grappled, the vampire instead bites the target, healing HP equal to the damage dealt. Those who die from the vampire’s bite soon rise from the grave as a vampire themselves.
- Mesmerize:** +6 + vs. Willpower. Must gaze into the target’s eyes. The target gains a Disabled consequence.
- ♥♦: The targets gains a Fixated (the vampire) and a Desire (allow vampire to drink blood) consequence.

Animal Form: A vampire may transform into a wolf or bat. This works just like the Alternate Form spell, except no reagent is needed and the vampire makes a **Det-10** flip. See page 109.

Burned by Sunlight: Vampires burn up in the sun. Every round a vampire remains in direct sunlight, it loses 2 HP.

Difficult to Kill: A vampire only dies if it is killed by sunlight, decapitated or a stake is driven through its heart. Otherwise, it appears to die but animates again the next night.

Undead: See page 287.

Vampire Spawn							
Str	Dex	Spd	End	Int	Per	Chr	Det
6	5	6	6	5	6	5	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	6	5	0/0	12	6	0	5

Dagger: +5 vs. Defense (9/8/7/6/5 pi). Close.

Sunlight Aversion: Vampire spawn find sunlight uncomfortable. When one first enters the sun, she gains a Dazed consequence.

Strange Tastes: Vampire spawn are addicted to a vampire's blood and also acquire a taste for bugs and other vermin. While vampire blood or vermin are available, the vampire spawn gains a Fixated consequence.

Many elder vampires have the ability to create vampire spawn. These are mortal servants who have become addicted to the vampire's blood and then twisted by regular consumption of the vampire's foul essences. They frequently gain vampire-like traits, such as an unnatural pallor, an aversion to sunlight and an extended lifespan. Many also develop a craving for bugs and other vermin.

Zombie

Zombies are mindless, rotting corpses animated by malign spirits and necromantic energy. They stink of rot and hunger for both brains and flesh, shambling towards those they wish to consume. Thankfully, most zombies are slow and not particularly well-coordinated.

As they are among the easiest undead to create, zombies often serve as cannon fodder for necromancers and gathered undead hordes.

Human Zombie							
Str	Dex	Spd	End	Int	Per	Chr	Det
7	3	3	7	1	3	3	3
Atk	Def	Will	Arm	HP	Move	Size	Luck
2	3	3	0/0	14	5	0	5

Slam: +2 + vs. Defense (8/7/6/5/4 sm). The zombie establishes a grapple with the target, gaining 1 Control point. If already grappling, it instead bites for an additional 5 damage.

Mindless: See page 286.

Undead: See page 287.





Consequences

In which a selection of common consequences are presented and their various effects catalogued

The following is a list of common consequences referenced by the *Age of Ambition* rules. These can also be used as benchmarks when making up your own consequences.

Bleeding

You are suffering from an ongoing source of damage. This is usually literal bleeding from open wounds, but this consequence may also be used to represent ongoing damage from other maladies or environmental conditions.

Effect: Take 1 fatigue at the beginning of each round. If you have multiple Bleeding consequences, take a fatigue for each. This does not cause the Dying consequence unless it reduces you to a multiple of your maximum HP—for example, $-1 \times \text{max HP}$.

Removal: Lasts until you receive the Staunch Bleeding action (see page 169).

Bolstered

Your actions are bolstered through expertly directed tactics, improved morale, magical guidance or any other number of means.

Effect: You may remove this consequence at any time to gain $+$ on your next flip.

Removal: Lasts until you remove the consequence or until a minute passes.

Dazed

Your mind is cloudy and you find it difficult to focus on the task at hand.

Effect: Imposes $-$ on all flips.

Removal: Lasts until the Focus action is taken (see page 169).

Desire

You have a strong, deep-seated urge to take a particular action. This might be indulging in alcohol or another drug, making a move on an attractive dancer or dropping the burning log that is scalding your hands.

Effect: Every time you gain this consequence you must succeed at a **Det-10** flip or perform the desired action at the next opportunity. This flip suffers $-$ for every additional Desire consequence you possess.

