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# EARTHDAWN<sup>®</sup>

## FOURTH EDITION

### GAMEMASTER'S SCREEN AND PRE-GENERATED ADEPTS

**S**mooth out the sometimes treacherous path of gamemastering! Included in this packet is a four-panel cardstock screen that displays commonly used charts and tables for easy reference, and also provides a place to conceal adventure notes and dice rolls. For tables not included on the screen, a full index of the charts and tables in both the Player's Guide and Gamemaster's Guide is provided, making it easy to find what you're looking for.

Also included in the 32-page booklet are **sixty** pre-generated adepts! Based on the sample characters from the Earthdawn Player's Guide, you get four examples of each core Discipline, advanced to Circles 2, 4, 6, and 8. Talent selections, derived characteristics, and sample magic items are provided for each, making these characters a great way to provide short-notice allies or enemies in your game!

**Name** - Earthdawn Gamemaster's Screen  
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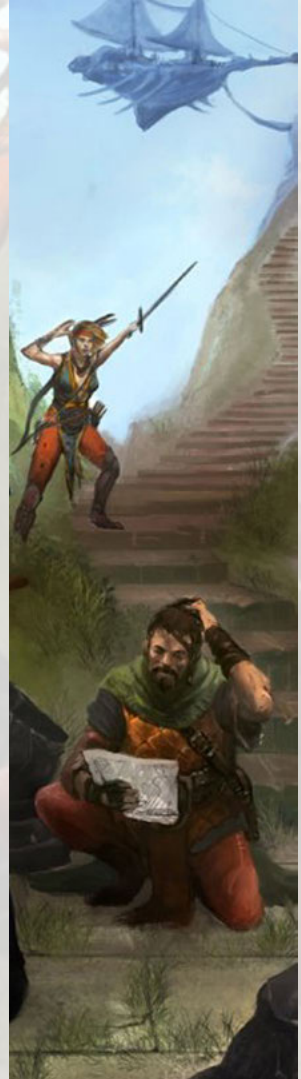
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## PRE—GENERATED ADEPTS

The pre-generated characters in this insert are based on the sample characters provided on pages 494-501 of the **Earthdawn Player's Guide**. Talents have been selected and assigned ranks required for the character to be at the indicated Circle.

While basic equipment has not been provided, sample thread items have been given, and the relevant game characteristics have been adjusted to take those items into account. In most cases, the items have not been given details beyond the thread rank known by the character and the relevant bonuses. A few thread items are taken directly from the *Thread Items* chapter of the **Earthdawn Gamemaster's Guide**.

The abbreviations used in the thread item summaries are as follows:

R# - The adept has this rank thread woven to the item.

PD - Physical Defense

MD - Mystic Defense

SD - Social Defense

PA - Physical Armor

MA - Mystic Armor

These characters can easily be dropped into an ongoing campaign. They can also serve as a starting template to develop gamemaster characters of your own.

Talents in *italics* are the optional talents chosen by the adept; these may be swapped out for any other choices available from the appropriate talent tier. Remember to adjust the final Step if the new talent is based on a different Attribute than the original.

Changing the race of a given adept can also be done, but involves a little more work. Adjust the Attribute values as needed based on the new race. For example, an ork adept being converted to a human would not have their Dexterity Attribute changed, but their Toughness Attribute would be reduced by 1 (orks start with a base 11 Toughness, while humans start with a base 10). This would reduce Death Rating, Unconsciousness Rating, and other associated Health values, as well as any talents based on Toughness if the Attribute Step changes.



## HUMAN AIR SAILOR

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(16) 7	(16) 7	(17) 7	(17) 7
Strength	(13) 6	(13) 6	(13) 6	(13) 6
Toughness	(13) 6	(14) 6	(14) 6	(14) 6
Perception	(14) 6	(14) 6	(14) 6	(14) 6
Willpower	(10) 5	(10) 5	(10) 5	(10) 5
Charisma	(14) 6	(14) 6	(14) 6	(15) 6
Initiative	6	7	7	7
Physical Defense	11	11	12	13
Mystic Defense	8	8	10	10
Social Defense	8	9	10	12
Physical Armor	5	6	7	7
Mystic Armor	2	3	3	4
Unconsciousness Rating	36	48	58	68
Death Rating	44	58	70	82
Wound Threshold	9	9	9	9
Recovery Tests/Dice	3/D10	3/D10	3/D10	4/D10
Knockdown	6	9*	12*	14*
Maximum Karma	10	20	30	40
Carrying Capacity	125	125	125	125
Movement	12	12	12	12

*\* The adept knows the Wound Balance talent*

**Equipment:**

**Circle 2:** Hardened leather armor, buckler, forged broadsword (Damage STR+7)

**Circle 4:** Thread hardened leather armor (R3: PA 6, MA 1, 0 Init Penalty), buckler, thread broadsword (R4: Forged +3, Damage STR+11 +1 Attack tests)

**Circle 6:** Thread hardened leather armor (R4: PA 7, MA 1, 0 Init Penalty), thread broadsword (R5: Forged +4, Damage STR+12, +2 Attack tests), forged short sword (Damage STR+7), thread brooch (R3: +2 MD, +1 SD)

**Circle 8:** Thread hardened leather armor (R6: PA 7, MA 2, 0 Init Penalty, 1 Strain for +2 Wind Catcher), thread broadsword (R8: Forged +5, Damage STR+15, +2 Attack Tests, 1 Strain for +2 Physical Defense, +2 Avoid Blow), thread short sword (R4: Forged +3, Damage STR+11), thread brooch (R4: +2 MD, +2 SD)



	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b><i>Talents</i></b>				
Air Sailing*	(2) 7	(4) 9	(6) 11	(8) 13
Avoid Blow	(3) 10	(5) 12	(7) 14	(11) 18
Climbing	(2) 9	(4) 11	(6) 13	(8) 15
Melee Weapons	(3) 10	(5) 12	(7) 14	(9) 16
Air Weaving	(2) 8	(4) 10	(6) 12	(8) 14
Wind Catcher	(2) 7	(4) 9	(6) 11	(8) 13
<i>Acrobatic Defense</i>	(2) 9	(4) 11	(6) 13	(8) 15
Awareness	(2) 8	(5) 10	(7) 12	(9) 14
<i>First Impression</i>	(1) 7	(3) 9	(5) 11	(7) 13
Empathic Sense		(4) 10	(6) 12	(8) 14
<i>Distract</i>		(4) 10	(6) 12	(8) 14
Wound Balance		(3) 9	(6) 12	(8) 14
<i>Taunt</i>		(3) 9	(5) 11	(7) 13
Heartening Laugh			(6) 12	(8) 14
<i>Resist Taunt</i>			(5) 10	(7) 12
Air Dance			(5) 12	(8) 15
<i>Second Weapon</i>			(4) 11	(7) 14
Inspire Others				(8) 14
<i>Battle Bellow</i>				(6) 12
Lion Heart				(7) 12
<i>Graceful Exit</i>				(5) 11
<i>*Free Talent</i>				
<b><i>Skills</i></b>				
Animal Bond	(2) 8	(2) 8	(3) 9	(3) 9
Animal Training	(2) 8	(2) 8	(2) 8	(2) 8
Barsaive Lore	(2) 8	(2) 8	(3) 9	(3) 9
Read/Write Language	(2) 8	(2) 8	(2) 8	(2) 8
Speak Language	(2) 8	(2) 8	(3) 9	(3) 9
Trade Routes	(2) 8	(3) 9	(4) 10	(5) 11
Wood Carving	(2) 8	(2) 8	(2) 8	(2) 8

### ***Abilities:***

**Racial:** Humans have the racial ability of Versatility.

**C1:** The adept may spend Karma once per round on any action taken while on board an airship.

**C3:** The adept may spend a Karma Point on Initiative tests.

**C5:** The adept may spend a Karma Point on Interaction tests.

**C5:** Once per round as a Simple action, the adept may take 1 Strain give an ally a +2 bonus to a test toward achieving a common goal.



