Inquisition

GENESYS

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Special Thanks

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Introduction

What is Inquisition Campaign Setting Document?

This book is a game supplement for the *Genesys Role Playing Game* by *Fantasy Flight Games*. Within its pages, you will find material to play a unique low-fantasy setting, where your character will live adventures in a medieval world not so different from real-life middle ages in Europe, with a small pinch of dark fantasy.

Inspiration

That setting is, of course, inspired by the real Earth's medieval ages; mostly from its political structure, with lords and vassals. Coming out of many years of Dungeons and Dragons and Pathfinder, I wanted to take out some fantasy out of the genre and go back to something closer to middle-ages.

The idea of the Inquisition came to me while playing the Graveyard Keeper videogame, in which some church inquisition takes place in the background. It seemed interesting to me though that witches would be actually real and not just an excuse for the church to burn down people.

With witches in the setting, I thought it would be interesting to have some dark fantasy; horrors that the characters could face, but without turning them into heroes slaying hordes of demons, undead and other creatures. Creatures in this setting would always be difficult to beat, and potentially leaving lasting traumas. The inspirations behind the creatures you'll see in this book are coming from various horror movies and random Pinterest pictures, Grimm fairytales, and the Darkest Dungeon videogame.

What is required to play Inquisition

To make use of this document, you need the *Genesys Core Rulebook* as it contains the rules to play the game, as well as material that are referenced inside this campaign setting book, such as talents.

Some content is also taken from the *Realms of Terrinoth* sourcebook, so you'll also need to have access to that book in order to fully enjoy the Inquisition Campaign Setting.

Document Structure

This document is split into two parts. The first part will go about the lore of the setting and will contain no rules. The second part is all about the crunch, introducing rules for character creation, new gear and witchcraft rules, as well as an adversary section.

Goolge Drive

This document is the first but not the last related to the Inquisition Campaign Setting. For all the related content, please check the Google Drive Link:

https://drive.google.com/open?id=1kqnn7Eusi6N_vB-j70f2eWynreoXA2cTQ

Come discuss the Setting on its Discord Server or FFG Forum Thread.

Discord: https://discord.gg/kaKWCrg

FFG Forums Post: https://community.fantasyflightgames.com/topic/289171-inquisition-campaign-setting/

Part 1: Lore

Chapter 1: Inquisition Overview

The World of Inquisition

Beyond the scope of the common eye lurk dark creatures, witches and evil magic. While for the common folk these are merely legends or myths, the church is actually concerned of these and is trying to fight the evil nature of the world by maintaining an inquisition. Inquisitors, templars and witch hunters for hire roam the lands, seeking and killing witches and other supernatural atrocities.

Above the common folk, nobles fight each other for more land, titles and resources.

While population has spread all around Eguras, vast lands are still uncharted, either on the continent or beyond. It is the perfect opportunity for adventurers to prove themselves by exploring the ruins of the crumbled witch empire, fighting off dark creatures, claiming new lands and making a name for themselves.

Despite its history filled with magic, the present world of Inquisition is fairly low on fantasy. There are no wizards and mages, no classical fantasy species such as elves, dwarves and orcs and no magical objects and weapons being traded around the world. Instead of heroes battling dragons and slaying ancient evils, in Inquisition characters are more likely to investigate peasant communities for the occult, maneuver political webs of decadent nobles, and make harsh choices based on even harsher circumstances.

Life on Sondara

Inquisiton takes place on the world of Sondara, where civilization is currently in its own medieval age not entirely unlike Europe's 11th century.

Once the empire fell, people scattered all across the continent. Powerful warlords rose from the ashes of the empire, and became rulers of their own petty fiefs. In time and the battles that ensued, those warlords became kings, their fiefs kingdoms.

It's been about 1300 years since the fall of the empire, and much of the writings of that age have been burned or lost. The people have forgotten what truly hides in the dark and for most, such creatures are telltales. Recent events have alerted the Church; after years without signs of anything supernatural, witches and dark creatures have been sighted. These incidents are isolated for now but the Church can't stand aside. Fearing a resurgence of dark powers, tthe Church has launched an unprecedented inquisition. Priests in all communities are now on the watch for any signs of witchcraft. Uncertainty mixing with zeal, they are quick to accuse and condemn those they think are witches, even though they might lack proof. Over the years, the inquisition has led to a growing fear and suspicion in the people, a world where nobody is truly safe and even trusted friends could harbor evil in their hearts.

The Creation

The Church of the Creator's foundation dates back to the fall of the Midnight Empire. The teachings of the Church have since reached everywhere but the most reclusive bastions of humanity.

As per its teachings, what came before Sondara was a complete and infinite void from which a single entity came into existence. That entity had its own goals and designs and created the universe, along with Sondara. The entity, which would be known simply as the Creator, bestowed life upon the world. But somehow, its attempts at intelligent life forms became twisted.

In order to create a better form of life, capable of cooperating, developing a culture, demonstrating love and compassion, the Creator had to reject a part of him that was darker. By doing so, it created unique entity composed mostly of everything that made him previously imperfect; Lilithia.

Then, the Creator created humanity. Humans started to evolve by themselves, ignorant of their creator's existence, as he stood silently watching. Lilithia, being a chaotic yet ambitious being, tried to play with the world herself, but her powers weren't strong enough to actually alter the planet. Slipping past the Creator's vigilance and using her still-growing powers, Lilithia managed to enter the mortal realm, birthed as a child.

The Rise of the Mother Witch

Even though she was not nearly as powerful as the Creator, she was still superior to all men. Her powers manifested as what is now known as magic and witchcraft, and Lilithia was the very first of her kind, the mother of witches. Blessed with immortality, she bred multiple children; exclusively daughters, each of whom with the potential for witchcraft. While they weren't immortal themselves, their sorcerous powers blessed them with lifespan longer than any normal human being.

Much like the Creator, Lilithia had a plan from the start: seizing control of humanity through her and her daughters' magic. At some point during history, Lilithia and her daughters manipulated their way up the social ranks, using magic to fend off opposition. Every king was quickly swapped by a witch, or was being mind controlled or simply charmed to act accordingly. Lilithia crowned herself empress of all humanity. That united civilization became known as the Midnight Empire.

For hundreds of years, Lilithia kept the humans under her influence, forcing them into slavery and worship. Even today, it's not clear exactly what Lilithia wanted to achieve with this. Was it only to satisfy her power craving? Or was it an attempt to destroy the Creator's work, as a way to avenge her denial over the same power of creation? The answer remains mystery.

Prophet

The Creator couldn't bear to stand aside for eternity. One day, a young slave that was working in the mines received a vision from the Creator. That vision was one of hope, the dream of freedom and the fall of the empress. That nameless man was blessed with a powerful gift: immunity to witchcraft, Lilithia's main weapon against humanity. Guided by his visions, he freed himself from the mines, along with others. He slowly recruited people to his cause and spread his knowledge of the

Creator. His actions and words earned him the name Prophet.

Within a few years, whispers grew among the slaves that Prophet would defeat the empress and word got to Lilithia. She wouldn't believe such nonsense and never really got worried. That is, until some of her daughters got mysteriously slaughtered. Prophet ignited the spirits and the slaves rebelled against their witch mistresses.

The Fall of the Midnight Empire

During that war, several hundred humans died as the witches were only slowly defeated. Still, Prophet was still standing and his close companions, who are now known as the first priests of the Creator, were keeping morale up. Eventually, Prophet brought the fight up to the Midnight Tower, Lilithia's center of power and defeated her.

As her blood spilled on the room's floor, her control over the minds of many nobles ceased and the war swiftly came to a halt. The remaining witches fled into the wilderness to avoid the same end as their mother. The freed people were more concerned about rebuilding a home for themselves than pursuing Lilithia's daughters into the wild. Most people left their existing settlements as they feared that the magic lingering there would corrupt their children, crops and souls. And thus, even today, ruins of the empire lay uncharted. Even though expeditions took place to uncover its secrets, most of them didn't return and those who did left their participants scarred with psychological traumas of the horrific events they witnessed back there.

Prophet died not long after the end of the war. Some speculations tell of the Prophet falling to some disease while other suggest he returned to the Creator's side. Some even tell that the Prophet was indeed the Creator himself, bringing back hope into the humans' hearts, and then traveled back to his divine realm.

A new Era

After the war, some people were still blessed with enough valuables and resources to bring people together; building new settlements and laying the foundations for a new civilization. The population expanded, new villages sprouting up as people spread. Kingdoms formed and humans waged multiples wars for various reasons.

The Church of the Creator became a renowned institution, its seat standing in the city-state Prophet's Landing; the settlement Prophet founded after the war. There stands a gigantic cathedral towering over nearby buildings. The religious leader, the pope, holds a massive influence on world's politics. The church has a delegate in every major settlement in every kingdom. Even the frontier villages are likely to have a church or shrine of sort, maintained by a priest. The Creator's worship is present everywhere, and the priests always have their word to say about what's happening in a given community. They hold sermons, can summon templars and condemn people for witchcraft. While priests are exclusively males, women can join the holy ranks as sisters, making a vow of abstinence and help with the church's tasks and maintenance.

Contrary to real-life middle ages, women and men are equals as for holding social rank. Some rulers have come up with their own set of rules of inheritance though. But for most kingdoms, when the ruler dies, the power goes to his first child, or to the spouse should the child not old enough to rule yet.

Adventures in Inquisition

Time has passed since the fall of the empire and not much lore tells of the past. The stories of the witches that inhabited it back then are part of folklore. Still, in the last decade, testimonials of strange creatures' sightings and witches made these long-pasts stories and myths come to surface. The Pope Abraham XIV had to launch an inquisition to deal with the problem. Strange behaviors are quickly branded as witchcraft and the poor souls are tied to a pyre to be burned. The Church fears some sinister events have been set in motion. After all these years of calm, what could bring witches back into the lands?