Removal: Lasts until the desire is indulged, until you get a good night's sleep or until a Desire consequence with a different subject is gained.

Subject: Always has a particular action which you desire to perform.



Disabled

You begin to lose control of your body. At first it begins to slow down, but gradually you become paralyzed.

Effect: You gain one fewer AP each round. This is cumulative with multiple consequences. Once you have three Disabled consequences, you are paralyzed and cannot take actions until either you receive first aid or until a day passes.

Removal: Lasts until the Focus action is taken, until you receive first aid or until a day passes (see page 169).

Dying

You are teetering on the brink of life and death, and will expire unless you receive immediate healing.

Effect: You may not have more than 1 AP. At the beginning of each round you must make an **Endurance** flip with a TN equal to the number of HP you are below zero (minimum TN 5). On a failure, you gain another Dying consequence. If this gives you a third Dying consequence, you die at the end of the round.

Removal: Remove a Dying consequence each time you succeed on your **Endurance** flip with Margin 5 or better. Lasts until you die or receive the **Staunch Bleeding** action (see page 169).

Exhausted

You are physically exhausted. This can be caused by starvation, strenuous activity, exposure to the elements or any other number of reasons.

Effect: Halve your Move score and suffer ☹ on all physical flips. If you would gain a second Exhausted consequence, you instead gain a Dying consequence.

Removal: Lasts until you get a good night's rest, unaffected by a source of fatigue.

Fear

Something is making you fearful. This reaction can run the gamut from solidly intimidated to sheer, mind-boggling terror.

Effect: You may not voluntarily take an action that directly affects the subject of your fear or which moves you closer to the subject of your fear.

Removal: Lasts until the Focus action is taken (see page 169).

Subject: Always has a particular subject of which you are afraid.

Fixated

There is something on which you are fixated; you find it difficult to focus on anything else. This might include obsession with a failure, a new infatuation or personal issues lingering in the back of your mind.

Effect: Imposes ☹ on all actions not involving the subject of your fixation.

Removal: Lasts until the Focus action is taken or until a Fixated consequence with a different subject is gained (see page 169).

Subject: Always has a particular subject with which you are fixated.

Grave Wound

You are severely injured—perhaps you are badly burned, have a broken arm or are terribly bruised all over.

- ✦ **Effect:** Varies. See the Grave Wound tables beginning on page 172. If you would gain a second Grave Wound consequence, you instead gain a Dying consequence.
- ✦ **Removal:** Lasts until the end of the next downtime (see page 192).

Hidden

You are concealed from sight, perhaps due to darkness, stealth, invisibility or similar circumstances.

- ✦ **Effect:** Grants + on attacks and Defense. Targets attacked when you are hidden cannot use defensive reactions.
- ✦ **Removal:** Lasts until you take a conspicuous action, such as shouting a warning or making an attack.



Hindered

You are physically impeded by protruding arrows, excessive encumbrance, tangling vines or other circumstances.

- ✦ **Effect:** Imposes - on all Attack-, Dex- and Spd-based flips.
- ✦ **Removal:** Lasts until an action is successfully taken to remove the source of the hindrance. The nature of this will vary with the cause.

Prone

Your body is not oriented in a way that gives it easy mobility. You might be sitting, lying down or off-balance.

- ✦ **Effect:** Your Move score is halved and you suffer - on melee attacks. Melee attacks and point-blank ranged attacks made against you benefit from +, while other ranged attacks suffer -.
- ✦ **Removal:** Lasts until an action is taken to stand up or regain your balance.

Stun

You are stunned due to some effect—perhaps a sudden blow to the head, the concussive blast of an explosion or sudden shock and pain.

- ✦ **Effect:** You cannot take actions other than to end this consequence. This includes an inability to take reactions.
- ✦ **Removal:** Lasts until the Focus action is taken (see page 169).