## ELF ARCHER

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(18) 7	(19) 8	(19) 8	(19) 8
Strength	(12) 5	(12) 5	(12) 5	(12) 5
Toughness	(11) 5	(11) 5	(11) 5	(11) 5
Perception	(16) 7	(16) 7	(17) 7	(17) 7
Willpower	(15) 6	(15) 6	(15) 6	(16) 7
Charisma	(10) 5	(10) 5	(10) 5	(10) 5
Initiative	7	8	8	9
Physical Defense	11	12	13	14
Mystic Defense	9	10	11	13
Social Defense	6	6	6	8
Physical Armor	4	6	7	8
Mystic Armor	3	4	4	5
Unconsciousness Rating	32	42	52	62
Death Rating	39	51	63	75
Wound Threshold	8	8	8	8
Recovery Tests/Dice	2/D8	2/D8	2/D8	2/D8
Knockdown	5	5	6	7
Maximum Karma	8	16	24	32
Carrying Capacity	110	110	110	125
Movement	14	14	14	14

**Equipment:**

**Circle 2:** Padded leather armor, forged warbow (Damage STR+7)

**Circle 4:** Thread hardened leather armor (R3: PA 6, MA 1, 0 Init Penalty), thread warbow (R4: Forged +3, Damage STR+10, +1 Attack tests. Short 2-60 Long 61-120)

**Circle 6:** Thread hardened leather armor (R4: PA 7, MA 1, 0 Init penalty), thread warbow (R5: Forged +4, Damage STR+12, +1 Attack tests, Short 2-60 Long 61-120), thread boots (R3: +2 Avoid Blow, +1 Knockdown)

**Circle 8:** Thread hardened leather armor (R6: PA 8, MA 2, 0 Init Penalty), thread warbow (R8: Forged +5, Damage STR+15, +3 Attack Tests, Short 2-72 Long 73-144), thread boots (R4: +2 Avoid Blow, +2 Knockdown), thread necklace (R4: +2 MD, +2 SD)



	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Talents</b>				
Call Missile*	(2) 9	(4) 11	(6) 13	(8) 15
Avoid Blow	(2) 9	(4) 12	(6) 14	(8) 15
Missile Weapons	(3) 10	(5) 13	(7) 15	(9) 17
Mystic Aim	(3) 10	(5) 12	(7) 14	(9) 16
Arrow Weaving	(2) 9	(4) 11	(6) 13	(8) 15
True Shot	(2)	(4)	(6)	(8)
Awareness	(2) 9	(4) 11	(7) 14	(9) 16
Mystic Pursuit	(2) 9	(4) 11	(6) 13	(8) 15
Creature Analysis	(1) 8	(3) 10	(5) 12	(7) 14
Anticipate Blow		(4) 11	(6) 13	(8) 15
Tracking		(4) 11	(6) 13	(8) 15
Long Shot		(3)	(6)	(8)
Wilderness Survival		(3) 10	(5) 12	(7) 14
Spot Armor Flaw			(6) 13	(8) 15
Tiger Spring			(5)	(7)
Bank Shot			(5) 12	(8) 15
Steel Thought			(4) 10	(7) 13
Flame Arrow				(8) 15
Resist Taunt				(6) 13
Second Shot				(7) 15
Stopping Aim				(5) 10
*Free Talent				
<b>Skills</b>				
Arrow Fletching	(2) 7	(2) 7	(2) 7	(2) 7
Climbing	(2) 9	(2) 10	(3) 11	(3) 11
Craft Weapon	(2) 9	(2) 9	(2) 9	(2) 9
Creature Lore	(2) 9	(2) 9	(2) 9	(2) 9
Elf Lore	(2) 9	(2) 9	(3) 10	(3) 10
Read/Write Language	(2) 9	(2) 9	(2) 9	(2) 9
Speak Language	(2) 9	(2) 9	(3) 10	(3) 10

**Abilities:**

**Racial:** Elves have the racial ability of Low-Light Vision.

**C1:** The adept may spend a Karma Point on Perception tests that rely on sight.

**C3:** The adept may spend a Karma Point on Initiative tests.

**C5:** The adept may spend a Karma Point on Damage tests with ranged weapons.

**C5:** Once per round as a Standard action, the adept may take 1 Strain and make an Arrow Weaving (6) test. Each success creates one arrow, bolt, or throwing weapon which lasts for a number of minutes equal to the adept's Arrow Weaving Rank.





## ORK BEASTMASTER

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(16) 7	(16) 7	(16) 7	(16) 7
Strength	(17) 7	(17) 7	(17) 7	(17) 7
Toughness	(16) 7	(16) 7	(16) 7	(16) 7
Perception	(10) 5	(10) 5	(10) 5	(11) 5
Willpower	(10) 5	(10) 5	(10) 5	(10) 5
Charisma	(11) 5	(12) 5	(13) 6	(13) 6
Initiative	6	7	7	7
Physical Defense	10	11	13	16
Mystic Defense	6	7	7	10
Social Defense	7	8	10	11
Physical Armor	5	6	7	8
Mystic Armor	3	4	4	5
Unconsciousness Rating	46	60	74	88
Death Rating	55	71	87	103
Wound Threshold	10	10	10	10
Recovery Tests/Dice	3/D10	3/D10	3/D10	3/D10
Knockdown	7	7	7	7
Maximum Karma	10	20	30	40
Carrying Capacity	195	195	195	195
Movement	12	12	12	12

**Equipment:****Circle 2:** Hide armor**Circle 4:** Thread hide armor (R3: PA 6, MA 2, 0 Init Penalty), thread bracelet (R4: +2 Attack tests, +1 PD, +1 MD)**Circle 6:** Thread hide armor (R4: PA 7, MA 2, 0 Init penalty), thread bracelet (R5: +2 Attack tests, +2 PD, +1 MD), thread cloak (R3: +2 Stealthy Stride, +1 SD)**Circle 8:** Thread hide armor (R6: PA 8, MA 3, 0 Init Penalty), thread bracelet (R8: +3 Attack tests, +3 PD, +3 MD, 1 Strain for +2 Initiative), thread cloak (R4: +2 Stealthy Stride, +2 SD), thread bracers (R4: +1 Unarmed Combat, +2 Claw Shape, +1 PD)

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b><i>Talents</i></b>				
Avoid Blow	(2) 9	(4) 11	(6) 13	(8) 15
Claw Shape	(3) 13	(5) 15	(7) 17	(11) 21
Beast Weaving	(2) 7	(4) 9	(6) 11	(8) 13
Unarmed Combat	(3) 10	(5) 12	(7) 14	(10) 17
Wilderness Survival	(2) 7	(4) 9	(6) 11	(8) 13
<i>Stealthy Stride</i>	(2) 9	(4) 11	(6) 13	(8) 15
Awareness	(2) 7	(4) 9	(6) 11	(8) 13
<i>Creature Analysis</i>	(1) 6	(3) 8	(5) 10	(7) 12
Dominate Beast		(4) 9	(6) 11	(8) 13
<i>Acrobatic Defense</i>		(4) 11	(6) 13	(8) 15
Great Leap		(3) 10	(6) 13	(8) 15
<i>Tracking</i>		(3) 8	(5) 10	(7) 11
Blood Share			(6) 13	(8) 15
<i>Tiger Spring</i>			(5)	(7)
Animal Talk			(5) 10	(8) 13
<i>Cobra Strike</i>			(4) 11	(6) 13
Down Strike				(8) 15
<i>Sprint</i>				(6)
Claw Frenzy				(7) 14
<i>Lion Heart</i>				(5) 10
<b><i>Skills</i></b>				
Body Painting	(2) 7	(2) 7	(2) 8	(2) 8
Climbing	(2) 9	(2) 9	(3) 10	(3) 10
Creature Lore	(2) 7	(3) 8	(4) 9	(5) 10
Read/Write Language	(2) 7	(2) 7	(2) 7	(2) 7
Speak Language	(2) 7	(2) 7	(3) 8	(3) 8
Swimming	(2) 9	(2) 9	(2) 9	(2) 9
Wild Animals	(2) 7	(2) 7	(3) 8	(3) 8

***Abilities:***

**Racial:** Orks have the racial abilities of Gahad and Low-Light Vision

**C3:** The adept may spend a Karma Point on Recovery tests.

**C5:** The adept may spend a Karma Point on unarmed Damage tests.

**C5:** The adept automatically succeeds at tests to maintain balance (excluding Knockdown tests) and may stand up as a Simple action with no cost or test.





## WINDLING CAVALRYMAN

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(17) 7	(17) 7	(17) 7	(18) 7
Strength	(7) 4	(7) 4	(7) 4	(7) 4
Toughness	(11) 5	(11) 5	(12) 5	(12) 5
Perception	(14) 6	(15) 6	(15) 6	(15) 6
Willpower	(10) 5	(10) 5	(10) 5	(10) 5
Charisma	(17) 7	(17) 7	(17) 7	(17) 7
Initiative	6	6	6	7
Physical Defense	13	13	14	15
Mystic Defense	8	9	9	11
Social Defense	10	11	11	13
Physical Armor	5	7	7	7
Mystic Armor	2	3	4	5
Unconsciousness Rating	36	50	66	80
Death Rating	43	59	77	93
Wound Threshold	8	8	8	8
Recovery Tests/Dice	2/D8	2/D8	2/D8	3/D8
Knockdown	4	4	4	4
Maximum Karma	12	24	36	48
Carrying Capacity	50	50	50	50
Movement	6/16*	6/16*	6/16*	6/16*

\* Movement rate is walking/flying

**Equipment:**

**Circle 2:** Hardened leather armor, forged windling spear (Damage STR+4)

**Circle 4:** Faerie Mail (R3: PA 7, MA 1, -1 Init Penalty), thread windling spear (R4: Forged +3, Damage STR+8, +1 Attack tests.)