The world of Inquisition is rich in possibilities and can accommodate many types of campaign and a vast array of Player Character concepts. Here are some campaign ideas that fit the Inquisition setting.

Political Intrigue

Global politics is complex in the kingdoms. Kings, dukes, counts and barons make war amongst themselves to gain more power and elevate themselves to the superior level.

Players Characters could be nobles or even rulers, having to deal with all the court intrigue you are used to see in your favorite fantasy TV series like *Game of Thrones*, *Rome*, *Reign* and others.

Exploring the World

The known world mostly consist of Eguras; the continent the people who fled the Midnight mountains populated. Still, that continent only represents a small portion of the world. There are unknown lands are that are waiting to be discovered. In addition, other people have fled to another direction after the fall of the empire. It is unknown how vast the midnight empire was and some part of the world may still be under the control of witches.

The players could be exploring the world, looking for riches and glory. They may be freelancers or employed by some aristocrat. A campaign based on exploration could have the party venture into deep caverns to dark forests to faraway lands, meeting strange civilizations and even other religious beliefs.

Discovering the Past

Not much is known of the past until the fall of the empire. Writing and reading being rare skills and also forbidden during Lilithia's reign, not much history s known about this era beside what was passed down through oral traditions. Tales from the past still give a good idea of the harsh live the slaves had to deal with, being constantly oppressed and threatened. Witches being the ruling class back then, there are surely artifacts and old tomes lying in the ruined buildings of the empire that may tell more about life before the fall.

Travelling to the site of the old empire is a dangerous task as the mountains are treacherous and it is said that magic energies are still lingering in the mountains, twisting the minds and bodies of those who dare to venture into the empire. Still, the artifacts might be valuable for collectors, scholars and the church that would be willing to pay lots of coins to get their hands on them.

Monster Hunting

The magic essence of witchcraft lingers in the places it was used. Being exposed to large amount of that energy for a prolonged time can alter the mind and bodies of humans and animals alike. For years, people and beasts wondering close to the Midnight Mountains were transformed into creatures of madness and darkness. These horrors have since moved to different parts of the world where prey upon the people of the kingdoms, lurking in the dark corners of the wilderness to avoid vigilance.

The stories of the creatures have become more frequent over the last few years. Able men and women have decided to make a living off these creatures. Calling themselves monster hunters, these adventurers roams the lands, paying attention to these grim stories and try to exterminate them. Monster Hunters can be simple mercenaries trading their service for coins or good souls putting their life at risk just for protecting the people.

Enforcing the Inquisition

Witches are a threat to the world's power balance. The Church's whole existence is based on the fact that witches are an evil that must be dealt with. With the recent events though, the Church has trouble covering all the land for rooting out witches. Its templars are spread thin, and their popularity has taken a drop since male witches were discovered.

Despite the recent events, most people still support the Church, whether out of belief or fear. Players could be following the church teachings or be official members, like priests or templars themselves. That kind of campaign is likely going to be about routing out witches to execute them. The Church also has a global political influence so a religious campaign can make players venture within all the ranks of the social caste, from the simple peasant to high nobility.

Fighting the Inquisition

The inquisition is all about judging and killing people for what they are (or in this case what power they own) rather than their acts is pure discrimination. Being influent and powerful, it's hard to fight off the Church but, some people rally themselves and try to fend off the church. Of course, nobody can simply raise an army and declare war on the Church. This would be bound to fail as the Church is more powerful than any single army unit. The power and influence of the Church also manifests as deciding what is true of history. Most scribes are religious and the history is told as they wrote it. Many historical facts told by the Church could, at the GM's discretion, be lies to help their agenda. What if Prophet was actually an evil ruler and Lilithia was some woman trying to free the people but failed, and the exodus is simply an expansion of the Midnight Empire?

A party of characters engaged in fighting off the church could try to manipulate the local religious figures such as priests and bishops by corrupting them or even blackmailing. They could sabotage the inquisitors' efforts and maybe even try to rally witches to their side. They could work to uncover religious a conspiracy spread by the Church for ages. A party including a witch that fights the Church may also be looking to free witches from the Inquisition and integrating them as part of the society.

Mastering Witchcraft

As a new form of magic introduced in this campaign setting, Witchcraft is appealing for players wanting to play something different. Playing a witch can prove a challenge since they have to hide from the inquisitors. Since people are likely to denounce them, witches try to keep under the radar of everybody. Witches adventuring along other characters have to either trust them with their secret, unless they are also witches.

A witch character may want to discover their full potential, seeking out other witches. The character might want to accomplish a certain specific ritual, requiring rare and exotic ingredients, and travelling to dangerous and long forgotten places.

Chapter 2: Politics

The humans of Eguras built their civilization soon after the fall of the Midnight Empire, once they freed themselves of slavery. People have fled the area as they feared that the lingering magic would cause them harm. Most people fled toward the west as the path was more easily navigable. To the east, the mountain range still drew some people in but even today, people don't know what stands on the other side of the Midnight Mountains.

It did not took long for the refugees to gather into small groups and form tribes. Some tribes were growing bigger and more powerful than others. Some of them found a land to settle down and started building up settlements, while others pursued nomadic lifestyle. The settlements developed their own political systems, diplomatic relations and economy. As the years passed, some settlement formed alliances and the most powerful families raised in power and with time, kingdoms were founded across the continent of Eguras.

Inner Politics

Feudalism

The people of Eguras live by the principles of a caste system and feudalism. There are currently nine kingdoms across the Eguras continent, which for most people represent the known world, and they all follow similar system.

Nobility

Above all is the ruler of the kingdom. His word is law and he can do pretty much whatever he wants inside his own kingdom. The only person that he does actually care to not displease is the pope and his immediate vassals. Religion has a strong influence in world politics and can launch a crusade against a specific kingdom and excommunicate individuals. While not as powerful, a ruler's vassals, when allied together can throw a monarch off their throne. But beside the pope and his archbishops, the monarch mostly owns everything and everyone inside his kingdom.

Inheritance

Inheritance rules may slightly differ depending on specific kingdom and reigns, but the core is the same. Rulers inherit their place by birth, using primogeniture law. When the ruler dies, his title passes to their eldest legitimate still living child. Should the ruler have no child but have grand-children, the title goes to the eldest child of his eldest deceased child.

Should the title be passed to a child who is younger than 15 years old; a steward is nominated until the new ruler comes of age. Depending of the kingdom, the steward is generally nominated by the spouse, the nobles or the bishop.

Vassals

While the rulers hold the most power around Eguras, they can't manage all their population by themselves. Therefore, the kingdom is split into duchies, which are ruled by a duke or duchess. A duchy is still a pretty large piece of land so a duke will split his lands into separated counties, each ruled by a count or countess. And finally, the count splits his territory into small pieces of land called baronies, which are ruled by a baron or baroness. A barony consists of a single settlement, with few acres of lands, notably farmlands.

Each of these vassal titles are granted be the noble just above them in the hierarchy. Once such title have been granted, that title passes down to his baron's child as per the inheritance rules. It is possible though for a noble to dismiss one of his vassals but this act should be motivated by a rightful motive, such as heresy. Dismissal of a noble without the support of the church or the noble above may draw the ire of the other nobles of the same rank and even above.

Internal Warfare

Internal war occurs when two vassals declare war on each other. In a time where land grants aren't that precise, overlap can occur and barons, counts and dukes have to make a display of power to take what they claim as theirs. Sometimes, the inheritance can be a bit blurry and some titles are claimed by some other noble. In this case, war generally settles the argument.

When going into war, a ruler can call to arms all heir vassals to support the war effort. Failing to answer the call to arms normally resolves in dismissal. Depending on the rules in place, going to war against a vassal of the same lord might require the lord's permission. For example, a count might have to grant permission for two of his barons to fight each other.

Caste System

Beside nobles, the people of Eguras are separated by categories that dictate their role and rights in society.

Above all is the **ruler**, may it be a **king** or a **queen**, which rules the kingdom. They have a right on the life on every one of their subjects.

After the ruler comes the **high nobility**. This encompasses the ruler's spouse, sons, daughters, brothers and sisters are all considered nobility.

Then comes the **lesser nobility**, which are vassals: dukes, counts and barons, and their respective families.

Under the vassals are the **knights**. These noble warriors were granted an honorific title and are granted private land within the fiefdom. Knights are good candidates for the title of baron should the count dismiss the current one or should the land be conquered. Warriors are knighted by their lord for heroic deeds.

Then comes the **merchants**. Merchants trade goods between settlements, buying merchandise and carrying them around to sell at higher price. Rich merchants sometimes own mansions, with their own set of mercenary guards.

Coming close behind are the **craftsmen**. Craftsmen are blacksmiths, jewelers and other artisans. From their craft, they can make some money, and even sometimes actually buy a parcel of land for themselves.

After come the **peasants**. Peasants work the land by farming, woodcutting, mining and other tasks their lord requires of them. Peasants don't own any land. Their homes they live on

are rented by the lord. Basically, peasants have to pay to live on the land they work for, while doing the work for their lord. For this reason, peasants are mostly poor and can't afford much personal belongings.

Finally, there are the **serfs**. Serfs are mostly peasants but their living existence is linked to the land on which they live. Their life is owned by the landlord and they can't leave it. Everything they have belongs also to the lord, up to their cloth. Should a serf want to leave the land, they have to pay the lord in order to have him permit this freedom. Since serfs are the poorest of the people, they generally can't afford that cost. Basically, being a serf isn't that far from being a simple slave.

It is unlikely but not impossible to raise one's own position within the caste system. A very lucky peasant could be knighted after heroic deeds on during the war, and then again be granted a barony. Unfortunately for them, these cases are extremely rare. For most of the people, they live and die in the same caste in which they were born into.