Appendix: Dice

In which an alternative mechanic is presented for those who prefer to eschew cards in favor of dice

By default, *Age of Ambition* employs a deck of poker cards to resolve actions. Using cards in roleplaying games has a long and proud tradition. Nevertheless, there are some gamers who prefer to eschew cards in favor of dice.

For gamers with these preferences, we present an alternative mechanic that makes use of several ten-sided dice (d10's). For game effects that would otherwise rely on random suits, this system also makes use of one four-sided die (d4).

Resolving Actions

Use this system to resolve an action whenever a player would otherwise flip a card: Roll a ten-sided die and add its value to the relevant stat. Then compare the total to the target number as usual.

✦ **Banes (⊖):** If the flip would have a bane imposed on it, instead roll an extra d10 and discard the highest die.

✦ **Boons (⊕):** If the flip would benefit from a boon, instead roll an extra d10 and discard your choice (usually the lowest).

✦ **Flush Die:** Roll a d4 along with any d10's for boons or banes. If it rolls a 4, and two or more dice remain due to boons, treat this as a flush and add two of the d10's together!

✦ **Critical Failures:** If the d4 rolls a 1 and the value of the chosen d10 is also 1, then a critical failure has occurred. This works exactly as if a joker were used to resolve a flip. Reset your Luck tokens back to their starting value (see page 156).

Ayana is desperately swinging her sword at an enemy. As usual, this is an Attack vs. Defense action. She has Attack 5 and rolls a ten-sided die, getting a 7. These add together for a total of 12. (The flush die rolls a 2, so it doesn't matter.)

Ymir is attempting to find a place to hide from a great beast that didn't die when he shot it. This is a Per/stealth action. He has Perception 7 and is an expert in Stealth, granting him ⊕. He rolls two ten-sided dice and gets two 6's, and the flush die rolls a 4, so he gets a flush! He adds both 6's together and then adds his Perception, for a total of 19!

Adom wants to leap between moving wagons to get away from an assailant. The GM decides this is a Str/athletics-12 action. Januk has Strength 5 and is unskilled in Athletics, imposing a ⊖. He rolls two ten-sided dice and gets a 1 and a 5. The flush die rolls a 1. Since he had a bane, he discards the 5, leaving him with the 1. Because the flush die rolled a 1 and the remaining d10 is also a 1, he suffers a critical failure and resets his Luck tokens.

10-Flips

10-Flips are used to determine a random number between 1 and 10. If a player ever needs to make a **10-Flip**, simply roll a ten-sided die (1d10) and use the result.

Random Suits

Whenever you need to determine the suit of an action, roll a four-sided die (1d4). The number on the die determines the effective suit using the table below.

1d4	Suit
1	Clubs
2	Diamonds
3	Hearts
4	Spades



Luck

When playing with dice, cards in hand are no longer necessary. Instead, find some sort of counters or tokens to use—even tally marks on a piece of paper will suffice. These will represent your character's Luck.

At the beginning of each session, take a number of Luck tokens equal to the number of cards you would normally hold in your hand.

Spending Luck

When using the dice mechanic, Luck may still be spent in two different ways.

- Push Your Luck:** Immediately after a roll has been made, but before the consequences of the action have been announced, you may decide to spend a Luck token to give it **+**, rolling an extra ten-sided die and discarding your choice.
- Lucky Break:** After you roll, you may spend a Luck token to alter the value of a single die, replacing its value with your Luck score.

*Mirth is trying to leap between two rope bridges that stretch between treetops. Unfortunately, he rolls a 2. He decides to push his luck, spending a Luck token and rolling another d10 as **+**. On this die he gets a 7. He discards the 2 and keeps the 7.*

*Nachme is attempting to convince the town guards that he wasn't at the scene of the crime last night. Since he is adept at deception, he rolls with a **+**, getting a 3 and a 5. Nachme doesn't think this will be sufficient, so he spends a Luck token for a lucky break, replacing the 3 with his Luck score—a 5.*

GM Luck

Using this system, the GM also has a pool of Luck tokens to spend for the NPCs. This is equal to the number of players present in the session.