**Circle 6:** Faerie Mail (R4: PA 7, MA 2, -1 Init penalty), thread windling spear (R5: Forged +4, Damage STR+9, +2 Attack tests), thread saddle (R3: +2 Trick Riding, +1 mount PA)

**Circle 8:** Faerie Mail (R6: PA 7, MA 3, 0 Init Penalty), thread windling spear (R8: Forged +5, Damage STR+13, +2 Attack Tests, +2 Fearsome Charge), thread saddle (R4: +2 Trick Riding, +2 mount PA), thread necklace (R4: +2 MD, +2 SD)



	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b><i>Talents</i></b>				
Animal Bond	(2) 9	(4) 11	(6) 13	(8) 15
Charge	(3) 7	(5) 9	(7) 11	(9) 13
Melee Weapons	(3) 10	(5) 12	(7) 14	(9) 16
Rider Weaving	(2) 8	(4) 10	(6) 12	(8) 14
Trick Riding	(2) 9	(4) 11	(8) 15	(10) 17
<i>First Impression</i>	(2) 9	(4) 11	(6) 13	(8) 15
Animal Training	(2) 9	(4) 11	(6) 13	(8) 15
<i>Avoid Blow</i>	(1) 8	(3) 10	(5) 12	(7) 14
Enh. Animal Companion		(4) 9	(6) 11	(8) 13
<i>Sure Mount</i>		(4) 8	(6) 10	(8) 12
Call Animal Companion		(3) 8	(6) 10	(8) 12
<i>Battle Shout</i>		(3) 10	(5) 12	(7) 14
Armor Mount			(6) 11	(8) 13
<i>Fearsome Charge</i>			(5) 12	(9) 16
Wheeling Attack			(5) 12	(8) 15
<i>An. Companion Durability</i>			(4)	(6)
Wheeling Defense				(8) 15
<i>Mount Attack</i>				(6)
Double Charge				(7) 14
<i>Lion Heart</i>				(5) 10
<b><i>Skills</i></b>				
Awareness	(2) 8	(3) 9	(4) 10	(5) 11
Body Painting	(2) 9	(2) 9	(2) 9	(2) 9
Legends and Heroes	(2) 8	(2) 8	(2) 8	(2) 8
Military Organizations	(2) 8	(2) 8	(2) 8	(2) 8
Navigation	(2) 8	(2) 8	(3) 9	(3) 9
Read/Write Language	(2) 8	(2) 8	(2) 8	(2) 8
Speak Language	(2) 8	(2) 8	(3) 9	(3) 9

### ***Abilities:***

**Racial:** Windlings have the racial abilities of Astral Sight, Flight, and Increased Physical Defense. Has a Kue or Zoak as a mount.

**C3:** The adept may spend a Karma Point on Attack tests made while charging.

**C5:** The adept may spend a Karma Point on Damage tests made while mounted.

**C5:** The adept gains a +2 bonus to non-combat tests involving his connection to his mount.



## DWARF ELEMENTALIST

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(11) 5	(11) 5	(11) 5	(11) 5
Strength	(10) 5	(10) 5	(10) 5	(10) 5
Toughness	(16) 7	(16) 7	(16) 7	(16) 7
Perception	(17) 7	(17) 7	(18) 7	(19) 8
Willpower	(17) 7	(17) 7	(17) 7	(17) 7
Charisma	(10) 5	(11) 5	(11) 5	(11) 5
Initiative	5	5	5	5
Physical Defense	7	8	8	9
Mystic Defense	11	11	12	14
Social Defense	6	7	9	10
Physical Armor	4	6	7	8
Mystic Armor	3	4	4	5
Unconsciousness Rating	38	44	50	56
Death Rating	47	55	63	71
Wound Threshold	10	10	10	10
Recovery Tests/Dice	3/D12	3/D12	3/D12	4/D12
Knockdown	5	5	5	5
Maximum Karma	8	16	24	32
Carrying Capacity	110	110	110	110
Movement	10	10	10	10

### **Equipment:**

**Circle 2:** Padded leather armor, quarterstaff (Damage STR+4)

**Circle 4:** Thread hardened leather armor (R3: PA 6, MA 1, 0 Init Penalty), thread wand (R4: Standard Matrix 4, +2 Spellcasting, +1 Thread Weaving tests.)

**Circle 6:** Thread hardened leather armor (R4: PA 7, MA 1, 0 Init penalty), thread wand (R5: Standard Matrix 5, +2 Spellcasting, +2 Thread Weaving tests), thread ring (R3: +2 SD, +1 Interaction tests)

**Circle 8:** Thread hardened leather armor (R6: PA 8, MA 2, 0 Init Penalty), thread wand (R8: Enhanced Matrix 8, +2 Spellcasting, +2 Thread Weaving tests, 1 strain for +3 bonus to Effect test on spell cast from the matrix in the wand, +1 PD, +1 SD), thread ring (R4: +2 SD, +2 Interaction tests), Frost Pouch (R4: 1 Strain to cast Purify Water, 1 Strain for Resist Element – Fire, 1 Strain to grant a weapon bonus Step 4/D6 frost damage, 1 Strain to throw frost to create a Chilling Circle)



	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b><i>Talents</i></b>				
Standard Matrix A*	(2)	(4)	(6)	(8)
Standard Matrix B*	(2)	(4)	(6)	(8)
Awareness	(2) 9	(4) 11	(6) 13	(8) 16
Patterncraft	(2) 9	(4) 11	(6) 13	(8) 16
Spellcasting	(3) 10	(7) 14	(9) 16	(11) 19
Elementalism	(3) 10	(5) 12	(7) 14	(9) 17
Wood Skin	(2) 9	(4) 11	(6) 13	(8) 15
<i>Standard Matrix C</i>	(2)	(4)	(6)	(8)
Fire Heal	(2) 9	(4) 11	(6) 13	(8) 15
<i>Astral Sight</i>	(1) 8	(3) 10	(5) 12	(7) 15
Elemental Tongues		(4) 11	(6) 13	(8) 16
<i>Arcane Mutterings</i>		(4) 9	(6) 11	(8) 13
Elemental Hold		(3) 10	(6) 13	(8) 15
<i>Avoid Blow</i>		(3) 8	(5) 10	(7) 12
Summon [Elementals]			(6) 13	(8) 16
<i>Enhanced Matrix</i>			(6)	(8)
Willforce			(5) 12	(8) 15
<i>Banish</i>			(4) 11	(6) 13
Earth Skin				(8) 15
<i>Steel Thought</i>				(6) 13
Hold Thread				(7) 14
<i>Tenacious Weave</i>				(5) 12

\*Free Talent – At C6 Standard Matrix A becomes an Enhanced Matrix

### ***Skills***

Botany	(2) 9	(2) 9	(2) 9	(2) 9
Climbing	(2) 7	(3) 8	(3) 8	(3) 8
Dwarf Lore	(2) 9	(2) 9	(3) 10	(3) 10
Read/Write Language	(2) 9	(2) 9	(3) 10	(3) 10
Robe Embroidery	(2) 7	(2) 7	(2) 7	(2) 7
Speak Language	(2) 9	(2) 9	(3) 10	(3) 10
Wilderness Survival	(2) 9	(2) 9	(3) 10	(3) 10

### ***Abilities:***

**Racial:** Dwarfs have the racial abilities of Heat Sight and Strong Back.

**C3:** The adept may spend a Karma Point on Recovery tests.

**C5:** The adept may spend a Karma Point to target an additional ally with a spell he is casting.

**C5:** For 1 Strain and a Standard action, the adept may summon a small flame or freeze water. If used in combat, these abilities cause Step 4/D6 damage, resisted by Physical Armor.



## WINDLING ILLUSIONIST

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(13) 6	(13) 6	(13) 6	(13) 6
Strength	(3) 2	(3) 2	(3) 2	(4) 3
Toughness	(9) 4	(10) 5	(10) 5	(10) 5
Perception	(17) 7	(17) 7	(17) 7	(17) 7
Willpower	(16) 7	(16) 7	(16) 7	(16) 7
Charisma	(16) 7	(16) 7	(17) 7	(17) 7
Initiative	6	6	6	8
Physical Defense	10	10	10	10
Mystic Defense	11	11	12	13
Social Defense	9	10	12	13
Physical Armor	4	4	4	5
Mystic Armor	3	5	6	6
Unconsciousness Rating	24	32	38	44
Death Rating	30	41	49	57
Wound Threshold	7	7	7	7
Recovery Tests/Dice	2/D6	2/D6	2/D6	2/D6
Knockdown	2	2	2	3
Maximum Karma	12	24	36	48
Carrying Capacity	20	20	20	25
Movement	6/16*	6/16*	6/16*	6/16*

\* Movement rate is walking/flying

**Equipment:**

**Circle 2:** Padded leather armor; windling sword (Damage STR+3)

**Circle 4:** Thread robe (R3: PA 4, MA 2, 1 Strain to change appearance of robe for Rank hours), thread ring (R4: Standard Matrix 4, +2 Spellcasting, +1 Thread Weaving tests.)