The Court

The court is an extended royal household, which houses those who regularly attend to the lord of the place, which includes courtiers, entertainers, ambassador, bodyguards, and sometimes even concubines.

Every lord holds a court. While a baron might hold few individuals lodged in humble accommodations, a monarch's court can hold up to a thousand souls, lodging in a dedicated wing of the castle, with servants and classy accommodations.

Normally, every noble has an envoy assigned to the court of their lord and one to each of their vassal. For example, a duke would have an envoy at their lord's court, and one at each of his vassals' court, which are counts. This ensure that in a world with no efficient mean of communication, information travels back to the respective lords and vassals.

The envoys have the responsibility to represent their lord and carry messages for them. Needless to say, they usually play a big part in the intrigue of nobles' house.

World Politics

Warfare

Relations between kingdoms are sometime tense as they share borders. Coveted resources, blurry succession, alliance to an enemy are a few reasons kingdoms go to war.

These wars are the most bloody as the rulers will call to arms their vassals, which in turn will call theirs and so on until it reaches the barons, thus mobilizing every able man and woman of the kingdom.

Launching an attack on another kingdom prior to making a war declaration is something considered unlawful, something that draws the attention of other rulers and even the pope.

To declare a war, one ruler must have a *casus belli*, which is an act or event that provokes or is used to justify war. The most common are a land claim, a title or having an ally being attacked.

A declaration of war took the form of a herald of arms delivering a "letter of battle" to the opposing party. These letters include the requests and claims from the issuing ruler. These could be as simple as "release the captive princess of Greenshir or our army will march against you."

The war should end once both nations sign a treaty, with the defending nation having conceded or not to the demands of the attacking kingdom.

Religion

The Church of the Creator is influent within all the kingdoms of Eguras. The seat of the religion is centered at the Cathedral of the Holy Flame, in Prophet's Landing. From there, the pope Abraham XIV keeps an eye on world politics. His words are reference for everything touching religion, morality, and can excommunicate people or launch crusades and inquisitions.

Every lord of the kingdoms wants to please the pope as the Church have the largest power around, being able to muster forces all around Eguras. Since the Church doesn't have an extensive standing army, its power comes not only by the money each lord pays to get the pope's support, but primarily out of fear of what will happen of them after death. People hope that if they live a good life, their soul will travel to the heavens and will live some utopian afterlife at the Creator's side. On the other hand, failing to live by the church's valor will have your soul travel to Lilithia's domain, where your soul is tortured for eternity.

Therefore, people are going each Sunday to their local church to listen the priest's sermon, and confess their sins, hoping for guidance and repentance.

Chapter 3: The Church of the Creator

Origin

The church of the Creator traces its origin back at the Midnight Empire and more importantly, its fall. The first mention of the Creator was just about a year before the empress was defeated.

Back then, civilization was under the rule of Lilithia and her witch daughters. Every position of power in society was held by a witch. Since they were not numerous enough, they had to put non witches into lesser important positions, such as slave masters, administrators and such. These men and women were sometimes truly loyal to the witches and sometimes magically charmed and forced into service. For the rest of the population, they were mostly slaves, working the land day and night and were pushed beyond their limits.

The seat of Lilithia's domain was perched atop a mountain, on the eastern part of the continent, in a massive structure called the Midnight Tower. Even today, it's not clear if Lilithia had a specific goal in mind or if the enslavement of the Creator's humans was enough for her satisfaction.

The Prophet

Born as a slave and confined in some quarry, the nameless man was undistinguishable from any other slave. One night, when he was 20 years old, which was somewhat old for a slave in Lilithia's reign, the man had a vision. The following morning, he told a story of hope. He claimed that he saw the Creator of the world, and it explained to him the origin of Lilithia but also her weakness, silvery metal. Then, he incited him to escape and ignite rebellion.

While uprisings were attempted in the past, they always ended in violent bloodshed and not a single one was successful. But this time, the man was filled with confidence and some zealous conviction. His stories of the dream encounter with the Creator earned him the surname of Prophet.

Turning up their mining picks against their masters, the slaves successfully managed to reclaim their freedom. While other slaves would have normally fled far away and rebuilt their life, Prophet was driven by his vision and wouldn't stop rebelling before he would have freed all the slaves and killed Lilithia.

The Defeat of the Mother Witch

It took about a year for Prophet to actually attempt to defeat Lilithia, the Mother Witch. Armed with silver tipped spears, Prophet and his army of freed slaves assaulted the Midnight tower, fighting through witches and enslaved guards.

Prophet, along with ten of his most trusted men, reached the top floor of the tower, where the throne room stood. He challenged Lilithia and killed her by piercing her heart with his spear. While the fact of a simple man defeating Lilithia is improbable at best, stories have it that Prophet was in fact immune to witchcraft, making his nemesis a mere woman.

The Foundation of the Church

As Lilithia's blood dripped on the floor, it seems that every witch in the world became aware of their mother's death. Each of them fled civilization in favor of the wilds, vanishing into the dark corners of the world.

After his victory, Prophet addressed his fellow warriors that had witnessed the event, naming them apostles and asked them to have all the slaves flee their lands. The Creator would have told him in a dream that staying close to the Midnight Empire would corrupt their soul, and would turn them into hideous creatures and prevent their spirit to reaching heavens upon their death.

People fled to the west as it was mostly plains while the east was filled with treacherous mountains. Still, a handful of groups tried their luck but it is not known what happened to them after that.

Prophet, his apostles and many followers traveled together until they reached a land that seemed right for a new settlement. Here, they founded a hamlet named Prophet's Landing. Years later, this settlement would hold the Cathedral of the Holy Flame, which would be the seat of the Church of the Creator.

Trade between newly founded communities passed through Prophet's Landing as it was the biggest settlement back then. Religious practice spread fast and many made pilgrimage to Prophet's Landing to see the village Prophet founded ages ago.

Only 2 years after his founding, Prophet died. Some say he died to the hands of disease but apostles claimed that his soul merely returned to the heavens to rejoin the Creator, leaving his unneeded body behind. Some even believe that Prophet was indeed the Creator, taking up mortal form to free the humans from Lilithia.

Today, the Church claims that the prophet's tomb lies in the catacombs below the cathedral, along with the first apostles, and the popes and archbishops that came after.

The Church's Hierarchy

After Prophet's death, the apostles established a structure to manage the church. They elected one of their own to become the Pope. Each of the nine other apostles became archbishops. As the church grew over the years and religious beliefs spread, people showed interest in joining the church. The archbishops took some of them and taught them to become bishops.

Once ready, the bishops joined the other settlements and established smaller churches here and there. The faith people had in the church aided it to grow even more influential, taking a stand in some political decisions and even managing to install a mandatory tax for every individual to pay to the church. Finally, as the church grew, the structure got more organized with different ranks and methods of climbing the religious ladder.

Pope

The current pope is Abraham XIV. The pope is the leader of the church and lives in the Cathedral of the Holy Flame. He is the most influent man in the world, and also the richest. Receiving taxes from every settlement of Eguras, he can muster large numbers of soldiers to support his agendas. The pope has three distinct powers that have a world-scale impact.

First of theses powers is **Excommunication**. When excommunicated, a person is excluded from the religious community. To the eyes of the church, that member is a heretic. This opens them for hostilities as heresy is a motive sufficient enough to wage war. Should a ruler get excommunicated, their vassals generally turn against them and are not judged for doing so. Other kingdoms are also likely to engage hostilities. While excommunication is generally definitive, someone may be able to gain the pope's favor back to end the judgment and reintegrate the religious community. When a ruler is excommunicated, it is wise for its court to exclude them from his ruling position, showing their cooperation to the pope and therefore, avoiding likely conflicts. The pope must be careful to not overuse this power as, contrary to kingdom rulers, his position is elected and not granted by birth and the pope can be demoted if all the archbishops wish so.

Then comes **Crusade**. A crusade is a general call to arms to every kingdom. The pope declares a faction, whether it's a kingdom and a group of individuals and every kingdom is called to participate in the war. While kingdom rulers aren't required to participate, doing so help gain the favors of the pope and the pope can even grant conquered lands to those who supported the war effort. Up to this day, no crusade has been launched yet.

Finally is the **Inquisition**. When the Church suspects the presence of witches, the pope can launch an inquisition. The Church keeps a special force of templars; holy warriors wielding silvery weapons. In time of inquisition, these warriors wander the lands in search of witches. Templars have an authority that is on par with rulers concerning witches and heretics. Should a templar condemn a person to death due to witchcraft, rulers are advised to go with it as opposing a templar raises the risk of excommunication from the pope.

The new pope comes into power when the previous pope dies. Then, the archbishops gather and nominate a new pope between themselves. This process can take up a few days, while they all stand isolated inside the Cathedral of the Holy Flame. An archbishop is elected at unanimity. Then, the new pope chooses his new name, which consist of the name of one of the ten apostles, followed by a number. This number is equal to the amount of previous pope to have had the same name, plus one. The ten names are Abraham, Archer, Christobald, Jacob, Jeffrey, Joshua, Lewis, Nicholas, Raymond, and Victor.

When a pope dies, his corpse is buried inside the holy catacombs, underneath the cathedral. Since popes are elected upon the death of their predecessor, most popes that are elected are mostly of venerable age. Therefore, most popes only occupy this position for a few years before passing on.

Archbishop

Archbishops are the pope's closest advisors. Living inside the Cathedral, they help the pope with managing the whole religious structure, coordinating templars and reading reports and maintaining the church books.

Archbishops that pass away are also buried inside the holy catacombs, in a separate section.

When an archbishop is elected pope, passes or somehow leaves their position in the hierarchy, a new archbishop is elected. Every bishop can compete for the position, making a pilgrimage to the cathedral and presenting themselves before the archbishops. The archbishops vote together, basing their choice on influence, deeds and income, among other factors. The new archbishop is elected by majority.