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AGE OF AMBITION

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Lifepath Worksheet

Training Boxes

☐☐☐☐☐☐☐☐☐☐

Check off a training box when instructed. Once the last box is checked off, skip to Finishing Touches.

Birth Fortune

Flip on the Birth Fortune table (pg. 22).

Origin

People

Pick a people and record its traits (pg. 25).

Religion

Pick a religion (pg. 25).

Foundational Event

Flip on the Foundational Events table (pg. 26).

Coming of Age

Name

Assign Stats [7, 6, 6, 5, 5, 4, 4, 3] *Pick a name.*

Str	Dex	Spd	End	Int	Per	Chr	Det
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Assign stats from above array, keeping requirements from People in mind.

Equipment: Clothes, Sack, Day's Rations, Dagger or Staff
Skill: Language (Standard) *Gain basic equipment and the Standard language.*

Youthful Ambition

Come up with a Youthful Ambition (pg. 30).

Age of Adulthood Years per Attempt

Elf = 120, Ogre = 8, All Other = 16

Elf = 15, Ogre = 1, All Other = 2

Career Attempt No.1

Age Career

Pick a career and record age (pg. 55).

Training

Pick from the career's training table.

Event

Flip on the career's event table.

Advancement

Title Status

Record advancement benefits from the first rank, including Title and Status.

Career Attempt No.2

Age Career

Pick a career and record age (pg. 55).

Training

Pick from the career's training table.

Event

Flip on the career's event table.

Advancement

Title Status

Flip for advancement or take first rank and record any benefits.

Career Attempt No.3

Age Career

Pick a career and record age (pg. 55).

Training

Pick from the career's training table.

Event

Flip on the career's event table.

Advancement

Title Status

Flip for advancement or take first rank and record any benefits.

Career Attempt No.4

Age Career

Pick a career and record age (pg. 55).

Training

Pick from the career's training table.

Event

Flip on the career's event table.

Advancement

Title Status

Flip for advancement or take first rank and record any benefits.

Career Attempt No.5

Age Career

Pick a career and record age (pg. 55).

Training

Pick from the career's training table.

Event

Flip on the career's event table.

Advancement

Title Status

Flip for advancement or take first rank and record any benefits.

Career Attempt No.6

Age Career

Pick a career and record age (pg. 55).

Training

Pick from the career's training table.

Event

Flip on the career's event table.

Advancement

Title Status

Flip for advancement or take first rank and record any benefits.

Finishing Touches

Gathering the Party

Work with other players to figure out how you know each other (pg. 32).

Age Status

Atk	Def	Will	HP	Move	Luck
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Record age and chosen Status, then calculate scores (pg. 32).

Hearth & Coin

Start with home and money based on Status (pg. 32).

Pick Creed, Idiosyncrasy, optional Weakness and Ambitions (pg. 33).