**Circle 6:** Thread robe (R4: PA 4, MA 3, 1 Strain to change appearance of robe for Rank hours), thread ring (R5: Standard Matrix 5, +2 Spellcasting, +2 Thread Weaving tests), thread brooch (R3: +1 SD, +2 Interaction tests)

**Circle 8:** Thread robe (R6: PA 5, MA 3, 1 Strain to change appearance of robe for Rank hours, +1 Initiative), thread ring (R8: Enhanced Matrix 8, +2 Spellcasting, +2 Thread Weaving tests, +2 False Sight, +1 True Sight), thread brooch (R4: +2 SD, +2 Interaction tests), Espagra Boots (R4: +2 Avoid Blow, +2 Stealthy Stride)



	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b><i>Talents</i></b>				
Standard Matrix A*	(2)	(4)	(6)	(8)
Standard Matrix B*	(2)	(4)	(6)	(8)
Racial – Astral Sight	(2) 9	(4) 11	(6) 13	(8) 15
False Sight	(2) 9	(4) 11	(6) 13	(10) 17
First Impression	(2) 9	(4) 11	(6) 13	(8) 15
Patterncraft	(2) 9	(4) 11	(6) 13	(8) 15
Spellcasting	(3) 10	(7) 14	(9) 16	(11) 18
Illusionism	(3) 10	(5) 12	(7) 14	(9) 16
<i>Standard Matrix C</i>	(2)	(4)	(6)	(8)
True Sight	(2)	(4)	(6)	(9)
<i>Taunt</i>	(1) 8	(3) 10	(5) 12	(7) 14
Conversation		(4) 11	(6) 13	(8) 15
<i>Speak Language</i>		(4) 11	(6) 13	(8) 15
Disguise Self		(3) 10	(6) 13	(8) 15
<i>Awareness</i>		(3) 10	(5) 12	(7) 14
Power Mask			(6) 13	(8) 15
<i>Enhanced Matrix</i>			(6)	(8)
Willforce			(5) 12	(8) 15
<i>Resist Taunt</i>			(4) 11	(6) 13
Hypnotize				(8) 15
<i>Tenacious Weave</i>				(6) 13
Hold Thread				(7) 14
<i>Slough Blame</i>				(5) 12

\*Free Talent – At C6 Standard Matrix A becomes an Enhanced Matrix

### ***Skills***

Acting	(2) 9	(2) 9	(3) 10	(3) 10
Legends and Heroes	(2) 9	(2) 9	(2) 9	(2) 9
Read/Write Language	(2) 9	(2) 9	(3) 10	(3) 10
Robe Embroidery	(2) 9	(2) 9	(2) 9	(2) 9
Speak Language	(2) 9	(2) 9	(2) 9	(2) 9
Streetwise	(2) 9	(2) 9	(3) 10	(3) 10
Winding Lore	(2) 9	(2) 9	(2) 9	(2) 9

### ***Abilities:***

**Racial:** Windlings have the racial abilities of Astral Sight, Flight, and Increased Physical Defense. Has a Kue or Zoak as a mount.

**C3:** The adept may spend a Karma Point on Interaction tests.

**C5:** The adept may spend a Karma Point to add a +2 bonus to a spell's Effect Step. The bonus lasts for the full duration of the spell.

**C5:** For 2 Strain as a Standard action, the adept can create a clearly illusory scene. On a successful Illusionism test against the highest Social Defense of the audience, he gains a +2 bonus to tests to Make an Impression.



## T SKRANG NETHERMANCER

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(14) 6	(14) 6	(15) 6	(15) 6
Strength	(8) 4	(8) 4	(8) 4	(9) 4
Toughness	(12) 5	(13) 6	(13) 6	(13) 6
Perception	(17) 7	(17) 7	(17) 7	(17) 7
Willpower	(16) 7	(16) 7	(16) 7	(16) 7
Charisma	(13) 6	(13) 6	(13) 6	(13) 6
Initiative	6	6	6	6
Physical Defense	8	9	10	11
Mystic Defense	11	11	13	14
Social Defense	8	9	10	11
Physical Armor	4	5	6	7
Mystic Armor	3	4	4	5
Unconsciousness Rating	30	38	44	50
Death Rating	37	47	55	63
Wound Threshold	8	9	9	9
Recovery Tests/Dice	2/D8	3/D10	3/D10	3/D10
Knockdown	4	4	4	4
Maximum Karma	8	16	24	32
Carrying Capacity	60	60	60	70
Movement	12	12	12	12

**Equipment:**

**Circle 2:** Padded leather armor, quarterstaff (Damage STR+4)

**Circle 4:** Thread hardened leather armor (R3: PA 6, MA 1, 0 Init Penalty), thread staff (R4: Standard Matrix 4, +2 Spellcasting, +1 PD)

**Circle 6:** Thread hardened leather armor (R4: PA 7, MA 1, 0 Init penalty), thread staff (R5: Standard Matrix 5, +2 Spellcasting, +1 PD, +1 Willforce), thread earring (R3: +1 MD, +1 SD, +1 Steel Thought)

**Circle 8:** Thread hardened leather armor (R6: PA 8, MA 2, 0 Init Penalty), thread staff (R8: Enhanced Matrix 8, +2 Spellcasting, +2 PD, +1 Willforce, 1 Strain for +3 bonus to tests to Summon, 1 Strain for +3 bonus to Dispel Magic), thread earring (R4: +1 MD, +2 SD, +1 Steel Thought), thread necklace (R4: +2 Interaction tests, 1 Strain to grant wearer effect of Life Circle of One, 1 Strain to grant wearer Soul Armor for Rank rounds)





	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Talents</b>				
Standard Matrix A*	(2)	(4)	(6)	(8)
Standard Matrix B*	(2)	(4)	(6)	(8)
Astral Sight	(2) 9	(4) 11	(6) 13	(8) 15
Frighten	(2) 9	(4) 11	(6) 13	(8) 15
Patterncraft	(2) 9	(4) 11	(6) 13	(8) 15
Spellcasting	(3) 10	(7) 14	(9) 16	(11) 18
Nethermancy	(3) 10	(5) 12	(7) 14	(9) 16
<i>Standard Matrix C</i>	(2)	(4)	(6)	(8)
Steel Thought	(2) 9	(4) 11	(7) 14	(9) 16
<i>Suppress Curse</i>	(1) 8	(3) 10	(5) 12	(7) 14
Spirit Talk		(4) 11	(6) 13	(8) 15
<i>Dispel Magic</i>		(4) 11	(6) 13	(8) 15
Spirit Hold		(3) 10	(6) 13	(8) 15
<i>Command Nightflyer</i>		(3) 10	(5) 12	(7) 14
Summon [Ally Spirits]			(6) 13	(8) 15
<i>Enhanced Matrix</i>			(6)	(8)
Willforce			(6) 13	(9) 16
<i>Astral Interference</i>			(4) 11	(6) 13
Orbiting Spy				(8) 15
<i>Steely Stare</i>				(6) 12
Hold Thread				(7) 14
<i>Lion Heart</i>				(5) 12

\*Free Talent – At C6 Standard Matrix A becomes an Enhanced Matrix

### **Skills**

Alchemy	(2) 9	(2) 9	(2) 9	(2) 9
Awareness	(2) 9	(3) 10	(4) 11	(5) 12
Horror Lore	(2) 9	(2) 9	(3) 10	(3) 10
Read/Write Language	(2) 9	(2) 9	(3) 10	(3) 10
Robe Embroidery	(2) 8	(2) 8	(2) 8	(2) 8
Scourge History	(2) 9	(2) 9	(2) 9	(2) 9
Speak Language	(2) 9	(2) 9	(3) 10	(3) 10

### **Abilities:**

**Racial:** T'skrang have the racial ability of Tail Combat.

**C3:** Once per round the adept may spend a Karma Point on tests against Horrors, Horror Constructs, or undead.

**C5:** The adept may spend a Karma Point to increase the target's penalty from a spell he is casting by 2.

**C5:** The adept may take Blood Magic Damage equal to the Strength Rating of a spirit being summoned to gain an extra success on the Summon test.