Bishop

Bishops are the highest religious authority outside of the Cathedral of the Holy Flame. They maintain cathedrals and large churches among the kingdoms. The rank of bishop is granted once a priest has served long enough and has a set income and parishioners. While they fill mostly the same role as the priests, the bishop rank is required to apply for the position of archbishop.

For these reasons, Archbishops mostly maintain cathedrals in large cities and capitals. They tend to show up often at a ruler's court and some dukes and duchesses even have the pleasure of having an archbishop living in their town.

Priest

Priests maintain parishes all around the kingdoms. Even the smallest settlement will have a chapel or at least a shrine where people gather on Sundays to hear the priest's sermon. It is the lowest rank in the religious hierarchy allowed to speak the sermons and make use of the confessionals.

To become a priest, a man must have been filling the role of Brother for at least five years and the priest of his church must forward his application to a bishop. If the bishop supports the promotion, the brother becomes a priest and can hold sermons.

It is not unlikely for a church to have two priests simultaneously. But most of the time, newly promoted priests are assigned a church in a new community or replace a priest that passed or left their position somehow.

Inquisitors

Since the start of the Inquisition, some priests were reassigned to investigation duties. Rather than speaking sermons, Inquisitors focus their attention on seeking out witches. Once they find their mark, they ecide whether to muster local forces or call in the templars should the threat requires the Church's direct intervention.

Brother

Brothers are the lowest rank a man can occupy within the religious hierarchy. Every man wanting to join the organization starts at this rank. Brothers maintain churches, mostly by cleaning them and their ornaments and help the priests with

their sermons. Brothers double up as scribes and are taught to read and write should they not know already, which is the case for most candidates.

Becoming a brother is a double edged blade. It helps raising the prestige of the family and earns the favor of the church order. Also, the brothers are housed and fed while serving.

The drawbacks are that brothers won't be able to help their family with land and labour, which can be a big deal for farmers and even craftsmen. Also, brothers must take a vow of chastity, which prevents the continuation of the lineage. Brothers also cannot hold noble titles. For this reason, few nobles actually volunteer to serve as brothers as it invalidates their claim to the title. Still, some actually do join the brothers for few reasons. Some may be so far down the lineage that they could barely hope to hold a title at any point in their lives. Sometimes, it is because they have brought dishonor to their family and joining the brothers is somehow a way to redeem themselves. Finally, nobles can entrust their children to the church. This is done mostly to get rid of troublesome offspring.

Note that brothers are not always assigned to the church in their hometown. In fact, most are assigned elsewhere, so family won't interference with the brother's duties.

Sister

The Church has a history of distrust against women. After all, the Church's historical antithesis is a woman and the religion's patron, while actually genderless, is mostly spoken of as being male. Still, the Church knows better and would not simply turn away women wanting to contribute to the Church's efforts. While the high hierarchy refused to grant the women the ability to obtain an important role, they did come up with a role specific for them; sisters.

Sister is the lowest rank in the whole hierarchy. Their tasks are similar to brothers beside the fact that they do not serve as scribes, as the Church doesn't trust them enough to write down history. Also, they maintain orphanages in settlements in which they exist. While sisters don't have the same work value for families, having one's daughter joining the sisters is still preventing making an alliance through weddings.

It is a rare occurrence for a noble woman to join the sisters as the alliance opportunity they grant is far too valuable, this is not the case for peasants since alliances isn't really a big thing at that social rank.

While sisters could not hope for a promotion as there are no possibilities of becoming a priestess whatsoever, recent events, namely the discovery of a male witch, has had the Church reconsider their structure. After all, if men can be witches, the distrust in women is no longer a valid reason to prevent their rise in the hierarchy. While no sister has actually been promoted to priestess yet, some have started to take up scribe duties and it's probably only a matter of time before a bishop dares break the ice and promote one to priesthood.

Templars

Templars do not really fit into the rest of the hierarchy as they fill a completly different role. Templars are the holy warriors of the church. That sub-organization is called the Inquisitorium.

Petitioners must undergo a series of tests, both of physical

prowess and religious knowledge. For this reason, most petitioners have either spent a lot of time at the church or are brothers or priests.

The petitioners are tested directly at the Cathedral of the Holy Flame, under the supervision of the great Templar. Those selected will undergo intense training until they are granted the title Templar.

The Templars stay mostly at the cathedral unless there is an ongoing crusade or inquisition. During crusade, templars serve as a separate armed force under the direct orders of the church. During inquisition, they wonder the lands in search of signs of witchcraft. In addition to their standard weapons, each templar wields an alchemical silver weapon, mostly a sword or a spear. These weapons are of deadly efficiency against the witches they hunt.

All these men are led by the High Templar, a veteran from within the ranks, promoted directly by the pope. The current High Templar is Simon Velton and he has occupied this position for the last 8 years. There are about 250 templars within the ranks.

No women are actually part of the Inquisitorium. High

Templar Velton seems to be open to the idea of training female recruits, but considers the Church is still months, if not years, away from such events as women are barely freeing themselves from the hold of sisterhood. Still, some female petitioners recently started to undergo templar training.

Prophet's Landing

When Prophet and his apostles settled down, amongst with other slaves, they founded a little settlement that would later become the seat of the religion.

Years later, the little hamlet has become a prosperous city, if not the largest of Eguras. Its fourteen thousands settlers are talented craftsmen, merchants and members of the religious order. Farmlands are found around the city and many produce grapes for the wineries.

The Cathedral of the Holy Flame

The Cathedral of the Holy Flame is the seat of the church's power, located in Prophet's Landing. The imposing structure towers over all the buildings men ever built. Its stone masonry walls are decorated with statues of priests, templars and colorful stained glass windows. The walls inside are filled with paintings depicting the stories the fall of the Midnight Empire and the life of Prophet, as well as the construction of the cathedral.

The building has a special wing for the archbishops and the pope to live in, as well as another wing for the Inquisitorium, which looks more like a barracks than a typical religious building.

Under the cathedral, accessed by a secret entrance known only to the Pope, his archbishops and well as the High Templar, are the Sanctified Catacombs, a place where people of their ranks are buried upon death. Stories have it the Prophet's body was been buried there when the cathedral was still in construction.

The Cathedral is a destination for pilgrimage for nobles and bishops alike. Sadly the common folk cannot afford to leave work duties aside to make the trip to Prophet's Landing and back.

Holy Symbols

The Church of the Creator has some holy items that anyone recognizes for their religious meaning.

The spear is pictured in many paintings of Prophet and his apostles fighting off witches. This weapon is easy to make in comparison to swords. It is pictured with a silver tip. Many Templars and monster hunters carry spears.

Due to its deadly efficiency against witches, silver metal holds a special place for the church. For this reason, most religious ornaments are made of silver in contrast with nobles' ornaments which are generally made of gold.

Witches are executed by a vast array of violent methods; beheading, drowning, and much more. But the most prevalent method of putting a witch to death is through fire. Pyres are erected in public places and witches are tied up to them and put on fire. The fire is believed to purify the body and soul before putting an end to life. Then, the spirit would be free of Lilithia's corruption and travel back to the Creator. Therefore, the fire is considered a holy symbol, to the point each priest wield an amulet representing fire. Each religious site, whether it's a grand church to the most humble shrine will have some kind of brazier that is burning all day long. The one at the Cathedral of the Holy Flame is an imposing one, and special oils burning inside give it a silver colored flame.

Inquisition

Since the fall of the empire, the Church has prepared itself for the eventuality of witches coming back from the wilderness but never actually had to face them, at least up until now. It all started when Arthur Turquois, inheritor of the throne of Theavan, was found dead. His chest was carved with symbols that were identified as witchcraft. Templars went and found evidence that one of the prince's servants, a young maiden was indeed a witch. She was burned before all the people. Her family, who opposed it and denied to have known anything about witchcraft, were all hanged on the public place, accused from hiding a witch in their home.

A few days after, another case came up, followed by another one. Over the course of a month, more than one hundred presumed witches were executed all over Eguras. Were they all witches? That is what the Church claims.

Since then, people are fearful, keeping a close eye on their neighbors, while trying to lay low. More women were sent to the church to join the sisterhood, their fathers fearing that they would be wrongly accused of witchcraft, bringing dishonor or maybe even death upon the family.

Recently, a man capable of witchcraft was found and executed. The fact that men could be witches had the Church even more on guard, and the fear in people's heart only grew bigger.

Holy Teachings

History is recorded within manuscripts and scrolls held by Church, and the clergy is the guardian of knowledge. Peasants, which represent more than 90% of the population, are illiterate for the most part and thus can't access these writings. In a world where history is held by a restricted group of people, it is reasonable to question whether the priests are telling the truth, or if the content of these books are actually reflecting what really happened. Prophet, Lilithia, the Creator...

Are these really facts or just the greatest lie of humanity? No one will ever know for sure. People either lack access to the information, the knowledge and education to analyze it or the time to spare. People simply follow the flow. After all, it's not like an individual, even a ruler, could fight the church on their own. Opposing the Pope would mean a straight ticket to Lilithia's domain.

In fact, most people do not even question religion and simply worship the Creator, finding comfort in the sermons, guidance and promise of a happy afterlife, and hoping not to be guilty of heresy.

Chapter 4: Witches

People capable of using dark magic, witches are something to be afraid of. Using voodoo dolls, hex bags, cauldrons and such items, they can unleash powerful curses and other fearsome effects.

Origin

Magic came to Sondara when Lilithia took form on the planet. Her cosmic essence allowed her to use some power unknown to men so far; magic. As she proclaimed herself as a witch, that magic was quickly named witchcraft.

Passing the Gift

Witchcraft is a gift that is passed by blood. Therefore, only ones that have Lilithia as their ancestor can access witchcraft. Contrary to what was believed for hundreds of years, witchcraft is not female-exclusive.