Index

- 10-Flips.....154, 314
 Absent-Minded 128
 Academics84
 Acclimated.....120
 Action Points.....159
 Actions.....152
 Acute Sense.....120
 Agitator.....56
 Agriculture.....218
 Aim.....169
 Air Ball.....110
 Air Cushion.....111
 Air Manipulation 111
 Air Shield.....111
 Allergy.....128
 Ally.....121, 188
 Alternate Form 109
 Ambidexterity...121
 Ambitions.....15, 34
 Amnesia.....128
 Ancestral Subcon. 38
 Animal Affinity 121
 Animals.....84, 294
 Animals & Travel 146
 Animal Training 192
 Anosmia.....128
 AP.....159
 Apparel.....143
 Aqua Gnomes.....42
 Aquatic.....284
 Arcane Clarity.....99
 Arcane Conduct 182
 Arcane Lores.....
15, 100, 179
 Arcane Tradit.....177
 Archmagery.....183
 Arcing Arrows.....162
 Area Effects 162, 267
 Armor 116, 142, 170
 Size.....142
 Armor Prop.....142
 Artifacts.....261, 278
 Astrology.....214
 Athletics.....84
 Attack, Natural. 284
 Attack Options. 162
 Attacks.....161
 Attack Score.....161
 Attack Spells.....179
 Attempts.....55
 Attractive.....121
 Availability.....136
 Avalanches.....270
 Awareness.....84
 Babble.....100
 Bad Back.....128
 Bad Eyesight.....128
 Bad React. Time 128
 Bala'umn.....235
 Banking.....192
 Beforetimes.....204
 Beneath Notice. 121
 Berserker-style.....88
 Bestial.....284
 Bestiary.....283
 Bind.....118
 Birth Fortunes.....22
 Bits.....135
 Blough'ock.....250
 Bleeding.....309
 Blind.....128
 Block.....92
 Bodyguard.....92
 Bolstered.....309
 Bombard.....106
 Bond Limit.....188
 Bonds.....188, 269
 Calling Upon 189
 Exploiting.....189
 Boons & Banes. 153
 Boost.....113
 Born Leader.....121
 Bother. Habits.....128
 Bowstrings & Str 139
 Brace.....94
 Brawler-style.....89
 Brawny Minotaurs 46
 Break Parry.....88
 Break Spell.....99
 Breath.....113
 Bronze Penny (bp) 135
 Brotherhood of the Form.....228
 Burrow.....285
 Buying & Selling 137
 Calendar.....214
 Called Shot.....162
 Cannot Swim.....129
 Canny Minotaurs 47
 Captive.....58
 Card Values.....152
 Career Advance. 193
 Careers.....31, 55
 Catfall.....121
 Cebul.....235
 Cela.....225
 Channel.....99
 Character Adv.....34
 Character Creat...18
 Charge!.....88
 Charisma.....14
 Cheat Death.....108
 Chilling Frost.....119
 Chink in the Arm. 89
 Choke.....118
 Circle of Honor. 228
 Colorblind.....129
 Combat.....159
 Combat Reflexes 122
 Combat Shock. 129
 Coming of Age.....30
 Command Dead 108
 Commis. Work. 193
 Common Sense 122
 Comp. Behavior 129
 Concealment.....162
 Condensation.....119
 Conduit.....251
 Consequence 156, 309
 Consortium.....229
 Construct.....285
 Contact.....122, 188
 Containers.....144
 Contortionist...122
 Control Points. 163
 Coordinate.....98
 Corrupted.....285
 Cosmology.....250
 Cost of Living.....
135, 187
 Cover.....162
 Cowardice.....129
 Crafting.....193
 Creatures.....294
 Creature Traits. 284
 Creed.....15
 Crippled.....129
 Critical Hits.....161
 Critical Spell Failure.....180
 Crono.....221
 Cure Malady.....104
 Cymqued Ocean. 238
 Damage.....161, 170
 Arrays...138, 170
 Increment.....138
 Types...138, 170
 From Arrows. 138
 Healing.....171
 Strength.....138
 Danger Sense.....122
 Dark Ages.....209
 Dawn of History 206
 Dazed.....309
 Dazing Strike.....93
 Deadeye.....97
 Deaf.....129
 Death Touch.....108
 Deception.....84
 Deep Probe.....106
 Defense.....166, 266