## ORK SCOUT

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(16) 7	(17) 7	(17) 7	(17) 7
Strength	(16) 7	(16) 7	(16) 7	(16) 7
Toughness	(14) 6	(14) 6	(14) 6	(14) 6
Perception	(14) 6	(14) 6	(15) 6	(15) 6
Willpower	(10) 5	(10) 5	(10) 5	(10) 5
Charisma	(12) 5	(12) 5	(12) 5	(13) 6
Initiative	6	6	6	8
Physical Defense	10	11	14	15
Mystic Defense	8	9	10	10
Social Defense	7	7	7	8
Physical Armor	5	6	7	7
Mystic Armor	2	3	3	4
Unconsciousness Rating	38	48	58	68
Death Rating	46	58	70	82
Wound Threshold	9	9	9	9
Recovery Tests/Dice	3/D10	3/D10	3/D10	3/D10
Knockdown	7	7	7	7
Maximum Karma	10	20	30	40
Carrying Capacity	175	175	175	175
Movement	12	12	14	14

**Equipment:**

**Circle 2:** Hardened leather armor, forged warbow (Damage STR+7)

**Circle 4:** Thread hardened leather armor (R3: PA 6, MA 1, +1 Wilderness Survival), thread warbow (R4: Forged +3, Damage STR+10, +2 Attack tests), forged two-handed sword (Damage STR+10)

**Circle 6:** Thread hardened leather armor (R4: PA 7, MA 1, +1 Wilderness Survival), thread warbow (R5: Forged +4, Damage STR+12, +2 Attack tests), thread boots (R3: +2 PD, +2 Movement Rate), forged two-handed sword (Damage STR+11)

**Circle 8:** Thread hardened leather armor (R6: PA 7, MA 2, +2 Wilderness Survival), thread warbow (R8: Forged +5, Damage STR+15, +3 Attack tests, Short 2-72 Long 73-144), thread boots (R4: +2 PD, +1 Initiative, +2 Movement Rate), thread broadsword (R4: Damage STR+7, +2 Attack tests), forged two-handed sword (Damage STR+12)



	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b><i>Talents</i></b>				
Navigation*	(2) 8	(4) 10	(6) 12	(8) 14
Awareness	(3) 9	(5) 11	(7) 13	(9) 15
Climbing	(2) 9	(4) 11	(6) 13	(8) 15
Scout Weaving	(2) 8	(4) 10	(6) 12	(8) 14
Tracking	(2) 8	(4) 10	(6) 12	(8) 14
Wilderness Survival	(2) 8	(5) 11	(7) 13	(9) 15
<i>Missile Weapons</i>	(3) 10	(5) 12	(7) 14	(9) 16
Stealthy Stride	(2) 9	(4) 11	(6) 13	(8) 15
<i>Avoid Blow</i>	(1) 8	(3) 10	(5) 12	(7) 14
Mystic Pursuit		(4) 10	(6) 12	(8) 14
<i>Melee Weapons</i>		(4) 11	(6) 13	(8) 15
Danger Sense		(3) 10	(6) 13	(8) 15
<i>Creature Analysis</i>		(3) 9	(5) 11	(7) 13
Evidence Analysis			(6) 12	(8) 14
<i>Tiger Spring</i>			(6)	(8)
Astral Sight			(5) 11	(8) 14
<i>Spot Armor Flaw</i>			(4) 10	(6) 12
Safe Path				(8) 14
<i>True Sight</i>				(6)
Orbiting Spy				(7) 13
<i>Surprise Strike</i>				(5) 12
<i>* Free talent</i>				
<b><i>Skills</i></b>				
Barsaive History	(2) 8	(2) 8	(2) 8	(2) 8
Creature Lore	(2) 8	(2) 8	(3) 9	(3) 9
Map Making	(2) 8	(2) 8	(3) 9	(3) 9
Read/Write Language	(2) 8	(2) 8	(2) 8	(2) 8
Speak Language	(2) 8	(2) 8	(3) 9	(3) 9
Swimming	(2) 9	(2) 9	(2) 9	(2) 9
Wood Carving	(2) 7	(2) 7	(2) 7	(2) 8

### ***Abilities:***

**Racial:** Orks have the racial abilities of Gahad and Low-Light Vision.

**C1:** The adept may spend a Karma Point on tests made to find something.

**C3:** The adept may spend a Karma Point on Initiative tests.

**C5:** The adept may spend a Karma Point on Recovery tests.

**C5:** For 1 Strain, the adept can gain a +2 bonus to Perception tests based on a particular sense for 1 round.



## TROLL SKY RAIDER

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(16) 7	(16) 7	(16) 7	(16) 7
Strength	(18) 7	(19) 8	(19) 8	(19) 8
Toughness	(15) 6	(15) 6	(16) 7	(16) 7
Perception	(11) 5	(11) 5	(11) 5	(11) 5
Willpower	(10) 5	(10) 5	(10) 5	(10) 5
Charisma	(15) 6	(15) 6	(15) 6	(16) 7
Initiative	5	5	7	7
Physical Defense	12	12	13	16
Mystic Defense	7	7	9	9
Social Defense	9	10	10	10
Physical Armor	5	5	5	6
Mystic Armor	2	7	7	8
Unconsciousness Rating	44	58	74	88
Death Rating	52	68	87	103
Wound Threshold	10	10	10	10
Recovery Tests/Dice	3/D10	3/D10	3/D12	4/D12
Knockdown	7	12*	14*	16*
Maximum Karma	6	12	18	24
Carrying Capacity	215	235	235	235
Movement	14	14	14	14

\* The adept knows the Wound Balance talent

**Equipment:**

**Circle 2:** Hardened leather armor, forged troll sword (Damage STR+8), footman's shield

**Circle 4:** Thread crystal ringlet (R3: PA 5, MA 5, -1 Init Penalty), thread troll sword (R4: Forged +3, Damage STR+12, +1 Attack tests), footman's shield

**Circle 6:** Thread crystal ringlet (R4: PA 5, MA 5, 0 Init penalty), thread troll sword (R5: Forged +4, Damage STR+13, +2 Attack tests), thread footman's shield (R3: +3 PD, +2 MD, 0 Initiative penalty)

**Circle 8:** Thread crystal ringlet (R6: PA 6, MA 6, 0 Init Penalty), thread troll sword (R8: Forged +5, Damage STR+15, +3 Attack tests, 1 Strain to add Step 4/D6 frost damage to weapon, +2 Momentum Attack), thread footman's shield (R4: +4 PD, +2 MD, 0 Initiative penalty), Kranguk's Interjection (R4: +3 Swift Kick on head butt, +2 to impress or intimidate)



	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b><i>Talents</i></b>				
Battle Shout	(3) 9	(5) 11	(7) 13	(9) 16
Climbing	(2) 9	(4) 11	(6) 13	(8) 15
Fireblood	(2) 8	(4) 10	(6) 13	(8) 15
Melee Weapons	(3) 10	(5) 12	(7) 14	(9) 16
Sky Weaving	(2) 7	(4) 9	(6) 11	(8) 13
<i>Avoid Blow</i>	(2) 9	(4) 11	(6) 13	(8) 15
Great Leap	(2) 9	(4) 11	(6) 13	(8) 15
<i>Shield Bash</i>	(1) 8	(3) 11	(5) 13	(7) 15
Wound Balance		(4) 12	(6) 14	(8) 16
<i>Wind Catcher</i>		(4) 9	(6) 11	(8) 13
Fire Heal		(3) 8	(6) 11	(8) 13
<i>Danger Sense</i>		(3) 10	(5) 12	(7) 14
Battle Bellow			(6) 12	(8) 15
<i>Second Weapon</i>			(6) 13	(8) 15
Steely Stare			(5) 11	(8) 15
<i>Tiger Spring</i>			(4)	(6)
Down Strike				(8) 16
<i>Swift Kick</i>				(6) 13
Momentum Attack				(9) 16
<i>Iron Constitution</i>				(5) 12
<b><i>Skills</i></b>				
Awareness	(2) 7	(3) 8	(4) 9	(5) 10
Navigation	(2) 7	(2) 7	(3) 8	(3) 8
Read/Write Language	(2) 7	(2) 7	(2) 7	(2) 7
Speak Language	(2) 7	(2) 7	(3) 8	(3) 8
Trade Routes	(2) 7	(2) 7	(3) 8	(3) 8
Troll Lore	(2) 7	(2) 7	(2) 7	(2) 7
Wood Carving	(2) 8	(2) 8	(2) 8	(2) 9

### ***Abilities:***

**Racial:** Trolls have the racial ability of Heat Sight.

**C3:** The adept may spend a Karma Point on Recovery tests.

**C5:** The adept may spend a Karma Point on unarmed Damage tests.

**C5:** The adept automatically succeeds at tests to maintain balance (excluding Knockdown tests) and may stand up as a Simple action with no cost or test.