What is true though is that only women are capable of passing the gift. So while a female which might give birth to male witches, these men, once they breed, won't produce witches, unless the mother of the children is also a witch.

Despite the fact that witch mothers can give birth to male, the birth rating seems to go in favor of females. This leads to having more female witches than males. Also, the Church's research pointed that tendency. Therefore, the priests try to keep an eye on families with more daughters than sons.

Lost in Blood

Although magic is a gift that passes on from generation to generations there are cases when many generations of witchborn families may never become actual witches.

Sometimes, a witch won't teach their children to use magic. This may be the case if they died before their children reached emotional maturity to use it, or maybe the parent abandoned their child out of fear or obligation, like from adultery.

When that happens, it can take a few generations before one of the descendants actually discovers witchcraft but from that point, they could potentially teach witchcraft to all of their family.

Manifestation

Everyone descending from Lilithia has the potential to be a witch. Still, not all these people actually become full-fledged witches. Many of them will live and die without knowing they had that magic inside them. There are three ways for such a person to discover their potential.

First, the magic can be taught by another witch. It could be the potential witch's parent or another witch. Since witches must be careful about not getting discovered, they tend to not teach how to use the magic unless they can be sure that they will be able to stay hidden. For this reason, it's pretty rare for a witch to teach a young child as they are emotionally less stable and more likely to get caught. Investigation could lead to the teacher and this is a risk most witches won't take.

Second is exposition. Being exposed to something unnatural, such as witnessing either a magic spell, a supernatural creature or even a witch burning can awake a person's inner witchcraft.

Finally, it seems that strong emotions can also reveal a person's power. Strong negative emotions such as hate, rage and treason are the most likely to awake the magic.

Witches in Society

People blessed (or cursed) with the blood of Lilithia have to be extra careful within society. When they realized they are capable of magic, they are drawn to use it to make their life easier. In a society where they face harsh conditions, cruel lords and brigand activities, it is tempting to use supernatural powers to get rid of a rival or improve their own condition somehow.

Since society, and mostly religion, has associated witchcraft with evil, these people must be careful to not get caught. Therefore, they try to restrict themselves from using magic. Fortunately for them, many of their spells can help them to stay a step ahead of the inquisition.

For most witches, magic does not affect their ambition. Many witches simply want to live a happy life, have a spouse they could love and breed children. But, like their normal counterparts, some are attracted to power and these witches are really good at getting into the important spheres of society due to their magic.

At some point in a witch's life, they are likely going to be discovered. Should that happen and if they manage to escape being hunted down, witches mostly use their polymorph magic to acquire a new appearance and start a new life.

Those who can't handle the stress of living amidst civilized society, full of eyes that may uncover their secret lineage, will leave it to make their home in the wilderness. These witches tend to choose inhospitable and recluse locations to keep curious people at bay. Therefore, many exiled witches can be found in swamps, mountain caverns and underground.

Lifespan

Witches' blood confers them an extended lifespan. In fact, unless they fall ill or are being killed, witches can mostly live indefinitely. For those living in society, this requires magic tricks. Once they are old enough to be expected to die, they generally vanish, change their appearance with their polymorphic spells to retain a younger appearance, and pass as a completely different person. Old witches have usually lived long enough, with multiple identity changes, to see the rise and fall of multiple rulers.

Covens

Since it's mostly a family thing, most witches tend to personally know others with the same abilities; mostly their witch parent, siblings and children. When witches either live together or gather frequently, it is called a coven. Due to family structure, a coven means generally a gathering of all the witch members of a family.

Sometimes, witches unrelated by direct family links become aware of each others' existence. Banding together is a risky but not uncommon practice for witches. Covens including multiple families are able to share even more knowledge and power.

Witches and Evil

While Lilithia is the equivalent of real life's Satan and witches would mostly be the equivalent of demons, it's not true that all witches are actually evil. Witchcraft itself is not evil, despite what the Church of the Creator claims.

Sadly, being a witch generally leads to this path at some point. Being able to use magic leads to using it. This leads to suspicion from the church and being tracked down. Survival against the Inquisition will likely lead to either getting caught or being executed, or to murder the hunters. And once you killed and realize you get away with it, you are more likely to commit such an action again.

Still, some witches really want to avoid becoming a "spawn of evil". Since most of the spells in their arsenal are dark and grim in nature, they serve few purposes for a would-be good witch. Therefore, these "white witches" as they call themselves try to avoid using magic whenever possible.

On few occasions, witches to be executed claimed they never used magic for evil deeds. Whatever it's true or not, the church simply doesn't take the chance and judge that magic is inherently evil and put every witch down, regardless of their nature.

Warlocks

Since the fall of the Midnight Empire, the Church, as well as all people, always thought that witchcraft was a woman's thing. This justified the "men only" policy of the religion's organization. Some recent events though conducted to the discovery of a male witch, known as warlock.

Two years ago, the king Willard, ruler of the Trimira kingdom died from suspicious circumstances. Needless to say, inquisiters were brought in but failed to find the murderer, even though signs of witchcraft were found. Prince Philip, which was one year short of age, could not be crowned yet. Therefore, it came up to Margaret, the queen to take over the throne. Her short reign was far more pleasant to the population, as she was less corrupted by power than her husband.

A year later, she had to step aside to let her son Philip rule the kingdom. Philip was an arrogant and cruel ruler, taking council mostly from Wesley, the court's bishop with no regard for his mother. Margaret investigated the bishop, hoping to find something of the man's true agenda, or even evidence to kick him out of the court. What she found was even more surprising. The bishop was indeed a warlock. She witnessed him actually practicing a magic ritual as she spied on him. After gathering proof, she made a trip to Prophet's Landing and went through to the pope directly.

Responding to the accusation, High Templar Simon Velton investigated the case personally. The bishop was found guilty of witchcraft, arrested and put to fire after a torture session in which the Inquisitorium tried to get more information about warlocks. Sadly, they did not learn anything back then.

With the bishop out, Philip was even more uncontrollable and soon, he arrested his own mother for treason as she opposed his decision to raise taxes even more. After being locked and beaten for days, he brought her out to the public place to execute her. But the people remembered how much of a better ruler she was. During the execution ceremony, the people's unrest led them to take arms. They captured Philip and freed Margaret. Even some of Philip's guards turned against him. Later that day, Philip was executed as per Margaret's order, burned as a witch for, as she claimed, his soul was corrupted by the former witch bishop.

Since then, Margaret became the rightful owner of the kingdom and she brought back peace to her people.

Chapter 5: Supernatural Beings

Exposition to Magical Energies

Magic is in the blood that all witches share. Each time a spell is cast, some magical energy lingers even though the spell's effects ended. When a witch is killed, their magic is freed from their body and persists where they died.

Exposure to magical energies can have a lasting impact on all life forms. Fortunately for the slaves of the ancient Midnight Empire, the lingering magical energies were weak at best and their impacts were mostly harmless.

But when Prophet killed Lilithia, all her magic filled the landscape, hitting everyone that survived the war. Prophet felt the threat to his people and led them away to safety.

Mutations

Years may have passed but Lilithia's magic still fills the ruins of the crumbled empire and are as strong as the day Lilithia died.

Being exposed for prolonged time to the energies corrupts the body, not unlike modern-day radiation. Normally, a brief exposure, like delving into the Midnight Empire ruins for a day or two, might spare the adventurers but there is no guarantee. The effects are unpredictable and different from one subject to another.

Humans tend to become feral, lose their intelligence and revert back to primal instincts. Their bodies are morphed into aberrations; additional limbs, eyes, mouths, etc. The more energy they are exposed to, the more horrific and unsettling the form. For those that only have been slightly exposed, minor changes can occur, and the corrupted humans can sometimes pass as normal beings. Even in these case, their mind is afflicted. While they could retain their intelligence, their soul is most likely filled with evil energy and intent.

Animals and insects tend to grow fiercer. Their natural weapons are improved and their whole body tends to grow bigger and more resilient. Some even develop a superior intelligence, turning them into super predators.

Many plants will wither after prolonged exposition to magic, but it is not always the case. Some plants will grow in size or change and become more dangerous; growing poison fruits or unleashing toxic spores. Finally, some plants are given some semblance of sentience and can move and hunt to feed themselves off animals and unwary travelers.

Mutations are not always handing powers and capabilities to the life forms it corrupts. Sometimes, people and animals will simply fall sick and die in pain as their body stop functioning properly.

Corrupted animals and humans are normally, but not always, unique in their genre and are unable to produce offspring. Even two individuals being exposed at the same time

for the same period might produce completely different creatures.

Beyond physical transformations that are obvious, the supernatural beings have increased lifespan and, in certain cases, their metabolism won't follow the same rules anymore; some creatures may live the rest of their life without the need for sleep, other might have an unlimited appetite, and so on.

Lilithia's Essence

Beside mutations, Lilithia's magic has two drastic effects on the corrupted.

First, the afflicted being will develop evil motivations against humans. For the feral creatures, this means hunting and preying on humans, making sure to instill terror. For those who kept their intelligence, this could translate as a hunger for power and dominance over humans beings. Such supernatural beings could try to climb up the ladders of the social ranks via manipulations and deception then use their power and influence to fulfill their secret agenda, which is mostly the degradation of human beings. They may become sadistic, cruel, violent, and experience multiple psychotic phases.

Second, the mutation carries Lilithia's weakness; silver. This metal is the anathema of the mother witch, and the same goes for every corrupted creatures. Should silver touch the blood of a creature, or the chlorophyll for plants, some supernatural reaction occurs and is felt throughout the body. For the corrupted, this feels as if their blood is literally boiling inside their body. Unfortunately for those who would like to expose these nefarious beings, a mere contact with the body is not enough though. A templar or inquisitor cannot simply shake hands with people while wearing a silver ring and hoping for a reaction should he touch a witch.