 Delusion.....129
 Demographics.....216
 Depression.....129
 Derich.....226
 Designing Foes. 293
 Desire.....309
 Desolation.....238
 Determination...14
 Dexterity.....13
 Dice.....313
 Diehard.....122
 Difficult Terrain 168
 Dire Animals.....295
 Direction Sense 122
 Dirty Fighting.....89
 Disabled.....310
 Disarm.....162
 Diseases.....270
 Dispelling.....178
 Dodge.....167
 Doomed.....129
 Double Parry.....90
 Downtime. 192, 269
 Downtime Act. 192
 Draw.....169
 Dreaming.....102
 Driving Attack. 162
 Dual Attack.....90
 Dual Wielding..162
 Dual Wield-style 90
 Duck & Weave..96
 Duties & Oblig. 193
 Dwarfism.....129
 Dwarves.....37
 Dying.....171, 310
 Dyslexia.....130
 Earth Manip.....112
 Earthquake.....112
 Earth Shield.....112
 Eidetic Memory 122
 Eios.....222
 Elemental.....285
 Elven Secret.....39
 Elven Senses.....39
 Elves.....39
 Empathy.....84
 Encumbrance...136
 Encum. Prop.....137
 Endurance.....14
 Enemy.....130, 188
 Engaging.....168
 Engineer.....60
 Entertainer.....62
 Eoris.....239
 Epilepsy.....130
 Equipment.....135
 Equipment Prop. 137
 Equip. Quality. 137
 Ethereal.....285
 Evaluate Foe.....98
 Evil Eye.....103
 Exhausted.....310
 Experiences.....35
 Expression.....84
 Extended Actions 154
 Eye of Maoh.....251
 Falls.....271
 Fandikal.....250
 Far Shot.....97
 Fashion Sense.....123
 Fast Healer.....123
 Fast Turns.....159
 Fat.....130
 Fatigue.....171
 Favor.....123, 188
 Fear.....310
 Fencer-style.....91
 Fighting in Spirit 169
 Fighting Styles.....
15, 88, 163
 Finishing Touches 32
 Fireball.....114
 Fire Manip.....114
 First Aid.....171
 Fixed.....310
 Fixation.....130
 Flames.....271
 Flaming Aura.....114
 Flashbacks.....130, 272
 Fleet of Foot.....123
 Flight.....115, 285
 Flourishing Parry. 91
 Flushes.....154
 Focus.....169
 Fonlelial.....239
 Food & Acco.....147
 Forage.....272
 Fortune.....102
 Foundat. Events...26
 Four Univ. Laws 181
 Frail.....131
 Game Mastering 253
 Gap in the Arm. 163
 Garmech.....223
 Gathering the Party 32
 Gazetteer.....235
 Gigantism.....131
 Glimgildral.....240
 Glossary.....11
 Gluttonous.....131
 GM Lifepath Tab. 257
 Gnomes.....42
 Goblins.....48
 Golden Age.....208
 Gold Piece (gp) 135
 Grappling.....163
 Graundaur.....240
 Grave Wounds.....
170, 311
 Called Shots..172
 Tables.....172
 Healing.....171
 Grichom.....241
 Grit.....123
 Group Effort.....154
 Group Experience 35
 Guard-style.....92
 Gulf of Cad.....241
 Gulf of the Deep 242
 Handler Gnomes. 43
 Hard of Hearing 131
 Harry.....167
 Heal.....104
 Healing Herbs. 148
 Health Points...170
 Heat.....115
 Heavy Blow.....93
 Heavy-style.....93
 Herd Mentality..46
 Hidden.....311
 Hide.....169
 High Orcs.....49
 Hindered.....311
 History.....204
 Hit & Run.....95
 Hobgoblins.....50
 Hold at Bay.....94
 Honesty.....131
 Honeyed Tongue 123
 Hook.....164
 HP.....170
 Humans.....45
 Hybrids.....37
 Ice Spikes.....119
 Idiosyncrasy.....16
 Illusory Object. 105
 Implant.....107
 Improvised Weap. 164
 Impulsive.....131
 Indep. Income...124
 Influence.....185
 Infravision.....286
 Injury Table.....20
 Innumerate.....131
 Insomniac.....131
 Intelligence.....14
 Intercept.....167
 Intimidate.....169
 Intolerance.....131
 Intuition.....124
 Inventing.....194
 Investigate.....84
 Investigation.....272
 Invisibility.....105