## TSKRANG SWORDMASTER

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(17) 7	(17) 7	(18) 7	(19) 8
Strength	(13) 6	(13) 6	(13) 6	(13) 6
Toughness	(14) 6	(14) 6	(14) 6	(14) 6
Perception	(13) 6	(13) 6	(13) 6	(13) 6
Willpower	(10) 5	(10) 5	(10) 5	(10) 5
Charisma	(16) 7	(17) 7	(17) 7	(17) 7
Initiative	5	5	6	8
Physical Defense	12	13	13	15
Mystic Defense	8	8	8	10
Social Defense	10	11	12	14
Physical Armor	5	7	8	8
Mystic Armor	2	3	3	4
Unconsciousness Rating	42	56	70	84
Death Rating	50	66	82	98
Wound Threshold	9	9	9	9
Recovery Tests/Dice	3/D10	3/D10	3/D10	3/D10
Knockdown	6	6	6	6
Maximum Karma	8	16	24	32
Carrying Capacity	125	125	125	125
Movement	12	12	12	12

**Equipment:**

**Circle 2:** Hardened leather armor, forged broadsword (Damage STR+7), footman's shield, forged dagger (tail weapon, Damage STR+4)

**Circle 4:** Thread chain mail (R3: PA 7, MA 1, -1 Init Penalty), thread broadsword (R4: Forged +3, Damage STR+11, +1 Attack tests), footman's shield, forged dagger (tail weapon, Damage STR+5)

**Circle 6:** Thread chain mail (R4: PA 8, MA 1, -1 Init penalty), thread broadsword (R5: Forged +4, Damage STR+12, +2 Attack tests), thread short sword (R3: Forged +2, Damage STR+7, +2 PD), forged dagger (tail weapon, Damage STR+6)

**Circle 8:** Thread chain mail (R6: PA 8, MA 2, 0 Init Penalty), thread broadsword (R8: Forged +5, Damage STR+14, +3 Attack tests, +3 Taunt), thread short sword (R4: Forged +3, Damage STR +9, +2 PD), thread necklace (R4: +2 MD, +2 SD), forged dagger (tail weapon, Damage STR+7)



	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b><i>Talents</i></b>				
Avoid Blow	(3) 10	(5) 12	(7) 14	(9) 17
Maneuver	(2) 9	(4) 11	(6) 13	(8) 16
Melee Weapons	(3) 10	(5) 12	(7) 14	(9) 17
Taunt	(2) 9	(4) 11	(6) 13	(11) 18
Weapon Weaving	(2) 8	(4) 10	(6) 12	(8) 14
<i>Unarmed Combat</i>	(2) 9	(4) 11	(6) 13	(8) 16
First Impression	(2) 9	(4) 11	(6) 13	(8) 15
<i>Tiger Spring</i>	(1)	(3)	(5)	(7)
Riposte		(4) 11	(6) 13	(8) 16
<i>Distract</i>		(4) 11	(6) 13	(8) 15
Heartening Laugh		(3) 10	(6) 13	(8) 15
<i>Winning Smile</i>		(3) 10	(5) 12	(7) 14
Second Weapon			(6) 13	(8) 16
<i>Cobra Strike</i>			(6) 13	(8) 16
Disarm			(5) 12	(8) 16
<i>Lasting Impression</i>			(4) 11	(6) 13
Resist Taunt				(8) 13
<i>Spot Armor Flaw</i>				(6) 12
Second Attack				(7) 15
<i>Engaging Banter</i>				(5) 12
<b><i>Skills</i></b>				
Ancient Weapons	(2) 8	(2) 8	(2) 8	(2) 8
Conversation	(2) 9	(2) 9	(3) 10	(3) 10
Dancing	(2) 9	(2) 9	(2) 9	(2) 9
Legends and Heroes	(2) 8	(2) 8	(2) 8	(2) 8
Read/Write Language	(2) 8	(2) 8	(2) 8	(2) 8
Speak Language	(2) 8	(2) 8	(3) 9	(3) 9
Swimming	(2) 8	(2) 8	(2) 8	(2) 8

### ***Abilities:***

**Racial:** T'skrang have the racial ability of Tail Combat.

**C3:** The adept may spend a Karma Point on Interaction tests.

**C5:** The adept may spend a Karma Point on Damage tests made with a melee weapon.

**C5:** As a Simple action, the adept can take 2 Strain and make a Weapon Weaving test against an opponent's Mystic Defense. If successful, he may ask a question about one of the opponent's traits, similar to the Creature Analysis talent, but only against Namegivers.





## ELF THIEF

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(18) 7	(19) 8	(19) 8	(19) 8
Strength	(13) 6	(13) 6	(13) 6	(13) 6
Toughness	(11) 5	(11) 5	(11) 5	(11) 5
Perception	(14) 6	(14) 6	(15) 6	(15) 6
Willpower	(11) 5	(11) 5	(11) 5	(11) 5
Charisma	(16) 7	(16) 7	(16) 7	(17) 7
Initiative	7	8	9	10
Physical Defense	11	11	12	16
Mystic Defense	8	8	8	10
Social Defense	9	10	10	13
Physical Armor	4	6	6	7
Mystic Armor	2	3	3	3
Unconsciousness Rating	32	42	52	62
Death Rating	39	51	63	75
Wound Threshold	8	8	8	8
Recovery Tests/Dice	2/D8	2/D8	2/D8	2/D8
Knockdown	6	6	6	6
Maximum Karma	8	16	24	32
Carrying Capacity	125	125	125	125
Movement	14	14	14	14

**Equipment:**

**Circle 2:** Padded leather armor, forged broadsword (Damage STR+7)

**Circle 4:** Thread hardened leather armor (R3: PA 6, MA 1, 0 Init Penalty), thread broadsword (R4: Forged +3, Damage STR+10, +2 Attack tests), 2 forged daggers (Damage STR+5, Short 2-10 Long 11-20)

**Circle 6:** Thread hardened leather (R4: PA 6, MA 1, 0 Init penalty, +1 Conceal Object), thread broadsword (R5: Forged +4, Damage STR+12, +2 Attack tests), thread boots (R3: +1 Initiative, +2 Stealthy Stride), 3 forged daggers (Damage STR+6, Short 2-10 Long 11-20)

**Circle 8:** Thread hardened leather armor (R6: PA 7, MA 1, 0 Init Penalty, +2 Conceal Object), thread broadsword (R8: Forged +5, Damage STR+14, +3 Attack tests, +3 PD), thread boots (R4: +2 Initiative, +2 Stealthy Stride), thread ring (R4: +2 MD, +2 SD), 4 forged daggers (Damage STR+7, Short 2-10 Long 11-20)



	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Talents</b>				
Danger Sense*	(2) 9	(4) 12	(6) 14	(8) 16
Awareness	(3) 9	(5) 11	(7) 13	(9) 15
Lock Picking	(2) 9	(4) 12	(6) 14	(8) 16
Picking Pockets	(2) 9	(4) 12	(6) 14	(8) 16
Stealthy Stride	(2) 9	(4) 12	(8) 16	(10) 18
Thief Weaving	(2) 8	(4) 10	(6) 12	(8) 14
<i>Melee Weapons</i>	(3) 10	(5) 13	(7) 15	(9) 17
Disarm Trap	(2) 9	(4) 11	(6) 13	(8) 15
<i>Surprise Strike</i>	(1) 7	(3) 9	(5) 11	(7) 13
Haggle		(4) 11	(6) 13	(8) 15
<i>Avoid Blow</i>		(4) 12	(6) 14	(8) 16
Conceal Object		(3) 11	(7) 15	(10) 18
<i>Throwing Weapons</i>		(3) 11	(5) 13	(7) 15
Engaging Banter			(6) 13	(8) 15
<i>Second Weapon</i>			(6) 14	(8) 16
Slough Blame			(5) 12	(8) 15
<i>Graceful Exit</i>			(4) 11	(6) 13
Fast Hand				(8) 16
<i>Blade Juggle</i>				(6) 16
False Sight				(7) 12
<i>True Sight</i>				(5)
<i>* Free talent</i>				
<b>Skills</b>				
Acting	(2) 9	(2) 9	(2) 9	(2) 9
Barsaive Lore	(2) 8	(2) 8	(2) 8	(2) 8
Climbing	(2) 9	(3) 11	(4) 12	(5) 13
Read/Write Language	(2) 8	(2) 8	(2) 8	(2) 8
Speak Language	(2) 8	(2) 8	(3) 9	(3) 9
Streetwise	(2) 9	(2) 9	(3) 10	(3) 10
Thief Lore	(2) 8	(2) 8	(2) 8	(2) 8

### Abilities:

**Racial:** Elves have the racial ability of Low-Light Vision.

**C1:** The adept may spend a Karma Point on any Charisma-based test when attempting to deceive a target.

**C3:** The adept may spend a Karma Point on Initiative tests.

**C5:** The adept may spend a Karma Point on Attack tests against a Surprised or Blindsided opponent.

**C5:** As a Simple action for 2 Strain, the adept adds +2 to the Difficulty Number of any tests made to detect him. This lasts for a number of minutes equal to his Thread Weaving rank.