For this reason, everyone expected to deal with witches and these supernatural beings should arm themselves with an alchemical silver weapon. Since these weapons are less efficient overall than their steel counterpart, even these people, mostly templars and monster hunters, tend to keep a steel weapon handy to deal with mundane humans and animals.

The Damned

While the exposure to Lilithia's energy can create a limitless variety of vile creatures, the Church have categorized few of them as the Damned. These are humans that were corrupted but retained their consciousness. Therefore, they are knowingly witnessing their own degradation. According to the Church, these people have their soul corrupted to the point they will not join with the Creator pon their death or destruction.

Needless to say, the damned are equally hunted as the other creatures. They tend to be even more dangerous than their feral counterpart as they can pass as humans and integrate the society.

Grave Walkers

Once a human have been exposed to Lilithia's essence, mostly through witchcraft or interacting with any supernatural being, they run the risk of carrying the Grave Walker's curse. Upon their death, their soul won't leave their body. It grows corrupted overnight and on the next dusk, the body is reanimated into this abberation of unlife called the Grave Walker.

Grave Walkers are undead, as their metabolism cease to function normally. They are animated by the Mother Witch's essence and do not need to maintain their body like living beings. A newly awaken Grave Walker is physically indistinguishable from their previous life. Then, over the course of the following month, their skin loose in color and they become pale. Their hair turns either black or white and their eyes are clouded by white veil.

Unlike other kinds of the Damned, Grave Walkers cannot spread the curse effectively. A human exposed to a Grave Walker has the same chances to contract the curse as it if was any other corrupted creatures.

For those actively tracking supernatural being, namely templars and monster hunters, the risk of becoming a Grave Walker upon dead is bigger than for the rest of the population. To prevent this abberant transformation, the Church has liquid silver being cast into the mouth of the deceased. Since this pratice is expensive and not easily practicable outside the settlements, templars on the hunt carry a spiked silver medaillon. Upon their death, their comrades insert the medaillon inside the mouth of their fallen friend. Should the body revives as a Grave Walker, the spikes would puncture the creature's throat and the Grave walker would die quickly. While this ritual won't save the soul, it prevents the dead body from becoming a spawn of Lilithia. Monster hunters on the other hand lack companions most of the time, preventing them from using such protection.

Despite all this, being inflicted by the Grave Walker curse is a rare event and most people, even those who actively confronted the supernatural beings find a restful death.

Since they are hunted by the Church and monster hunters, most Grave Walker live recluse in the wilderness. Still, some of them are ressourceful enough to hide themselves into settlements, using heavy garments and makeup to hiden their true nature.

Werewolves

Stories of these shapeshifting creatures date back from the foundation of the kingdoms ages ago and to most people, these are just horror tales. The Church knows better as their templars already engaged these dangerous hybrid creatures.

According to the Church, the first lycanthrope was created when a corrupted wolf from the Mightnight mountains preyed upon a farmer, cursing him. The man survived and developed a capability to shift between human and werewolf form. From there, he became feral and attacked other settlers, passing the affliction to even more people.

The affliction is passed through wounds cused by the werewolf's teeth and claws. Once a person is infected, they will turn into hybrid form on the next full moon. At that time, they will revert to predatory mindset and prey upon as many humans and animals as possible, feeding off the corpses. As dawn comes, they revert back to their human form, without memories of their transformation.

With time, lycanthropes realize they are afflicted and will gain control over their body, allowing for voluntary transformation. Even for theses seasoned werewolves, the call of their inner beast is stronger than their humanity and they are prone to transform into animal whenever they are threatened, wounded or experiencing strong emotions.

Due to their unpredictable transformations, lycanthropes avoid cities, preferring to live in packs in the wilderness.

Of all the damned, werewolves are the only ones capable of breeding, creating natural lycanthropes.
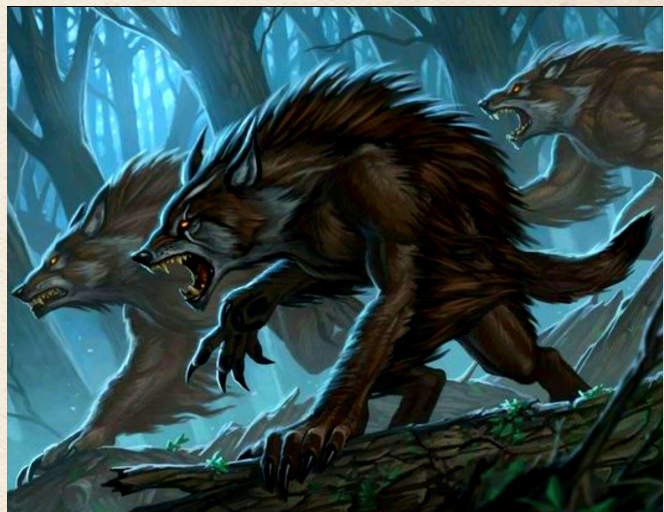
Vampires

Vampires are the most feared of the townfolk. These creatures are capable of infiltrating perfectly the society, preying in the dark while avoiding detection.

Vampires appeared not long after Lilithia's death, leading to think that exposure to her lingering essence was enough to turn someone into these creatures of the night.

Vampirism is spread through blood. To turn into a human into a vampire, a vampire must proceed to a blood exchange. This takes effect when the human drink the vampire's blood, and the vampire drink the human's. Since vampires value their secrecy, they are not looking to spread the disease more than they feel necessary. In fact, most victims to this affliction are volunterring.

Sometimes, a vampire bonds with a human, may it be a lover or a close friend. Transmitting the affliction might be the only way to save the person's from a disease from which they would inevitably die or simply to avoid the passing of time.

At its core, a vampire is an undead. Upon transformation, the metabolism stops and Liltihia's magic takes over. Vampires do no age and are immune to most human illnesses. Vampire facial features tend to become more alluring upon transformation. Vampires develop a set of abilities that makes them good at manipulating people, as well as being stealthy. These combined abilities make them extremely dangerous and allow them to climb up the social ranks while avoiding the inquisitors' detection.

Stories about vampires gave them a bunch of abilities and characteristics, most of them are actually made up facts. Here are some facts that the Church have observed.

Sunlight is deadly to vampires, though they can cover themselves to get out at day. While they can rest, vampires do no need to sleep and when they do, they do not need a coffin. Garlic have no more effect on vampires than on humans. They can enter a house uninvited. A vampire can be killed in combat without the need of a wooden and stake, though this method is very effective. Vampires do drink blood with the help of their prominent canines. Ancient vampires have shown to have developed telepathic abilities.

Chapter 6: Factions

The Church and the Inquisitorium are not the only organizations around Eguras. While they are less important in size, some other groups play a role in the grand scheme of events.

Here is a brief description of the other factions of the world.

Midnight Cult

Even though Lilithia was defeated and is known for enslaving the world, some people actually willingly worked with her, enforcing her cruel laws. When the empire crumbled, these people had to flee to avoid getting killed during the rebellion.

Still, some managed to come back afterward, passing for survivors and helping to build the settlements. Their devotion and worshipping of Lilithia survived the years and generations. Even today, there are people thinking Lilithia is a better figure of worship than the Creator.

The cult is spread thin around the world. Here and there, there are secret hideouts, when the cultists gather to worship their "goddess".

It's hard to tell for sure how big the cult is as each cell ignores the locations of others. In fact, the Midnight Cult hierarchy is similar to feudalism, in which a vassal would be unaware of their lord's location and position in the hierarchy, as well as the presence of other vassals.

Each cult cell is led by a leader, called a Hand. Information is passed down to Hands by a superior called a Scion. It is unknown how many Hands reports to a single Scion, but the Church estimates this number to be around ten. It is unknown exactly for the time being how deep that hierarchy stretches, but the investigations the Church has led so far seem to indicate that the grand leader of this whole organization is called the Specter.

Midnight Cult activities are basically anything that sabotages the Church's efforts. This includes hiding witches, blackmailing religious figures, infiltrating the government to corrupt nobles, and murdering inquisitors and templars.

Monster Hunters

The recent sightings of horrific creatures has created a need for a specific type of soldier, strong willed and brave enough to face these atrocities.

While not technically an organized group, monster hunters sometime comes together to fight off dark creatures. When they meet each other, they trade information about their experience and the kind of creatures they fought.

Monsters hunters are somewhat easy to identify as they wield the same silvery weapons as the templars. The need for mobility and stealth generally makes them wear lighter armors while the templars love to show off in their brilliant ornamented plate armors.

Monster hunting is a hard job, and also one that doesn't come with a big workload. There is not always to a monster to be fought everyday, yet monster hunters have to make a living. Most of them double up as mercenary soldiers, taking any other job that pays well. For this reason, monster hunters can be seen as a noble's elite guard, a sword for hire or even a brigand.