Io	223	Membership	125, 188	Push Your Luck..	156	Social Challenges	190	Traits	15, 120
Iron Hide	124	Mindless.....	286	Quaklon.....	244	Social Engineer.	195	List	120
Iron Stomach	124	Minion	286	Quaris Ocean	245	Social Interaction	190	Purchasing	120
Joker.....	156	Minor.....	132	Quick Draw	91	Socialize	85	Travel	276
Kalast	226	Minotaurs	46	Quickness.....	116	Socializing.....	190	Trick.....	169
Kalid Lores	100	Miscellania	144	Quick Shot.....	96	Socially Mobile.	126	Triple Draw.....	96
Kalid Magic.....	177	Missionary	68	Raise Dead	108	Society for Lunar		Trolls	52
Kalid Realm	251	Mistaken Identity	132	Ranged Weapons	140	Magic Preservation .		True Elves.....	40
Kalid's Guild	230	Modin.....	232	Rasonic Ocean .	245	233	True Ogres	53
Kaluhn Wildseas	242	Money.....	135, 218	Reactions.....	167	Soldiers of the Field		True One.....	225
Knockback.....	93	Moons.....	250	Reagents...147, 178		234	True Sustenance	113
Knockdown.....	93	Mounted Comb.	164	Reckless Fury	88	Soul Stuff	182	True Swimming	116
Laborer.....	64	Movement.....	168	Recommended		Speak With Ani.	101	Turns.....	159
Language.....	84, 216	Move Score	168	Reading.....	8	Speak With Pla. 101		Ugly	133
Lanstrin League of		Moxie	125	Recover	104	Speak With Spir.	101	Unbalan. Attack.	165
Technology.....	231	Multiple Person.	132	Religion.....	221	Speed	13	Undead	287
Law of Autonomy	181	Muno'che	243	Religion & Magic	183	Spell Casting	169, 179	Underwater Act.	277
Law of Life	181	Mute	132	Religions	25	Spell Legality.....	183	Unfazeable.....	127
Law of Natural		Mystic Affinity		Reputation	125	Spell Range	180	Unlucky	133
Energy.....	181	125, 178	Research.....	195	Spiritual Stains .	182	Unu. Birth Fort.	257
Law of Spaces...181		Mystic Precision .	99	Resist.....	167	Standing	186	Unusual Events..	259
Leap.....	115	Na Wilderness...244		Resistance.117, 286		Stars	251	Unusual Train...	195
Lecherous.....	131	Ne'er-do-well....	70	Richoo Drylands	246	Starvation.....	276	Urgoch.....	223
Levitate	118	Night Vision	125	Right Tool	137	Star Blocks	283	Vegliai	247
Licad	243	Nimble Dodge	96	Riposte.....	91	Stats	13	Veghalian Flu ...	270
Lifepath.....18, 256		Not Until It's Over	171	Rituals.....	180	Status	186, 268	Vehicles.....	86
Equipment 19, 30		Nourishment.....	113	Rival.....	132, 188	Status & Labor.	135	Vigilant Defense.	92
Experiences.....	19	NPC Turns.....	159	Robust.....	126	Staunch Bleeding	169	Villain	287
Skills & Traits. 18		Numb	132	Rough.....	246	Steady Aim	97	Vital Strike.....	95
Starting Age....	32	Obligation	132, 188	Rounding.....	151	Stealth	85, 276	Vognash Sea	248
Walkthrough....	17	Observe.....	169	Rounds.....	159	Sticks.....	148	Voice of Eios	42
Light Walking .	116	Obstacles.....	168	Beginning	159	Stigmatized.....	133	Vonschlic.....	226
Limp	132	Offhand Attack		Rousing Words...98		Stone Throw.....	112	Vulnerability....	287
Line of Fire.....	164	90, 165	Rule of Three.....		Strata.....	186	Wait	167
Linquad.....	224	Ogre Mindset.....	48	155, 157	Streetwise.....	85	Wala'dur	248
Lip Reading.....	124	Ogres	48	Saga Machine	151	Strength	13	Wall	117
Long Reach	94	Old Ones	226	Sap Vitality.....	103	Strengthen Bonds	195	Wall-walker	287