## HUMAN TROUBADOUR

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(14) 6	(14) 6	(14) 6	(15) 6
Strength	(13) 6	(13) 6	(13) 6	(13) 6
Toughness	(13) 6	(13) 6	(13) 6	(13) 6
Perception	(14) 6	(14) 6	(15) 6	(15) 6
Willpower	(10) 5	(10) 5	(10) 5	(10) 5
Charisma	(16) 7	(17) 7	(17) 7	(17) 7
Initiative	5	6	6	7
Physical Defense	8	10	10	13
Mystic Defense	8	9	10	12
Social Defense	10	11	13	15
Physical Armor	5	6	7	8
Mystic Armor	2	3	3	4
Unconsciousness Rating	36	46	56	66
Death Rating	44	56	68	80
Wound Threshold	9	9	9	9
Recovery Tests/Dice	3/D10	3/D10	3/D10	3/D10
Knockdown	6	6	6	6
Maximum Karma	10	20	30	40
Carrying Capacity	125	125	125	125
Movement	12	12	12	12

**Equipment:**

**Circle 2:** Hardened leather armor, forged broadsword (Damage STR+7)

**Circle 4:** Thread hardened leather armor (R3: PA 6, MA 1, 0 Init Penalty), thread broadsword (R4: Forged +3, Damage STR+10, +2 PD)

**Circle 6:** Thread hardened leather armor (R4: PA 7, MA 1, 0 Init penalty), thread broadsword (R5: Forged +4, Damage STR+12, +2 PD), thread harp (R3: +2 Emotion Song, +1 SD)

**Circle 8:** Thread hardened leather armor (R6: PA 8, MA 2, 0 Init Penalty), thread broadsword (R8: Forged +5, Damage STR+14, +4 PD, +2 Attack tests), thread harp (R4: +2 Emotion Song, +2 SD), thread necklace (R4: +2 Interaction tests, +2 MD)



	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b><i>Talents</i></b>				
Entertainer*	(2) 9	(4) 11	(6) 13	(8) 15
Emotion Song	(2) 9	(4) 11	(8) 15	(10) 17
First Impression	(2) 9	(4) 11	(6) 13	(8) 15
Heartening Laugh	(2) 9	(4) 11	(6) 13	(8) 15
Item History	(3) 9	(5) 11	(7) 13	(9) 15
Story Weaving	(2) 8	(4) 10	(6) 12	(8) 14
<i>Melee Weapons</i>	(3) 9	(5) 11	(7) 13	(9) 15
Etiquette	(2) 9	(4) 11	(6) 13	(8) 15
<i>Winning Smile</i>	(1) 8	(3) 10	(5) 12	(7) 14
Empathic Sense		(4) 11	(6) 13	(8) 15
<i>Speak Language</i>		(4) 10	(6) 12	(8) 14
Research		(3) 9	(6) 12	(8) 14
<i>Read/Write Language</i>		(3) 9	(5) 11	(7) 13
Inspire Others			(6) 13	(8) 15
<i>Engaging Banter</i>			(6) 13	(8) 15
Lasting Impression			(5) 12	(8) 15
<i>Graceful Exit</i>			(4) 11	(6) 13
Resist Taunt				(8) 13
Diplomacy				(6) 13
Slough Blame				(7) 13
<i>Lion Heart</i>				(5) 10
* Free talent				
<b><i>Skills</i></b>				
Awareness	(2) 8	(3) 9	(4) 10	(5) 11
Barsaive History	(2) 8	(2) 8	(2) 8	(2) 8
Body Painting	(2) 9	(2) 9	(2) 9	(2) 9
Flirting	(2) 9	(2) 9	(3) 10	(3) 10
Legends and Heroes	(2) 8	(2) 8	(3) 9	(3) 10
Read/Write Language	(2) 8	(2) 8	(2) 8	(2) 8
Speak Language	(2) 8	(2) 8	(2) 8	(2) 8

### ***Abilities:***

**Racial:** Humans have the racial ability of Versatility.

**C1:** The adept may spend a Karma Point on Interaction tests.

**C3:** The adept may spend a Karma Point on any test to gain or recall information.

**C5:** Once per round the adept may spend a Karma Point to add to another character's test by offering encouragement. The target must be able to see/hear the Troubadour.

**C5:** If the adept fails a test against a target's Social Defense, the adept may take 2 Strain to add a Karma Die to the result. This may only be done once per test.



## OBSIDIMAN WARRIOR

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(14) 6	(15) 6	(15) 6	(15) 6
Strength	(23) 9	(23) 9	(23) 9	(23) 9
Toughness	(18) 7	(18) 7	(18) 7	(18) 7
Perception	(12) 5	(12) 5	(13) 6	(13) 6
Willpower	(10) 5	(10) 5	(10) 5	(10) 5
Charisma	(8) 4	(8) 4	(8) 4	(9) 4
Initiative	4	4	5	6
Physical Defense	12	13	14	15
Mystic Defense	7	8	11	13
Social Defense	5	5	5	8
Physical Armor	3	9	10	10
Mystic Armor	2	6	6	8
Unconsciousness Rating	50	64	78	92
Death Rating	59	75	91	107
Wound Threshold	14	14	14	14
Recovery Tests/Dice	3/D12	3/D12	3/D12	3/D12
Knockdown	11*	13*	15*	17*
Maximum Karma	6	12	18	24
Carrying Capacity	330	330	330	330
Movement	10	10	10	10

\* The adept knows the Wound Balance talent

**Equipment:**

**Circle 2:** Forged troll sword (Damage STR+8), body shield (+3 PD)

**Circle 4:** Thread blood pebble (R3: PA 6, MA 4, 0 Init Penalty), thread troll sword (R4: Forged +3, Damage STR+11, +2 Attack tests), body shield (+3 PD)

**Circle 6:** Thread blood pebble (R4: PA 7, MA 4, 0 Init penalty), thread troll sword (R5: Forged +4, Damage STR+13, +2 Attack tests), thread body shield (R3: +3 PD, +2 MD, -1 Initiative penalty)

**Circle 8:** Thread blood pebble (R6: PA 7, MA 6, 0 Init Penalty), thread troll sword (R8: Forged +5, Damage STR+15, +3 Attack tests, 1 Strain for +3 Initiative, +2 Second Attack), thread body shield (R4: +3 PD, +2 MD, 0 Initiative penalty), thread ring (R4: +2 MD, +2 SD)



	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b><i>Talents</i></b>				
Avoid Blow	(3) 9	(5) 11	(7) 13	(9) 15
Melee Weapons	(3) 9	(5) 11	(7) 13	(9) 15
War Weaving	(2) 7	(4) 9	(6) 12	(8) 14
Tiger Spring	(2)	(4)	(6)	(8)
Wood Skin	(2) 9	(4) 11	(6) 13	(8) 15
<i>Fireblood</i>	(2) 9	(4) 11	(6) 13	(8) 15
Wound Balance	(2) 11	(4) 13	(6) 15	(8) 17
<i>Acrobatic Defense</i>	(1) 7	(3) 9	(5) 11	(7) 13
Air Dance		(4) 10	(6) 12	(8) 14
<i>Distract</i>		(4) 8	(6) 10	(8) 12
Waterfall Slam		(3)	(6)	(8)
<i>Shield Bash</i>		(3) 12	(5) 14	(7) 16
Earth Skin			(6) 13	(8) 15
<i>Momentum Attack</i>			(6) 12	(8) 14
Temper Flesh			(5) 10	(8) 13
<i>Life Check</i>			(4) 11	(6) 13
Crushing Blow				(8) 17
<i>Lion Heart</i>				(6) 11
Second Attack				(9) 15
<i>Spot Armor Flaw</i>				(5) 11
<b><i>Skills</i></b>				
Ancient Weapons	(2) 7	(2) 7	(2) 8	(2) 8
Awareness	(2) 7	(3) 8	(4) 10	(5) 11
Climbing	(2) 8	(2) 8	(3) 9	(3) 9
Military History	(2) 7	(2) 7	(2) 8	(2) 8
Read/ Write Language	(2) 7	(2) 7	(2) 8	(2) 8
Rune Carving	(2) 6	(2) 6	(2) 6	(2) 6
Speak Language	(2) 7	(2) 7	(3) 9	(3) 9

***Abilities:***

**Racial:** Obsidimen have the racial abilities of Increased Wound Threshold and Natural Armor.

**C3:** The adept may spend a Karma Point on Recovery tests.

**C5:** The adept may spend a Karma Point on close combat Damage tests.

**C5:** The adept spends 30 minutes in meditation and selects a talent. For the next 24 hours, the adept can spend a Karma Point during an encounter to reduce the Strain cost of the selected talent by 1 for the remainder of the encounter. This may be used in multiple encounters per day, but a Karma Point must be spent in each encounter.