While it's true that most monster hunters treat each other well as they respect the risks they take by hunting the aberrations, it is not unheard of for monster hunters fight each other for various reasons, as could any two people.
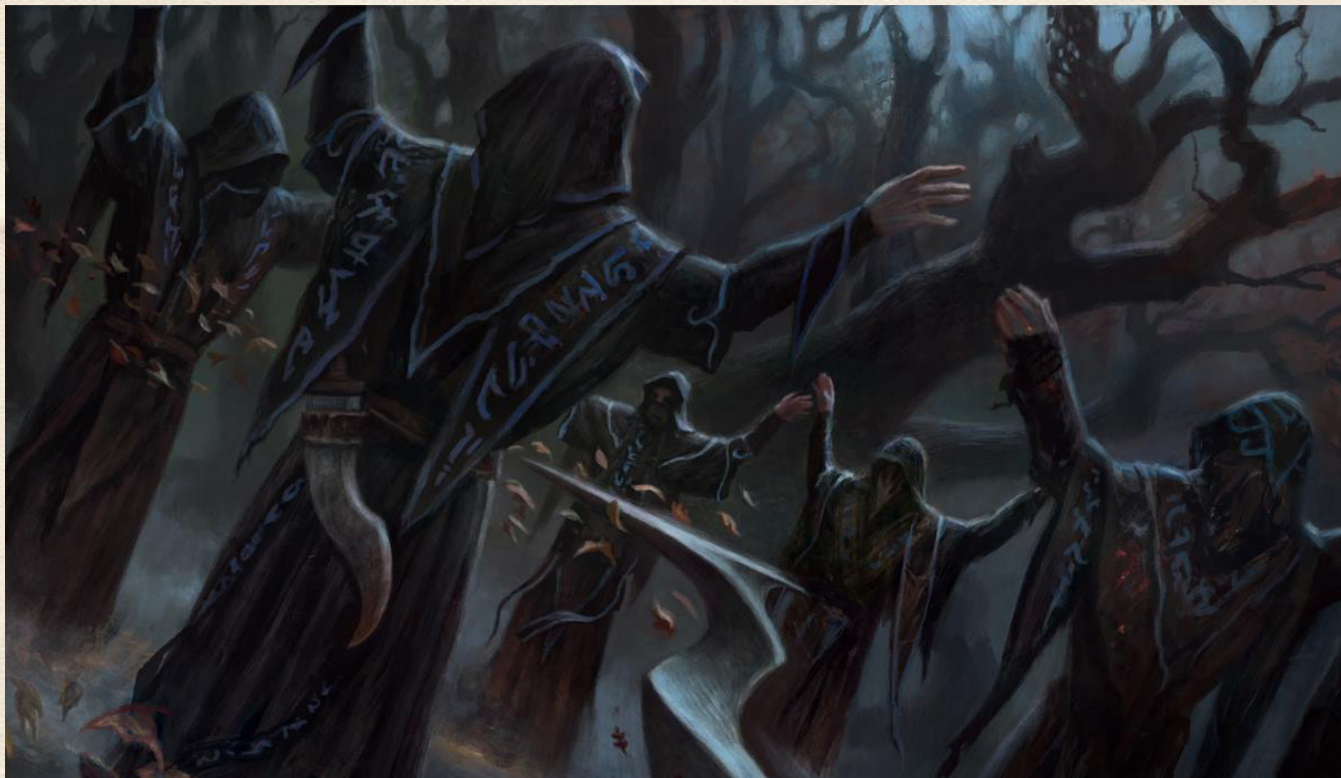
Chapter 7: Timeline

To easily get a better picture of the importants events of the Inquisition setting, here is a timeline of the history of Sond-ara. Topics are only briefly explained as they are featured in detail elsewhere in the document.

The year 0 marks the defeat of Lilithia and the liberation of the empire's slaves.

-???   Lilithia takes over the continent and establishes the Midnight Empire.

-20   Birth of Prophet.

-1   Prophet receives the vision of the Creator. He incites rebellion among the slaves.

0   Lilithia is defeated at the hands of Prophet at the top of the Migdnight Tower. Prophet and his apostles travel to the West and establish Prophet's Landing.

1   The construction of the Cathedral of the Holy Flame begins.

2   Prophet dies.

1,291   Pope Abraham XIV is nominated.

1,292   Arthur Turquois, inheritor of the Theavan's throne is found dead. Investigation led to witchcraft. This is the first witch sighting of the new era. This event triggers the Inquisition, leading to many witches or would be witches to be executed.

1,296   King Willard of Trimira is murdered. Investigation reveals witchcraft but the witch isn't found. Queen Margaret is nominated as the steward for a year, after which her son prince Philip will take over.

1,297   Philip is crowned king of Trimira. He is under the influence of the court's bishop, Wesley. Margaret exposes Wesley's warlock powers to the Inquisition. Wesley and Philip are executed as Margaret is proclaimed new ruler of Trimira.

1,298   Present Day

Chapter 8: Gazetteer

Overview

The world of the Inquisition is left somewhat vague to accommodate every campaign. In a world with a large landmass but no rapid means of movement and no magic, a complete and detailed map doesn't feel that necessary.

Every GM could potentially create his whole set of baronies and duchies, including their lot of forests, caverns, lakes and it could still fit the planet on Sondara.

Despite the lack of details for every place in the world, below is still some global information about the world.

Sondara

Sondara is a planet of about the same size as real-life Earth. Its climate, water surface are also of comparable proportions. Also, like our planet, Sondara has a single moon.

Eguras

The Inquisition campaign setting takes place mostly on the continent Eguras, which includes "known civilization". The eastern part of Eguras is filled with a vast mountain range known as the Midnight Mountains. The rest of the continent is surrounded by seas and a small numbers of islands.

Eguras is about the size of Europe and is currently run by nine different kingdoms. The nine kingdoms are Astala, Biris, Esnad, Fegary, Moscor, Siven, Theavan, Trimira and Wroven.

In addition, there is the single city-state named Prophet's Landing, where Prophet founded the first free settlement and church.

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Detailed World

Having a vague description of the world and the lack of world map is not intended to be final. As the setting is playtested, settlements and notable cities and NPCs are created, they will be added to the book.

For the time being though, I wanted to have the document released to test the rules even though the world is not fully fleshed out.

</div>

Example Settlements

Below are examples of settlements you can use for your campaign.

Fallwood

Affiliation: Oak Grove County, Ciaveth Duchy, Kingdom of Theavan
Population: 700
Ruler: Baron Edgard Greythrill
Exports: Wood, Furs
Imports: Livestock, Metals, Tools, Food, Stone
Rarity Modifier: +2
Notable NPCs: Baron Edgard Greythrill, Father Jules, Geralt Longarm (Local blacksmith)
Points of Interest: Church, Greythrill's mansion, Hunters' Hall.

Overview

Fallwood is a frontier village that was established recently. Under the rulership of the Greythrill family since its foundation,

the land was granted to knight Raymond Greythrill four generations ago for his loyal service to the count of Oak Grove.

The name "Fallwood" has in fact nothing to do with the season but comes from "Fallen Wood". When the Greythrill first settled there, it was already foreseen to become a major forest exploitation and the first settlers were all lumberjacks. But as the settlement needed to grow food and tools, some other settlers came in to expand its market.

The ruling family lives in the humble **Greythrill Mansion**. While its foundations are made of imported stone, most of the building is made of locally harvested wood. Around the mansion is a courtyard filled with mostly maple trees. Then, a road leads to the village a short distance away. The village itself counts only few buildings.

One of its main buildings is the **Hunters' Hall**. This building was the first to be built back at the village's foundation, before even the mansion. The first settlers built this grand building to stock food, house builders, having meals and shelter themselves from inclement weather until houses were built. Today, it is mostly used as a common hall. Events such as festivals and weddings take place there. The place is decorated with many hunting trophies.

Each Sunday, people can gather in the village's **Church**. The building, while small for its type, is still large enough to house all of the community, despite being cramped if everyone attends to **Father Jules**' sermon at the same time.

Surrounding the Hall and the Church, there is a blacksmith, where **Geralt Longarm** is hammering iron all day long. There is also a trade post and houses. The people living there are mostly woodcutters. Then, farther away are many farms as Fallwood is developing its agriculture, hoping to become more autonomous.

The Greythrill Family

The current leader of the family is **Baron Edgard Greythrill**. He lives at the mansion along with his wife **Rosa**, his wounded brother **Howard** and with his kids.

Edgar's eldest son, **Henrik**, died of disease few years ago, leaving his second son, Thomas, as the inheritor. He also had a third son, **Bradyn**. All of these sons were of a previous marriage.

Since her beloved wife passed away, Edgard's father arranged a marriage with Rosa, some neighbor baron's daughter. Edgard never really loved her but the marriage provided some good relations and allowed Fallwood to get an economic boom that kicked it from being a simply gathering of lumberjack shacks to a small but yet profitable forest exploitation.

From Rosa, he had three children, a girl named **Elizabeth**, another one name **Serena** and recently, a little boy named son named **Brant**. Since the relation between Edgard and Rosa never been one filled with love, the relation between the children from Rosa and the sons of the previous baroness was not the best one and some rivalry was present.

The baron's brother, Howard, mostly ended up being the paternal figure for the three later kids. There are even rumors about Howard and Rosa having an affair. The man had lost a limb in a previous war and now lives mostly as the baron's advisor.

Prophet's Landing

Affiliation: Church of the Creator
Population: 14,000
Ruler: Pope Abraham XIV
Exports: Wine, Silk
Imports: Silver, Wood, Stones
Rarity Modifier: -1
Notable NPCs: Pope Abraham XIV, High Templar Simon Velton
Points of Interest: Cathedral of the Holy Church, The Sanctified Catacombs, Prophet's Manument, White Fox Winery

Overview

Prophet's Landing is the largest settlement across Eguras. It was founded by Prophet soon after he defeated Lilithia's and now has fourteen thousands souls living within.

The central building, the **Cathedral of the Holy Flame**, is the siege of the Creator's religion. The structure towers over the rest of the buildings in the city. The pope, as well as the archbishops and templars live in the Cathedral in dedicated wings. In the great hall stand the silver brazier, filled with special burning oils that gives a silvery flame, symbol of the holy metal that allowed Prophet to defeat Lilithia the Mother Witch.

Below the cathedral are the **Sanctified Catacombs**. The entranceto this section of the Cathedral is kept secret; only the Pope, the High Templar, and the archbishops know how to access it. Not much is known about it as those who visited it do not talk about it. The only thing that is sure is that past popes, archbishops and high templars are buried there upon their death. Rumors have it that the corpse of Prophet is also kept inside the catacombs. Other rumors also have it that the catacombs would have more hidden rooms and would also hold ancient with artifacts from the Midnight Empire...