Lore of Air.....	110	Omens	102	286	Strike Blind	103	Wanted	133
Lore of Comm. .	100	One-Armed.....	132	Scholar.....	74	Strong Back.....	126	Warcaster-style	99
Lore of Divin....	102	Opposed Actions	154	Scores.....	16	Stun	311	Ward	117
Lore of Earth....	112	Orcs	51	Scrawny.....	133	Stutter	133	Water Manip	119
Lore of Enhanc..	113	Origins.....	25	Scrounge	126	Succor	104	Wazrath.....	223
Lore of Fire.....	114	Other Actions....	169	Scry	102	Suethron Lands	247	Weaknesses.16, 128	
Lore of Harm	103	Other Magics	177	Sea Elves.....	39	Suethron Pox....	270	Wealthy.....	127
Lore of Healing	104	Other Religions.	227	Séance	109	Surface Read.....	107	Weapon Master	127
Lore of Illusion.	105	Overwhel. Force..	88	Second Sight	178	Surprise.....	160	Weapon Prop. .	139
Lore of Menta. .	106	Pannon.....	250	Secret	133	Survival	85	Weapons	138
Lore of Movem. .	115	Paraplegic.....	132	Secret Identity .	126	Susceptible	133	Strength Req. 138	
Lore of Necro	108	Parry	167	Sellsword.....	76	Suspicious.....	133	Wild Affinity....	127
Lore of Protection	116	Partial Transform.	110	Semi-aquatic.....	286	Swallow Whole.	287	Wild Elves.....	41
Lore of Shapesh.	109	Patron	125, 188	Send.....	107	Swarm	287	Willpower	166
Lore of Telekin. .	118	Peoples		Sensory Burst	106	Sympathetic Con.	102	World Map	236
Lore of Water ...	119	15, 25, 37, 288	Sensory Shroud	106	Tactician-style....	98	Wounding	103
Luck.....	156, 314	Perception	14	Shadows-style....	95	Tally	155	Wrest Away	89
Lucky	124	Persuade	85	Shield Wall.....	92	Target Numbers	152	Years in the Wake	212
Lunar Lores	110	Persuasion	190	Shopkeeper Rule	256	Taunt	169	Yirdril Lands	249
Lunar Magic.....	177	Phobia.....	132	Shopping.....	195	Teamwork	98	Yitch	227
Lunar Occupation	211	Piercing Damage	170	Shrug Off	126	Temperate	113	Youthful Ambition	30
Madness Table..	21	Pikeman-style....	94	Silver Peso (sp) .	135	Themes.....	8	Zealot.....	80
Mage.....	66	Pinpoint Shot....	97	Size.....	286	Thievery	85	Zompar	249
Magic.....	177, 219	Pin Weapon.....	90	Skills	14, 83, 153	Threshold.117, 182		Zuraic	225
Magical Theory	181	Pioneer.....	72	List	83	Throw	118	Zuraic's Wrath ..	271
Maintaining	180	Planes.....	251	Purchasing.....	83	Thrusts & Scrat. 165			
Making Money.	194	Plot Hooks.....	255	Ranks	14, 83	Times of Ill Align.	250		
Maladies.....	273	Point-Buy Character		Specialized.....	14	Tinker Gnomes..	44		
Maoh	226	Creation	256	Skirmisher-style.	96	Titles	187		
Margin	153	Poisons.....	149, 273	Sleep Deprivation	276	Tongues.....	101		
Master Detective	124	Politics	220	Sliding Grip	94	Toughness.....	127		
Marchlock Firea.	141	Potions.....	148	Slow	133	Tradecraft.....	86		
Mean Right Hook	89	Probing Attack ..	91	Slow Turns	159	Tradecraft Subst...87			
Mechanization..	219	Product Identity ..	2	Smash!.....	126	Tradesman.....	78		
Medicine.....	85	Prone.....	311	Sneak Attack	95	Trades Tables	86		
Melee Weapons	140	Prosthetics.....	143	Sneaking.....	168	Trained.....	287		
Melt Into Shadows	95	Pulling Punches	165	Sniper-style	97	Training Boxes....	18		

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