## DWARF WEAPONSMITH

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(13) 6	(13) 6	(13) 6	(13) 6
Strength	(12) 5	(12) 5	(12) 5	(13) 6
Toughness	(15) 6	(15) 6	(15) 6	(15) 6
Perception	(16) 7	(17) 7	(17) 7	(17) 7
Willpower	(14) 6	(14) 6	(14) 6	(14) 6
Charisma	(14) 6	(14) 6	(15) 6	(15) 6
Initiative	5	6	6	6
Physical Defense	9	11	13	14
Mystic Defense	10	11	14	15
Social Defense	8	8	9	11
Physical Armor	5	6	7	8
Mystic Armor	2	3	3	5
Unconsciousness Rating	40	50	60	70
Death Rating	48	60	72	84
Wound Threshold	10	10	10	10
Recovery Tests/Dice	3/D10	3/D10	3/D10	3/D10
Knockdown	5	8*	11*	14*
Maximum Karma	8	16	24	32
Carrying Capacity	140	140	140	155
Movement	10	10	10	10

*\* The adept knows the Wound Balance talent*

### **Equipment:**

**Circle 2:** Hardened leather armor, forged broadsword (Damage STR+7), buckler

**Circle 4:** Thread hardened leather armor (R3: PA 6, MA 1, 0 Init Penalty), thread broadsword (R4: Forged +3, Damage STR+11, +1 PD), buckler

**Circle 6:** Thread hardened leather armor (R4: PA 7, MA 1, 0 Init penalty), thread broadsword (R5: Forged +4, Damage STR+12, +2 PD), thread buckler (R3: +2 PD, +2 MD)

**Circle 8:** Thread hardened leather armor (R6: PA 8, MA 2, 0 Init Penalty), thread broadsword (R8: Forged +5, Damage STR+14 +2 PD, +2 Avoid Blow, +2 Attack tests), thread buckler (R4: +3 PD, +2 MD), thread necklace (R4: +2 SD, +2 Interaction tests)





	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Talents</b>				
Craftsman*	(2) 9	(4) 11	(6) 13	(8) 15
Forge Weapon	(2) 9	(4) 11	(6) 13	(8) 15
Item History	(2) 9	(4) 11	(6) 13	(8) 15
Melee Weapons	(3) 9	(5) 11	(7) 13	(9) 15
Steel Thought	(3) 9	(5) 11	(7) 13	(9) 15
Thread Smithing	(2) 9	(4) 11	(6) 13	(8) 15
<i>First Impression</i>	(2) 8	(4) 10	(6) 12	(8) 14
Conversation	(2) 8	(4) 10	(6) 12	(8) 14
<i>Avoid Blow</i>	(1) 7	(3) 9	(5) 11	(9) 15
Suppress Curse		(4) 10	(6) 12	(8) 14
<i>Haggle</i>		(4) 10	(6) 12	(8) 14
Wound Balance		(3) 8	(6) 11	(8) 14
<i>Speak Language</i>		(3) 10	(5) 12	(7) 14
Forge Armor			(6) 13	(8) 15
<i>Earth Skin</i>			(6) 12	(8) 14
Temper Flesh			(5) 11	(8) 14
<i>Resist Taunt</i>			(4) 10	(6) 12
Spot Armor Flaw				(8) 15
<i>Heartening Laugh</i>				(6) 12
Lion Heart				(7) 13
<i>Iron Constitution</i>				(5) 11
* Free talent				
<b>Skills</b>				
Ancient Weapons	(2) 9	(2) 9	(2) 9	(2) 9
Awareness	(2) 9	(3) 10	(4) 11	(5) 12
Barsaive History	(2) 9	(2) 9	(2) 9	(2) 9
Physician	(2) 9	(2) 9	(3) 10	(3) 10
Read/Write Language	(2) 9	(2) 9	(2) 9	(2) 9
Rune Carving	(2) 8	(2) 8	(3) 9	(3) 9
Speak Language	(2) 9	(2) 9	(2) 9	(2) 9

**Abilities:**

**Racial:** Dwarfs have the racial abilities of Heat Sight and Strong Back

**C1:** The adept may spend a Karma Point on any test to craft or repair an item.

**C3:** The adept may spend a Karma Point on Recovery tests.

**C5:** The adept may spend a Karma Point on Damage tests made with a weapon he crafted.

**C5:** For 2 Strain the adept can create an improvised forge. Tests made at this forge suffer a -3 penalty.



## TROLL WIZARD

	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b>Attributes</b>				
Dexterity	(10) 5	(10) 5	(11) 5	(11) 5
Strength	(12) 5	(12) 5	(12) 5	(12) 5
Toughness	(15) 6	(15) 6	(15) 6	(15) 6
Perception	(16) 7	(17) 7	(17) 7	(17) 7
Willpower	(18) 7	(18) 7	(18) 7	(18) 7
Charisma	(10) 5	(10) 5	(10) 5	(11) 5
Initiative	5	5	5	5
Physical Defense	6	7	8	9
Mystic Defense	10	11	13	15
Social Defense	6	7	9	10
Physical Armor	4	6	7	8
Mystic Armor	3	4	4	5
Unconsciousness Rating	36	42	48	54
Death Rating	44	52	60	68
Wound Threshold	10	10	10	10
Recovery Tests/Dice	3/D10	3/D10	3/D10	3/D10
Knockdown	5	5	5	5
Maximum Karma	6	12	18	24
Carrying Capacity	110	110	110	110
Movement	14	14	14	14

**Equipment:**

**Circle 2:** Padded leather armor, quarterstaff (Damage STR+4)

**Circle 4:** Thread hardened leather armor (R3: PA 6, MA 1, 0 Init Penalty), thread staff (R4: Standard Matrix 4, +2 Spellcasting, +1 PD)

**Circle 6:** Thread hardened leather armor (R4: PA 7, MA 1, 0 Init penalty), thread staff (R5: Standard Matrix 5, +2 Spellcasting, +1 PD, +1 Thread Weaving tests), thread ring (R3: +1 MD, +2 SD)

**Circle 8:** Thread hardened leather armor (R6: PA 8, MA 2, 0 Init Penalty), thread staff (R8: Enhanced Matrix 8, +2 Spellcasting, +2 PD, +2 Thread Weaving tests, 1 Strain for +3 bonus to Effect test on spell in staff's matrix), thread ring (R4: +2 MD, +2 SD), thread bracers (R4: +2 Tenacious Weave, +2 Astral Interference)



	<i>Circle 2</i>	<i>Circle 4</i>	<i>Circle 6</i>	<i>Circle 8</i>
<b><i>Talents</i></b>				
Standard Matrix A*	(2)	(4)	(6)	(8)
Standard Matrix B*	(2)	(4)	(6)	(8)
Dispel Magic	(2) 9	(4) 11	(6) 13	(8) 15
Patterncraft	(2) 9	(4) 11	(6) 13	(8) 15
Research	(2) 9	(4) 11	(6) 13	(8) 15
Spellcasting	(3) 10	(7) 14	(9) 16	(11) 18
Wizardry	(3) 10	(5) 12	(7) 14	(9) 16
<i>Standard Matrix C</i>	(2)	(4)	(6)	(8)
Astral Sight	(2) 9	(4) 11	(6) 13	(8) 15
<i>Item History</i>	(1) 8	(3) 10	(5) 12	(7) 14
Tenacious Weave		(4) 11	(6) 13	(10) 17
<i>Book Memory</i>		(4) 11	(6) 13	(8) 15
Steel Thought		(3) 10	(6) 13	(8) 15
<i>Read/Write Language</i>		(3) 10	(5) 12	(7) 14
Astral Interference			(6) 13	(10) 17
<i>Enhanced Matrix</i>			(6)	(8)
Willforce			(5) 12	(8) 15
<i>Resist Taunt</i>			(4) 11	(6) 13
Hold Thread				(8) 15
<i>Evidence Analysis</i>				(6) 13
Suppress Curse				(7) 14
<i>Mystic Pursuit</i>				(5) 12

*\*Free Talent – At C6 Standard Matrix A becomes an Enhanced Matrix*

### ***Skills***

Alchemy	(2) 9	(2) 9	(3) 10	(3) 10
Awareness	(2) 9	(3) 10	(4) 11	(5) 12
Potions and Poisons	(2) 9	(2) 9	(2) 9	(2) 9
Read/Write Language	(2) 9	(2) 9	(2) 9	(2) 9
Robe Embroidery	(2) 7	(2) 7	(2) 7	(2) 7
Scourge History	(2) 9	(2) 9	(2) 9	(2) 9
Speak Language	(2) 9	(2) 9	(3) 10	(3) 10

### ***Abilities:***

**Racial:** Trolls have the racial ability of Heat Sight.

**C3:** The adept may spend a Karma Point on any test to recall information (including Knowledge tests).

**C5:** The adept may spend a Karma Point to change the range of a spell from Self to Touch.

**C5:** For 1 Strain, the adept gains a +5 bonus to a Thread Weaving test to reattune on the fly if looking at the spell in their grimoire.



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