Prophet's Monument is a marble statue standing in a large park area in the city. It represents the combat between Prophet and Lilithia. Prophet is holding a spear that is piercing the witch's heart. In this sculpture, Prophet is wearing simple clothes as well as manacles with broken hanging chains at his wrists and angles.

There are multiple vineyards around the city. But one of them has much more success, and that is the **White Fox Winery**. Having made a deal with the archbishops to serve as the exclusive provider of the cathedral, this has given them a reputation boost. All around Eguras, nobles have a few bottles of White Fox Wine in their cellar.

Theocracy

Prophet's landing has no lord unlike the other states of Eguras. The Church holds some council where the archbishops act the city's administrators. The main difference between this theocracy and the monarchy of the kingdoms is that the archbishops mostly have the interests of the Church as their priority, and they have no actual rivals. While the lords have a legacy to maintain and have to compete with the other lords, the Church is all powerful and influent and richer than any other entity.

Its administrator is thus more permissive than the typical lord. Permits are handed to merchants and the wealthy for buildings projects, land ownership and such. As soon as the city can benefit from it, it is typically doable. That does not mean that life is always better though. Being closer to the Church means being closer to the templars, acting as city guards. Since the declaration of the Inquisition, some people have left the city fearing that the Church might judge them wrongly and execute them.

Pope Abraham XIV was nominated seven years ago. The year after, he launched the inquisition following the murder of Arthur Turquois by a witch. Abraham is now 63 years old.

Close to the pope in term of influence is **High Templar Simon Velton**. This stern man have been training recruits for years and coordinated the numerous recent witchcraft investigations. Velton is a zealous man and will know no rest until the inquisition ends when the last of the witches will have been found and executed.
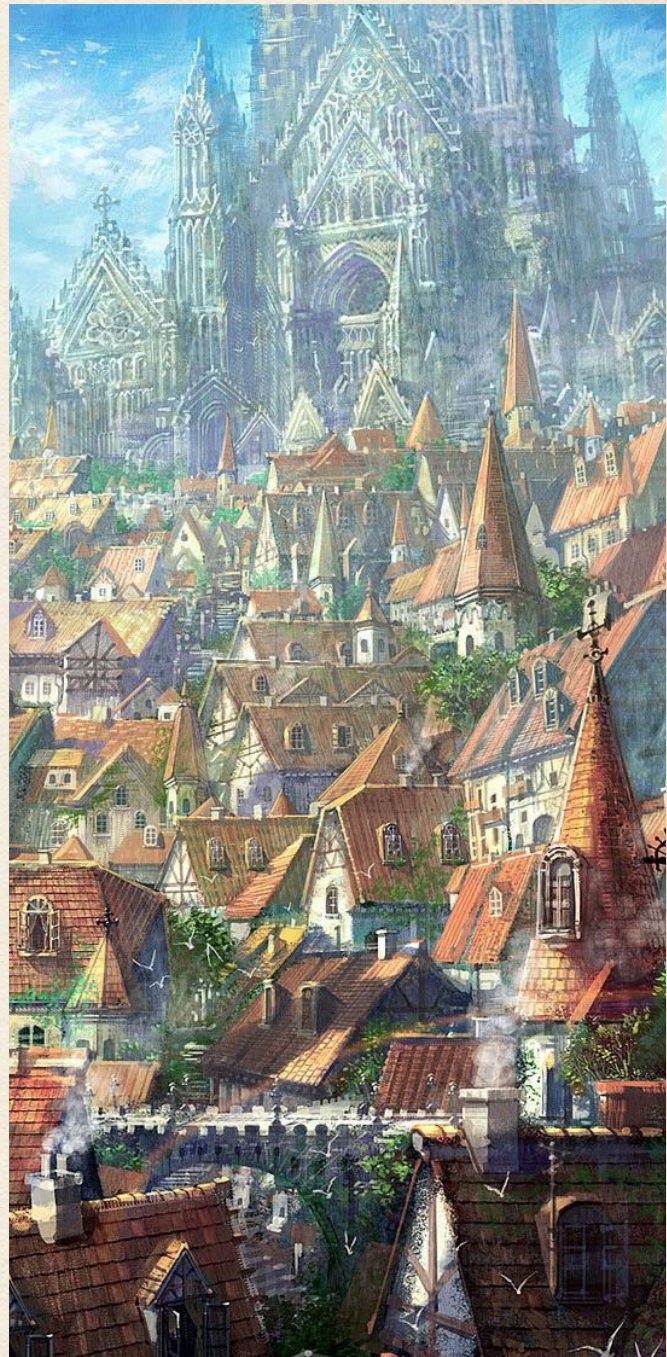
Part 2: Rules

Chapter 9: Character Creation

Archetypes

Here are the archetypes available for characters. Note that the Witchborn archetype is apart from the rest.

Commoner

Commoner archetype represents the average person of the world. This archetype is balanced and can fill any career.

2 BRAWN	2 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE

- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Starting Skills:** A Commoner starts with one rank in two non-career skills during character creation. They obtain this rank before spending experience points, and may not increase these skills above rank 2 during character creation.
- **Ready For Anything:** Once per session, you may move a Story Token from the Game Master's pool to the Player's pool.

Laborer

Laborers are the hard workers, spending all day doing physical and demanding tasks, like farming, woodcutting, carrying, building, mining, etc. Their hard work made them tougher but they tend to have be less educated.

3 BRAWN	2 AGILITY	1 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE

- **Starting Wound Threshold:** 12 + Brawn
- **Starting Strain Threshold:** 9 + Willpower
- **Starting Experience:** 95 XP
- **Starting Skills:** A Laborer starts with one rank in Athletics during character creation. They obtain this rank before spending experience points, and may not increase Athletics above rank 2 during character creation.
- **Tough as Nails:** Once per session, your character may spend a Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as "01."

Acrobat

Acrobats are found amongst all the social caste. They have an above average hand-eye coordination and are naturally deft. They tend to favor work requiring precision rather than brute force.

1 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE

- **Starting Wound Threshold:** 9 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Starting Skills:** An Acrobat character starts with one rank in Coordination during character creation. They obtain this rank before spending experience points, and may not increase Coordination above rank 2 during character creation.
- **Deft Evasion:** Once per session, your character may spend a Story Point as an out-of-turn incidental when they are the target of a Combat check. If they do so, the difficulty of the combat check becomes an opposed check against the Acrobat's Coordination skill instead of the normal difficulty. Other modifiers, such as cover and defense still apply.

Intellectual

While the largest portion of the people live by working hard physical tasks, the more educated and skilled use their creativity and intelligence to make a living.

2 BRAWN	2 AGILITY	3 INTELLECT	2 CUNNING	1 WILLPOWER	2 PRESENCE

- **Starting Wound Threshold:** 8 + Brawn

- **Starting Strain Threshold:** 12 + Willpower
- **Starting Experience:** 85 XP
- **Starting Skills:** An Intellectual character starts with one rank in a Knowledge skill of its choice during character creation. They obtain this rank before spending experience points, and may not increase that Knowledge skill above rank 2 during character creation.
- **Brilliant!:** Once per session, your character may spend a Story Point as an incidental. If they do so, during the next check they make during that turn, you count their ranks in the skill being used as their Intellect.

Survivalist

Not all people live in the communities; some spend their life in the wilderness, whether it's by choice or obligation. Whether it is forests, mountains, swamps or even desert, survivalist excel at living off the land and surviving harsh weather of the world.

2	2	2	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNNG	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Starting Skills:** A Survivalist starts with one rank in Survival during character creation. They obtain this rank before spending experience points, and may not increase Survival above rank 2 during character creation.
- **Natural Instincts:** Once per session, your character may spend a Story Point as an incidental after making a skill check. If they do so, they may reroll any number of dice not showing a ✡ or ✗, up to a number of dice equal to their Cunning score.

Devotee

Religion is really important in the lands and its influence is so that many people are raised by the Church of the Creator. These people have even a stronger faith than the common folk and generally a stronger will.

2	2	2	1	3	2
BRAWN	AGILITY	INTELLECT	CUNNNG	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 9 + Brawn
- **Starting Strain Threshold:** 11 + Willpower
- **Starting Experience:** 90 XP
- **Starting Skills:** A Devotee character starts with one rank in Discipline during character creation. They obtain this rank before spending experience points, and may not increase Discipline above rank 2 during character creation.
- **Strong Willed:** When rolling a fear check, add ⋀⋀ to the check.

Aristocrat

Some people were blessed to be born and raised in a wealthy family. Learning manners and etiquette, they tend to spend their life not far from the court, when not part of the nobility themselves.

2	1	2	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNNG	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Starting Skills:** An Aristocrat starts with one rank in Cool during character creation. They obtain this rank

before spending experience points, and may not increase Cool above rank 2 during character creation.

- **Forceful Personality:** Once per session, your character may spend a Story Point as an incidental. If they do so, during the next skill check they make during that turn, your character doubles the strain they inflict or the strain they heal (you choose before making the check).

Witchborn

Witchcraft is a gift passed by motherly blood. Any character born from a witch has to take this archetype. While not all Witchborn characters become actual witches, they all have that potential in them. Witchborn can be found in all communities as well as any social rank. Some may spend normal lives while other focus on mastering their magic heritage.

1	2	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 8 + Brawn
- **Starting Strain Threshold:** 11 + Willpower
- **Starting Experience:** 90 XP
- **Starting Skills:** A Witchborn starts with one rank in Deception during character creation. They obtain this rank before spending experience points, and may not increase Deception above rank 2 during character creation.
- **Silver Anathema:** When attacked by alchemical silver weapons (See Gear and Equipment Craftsmanship), the weapon gains either Burn 2 item quality or have its existing Burn quality increased by 1. The burning is upernatural in nature and so cannot be stopped by jumping into water nor by rolling on ground.
- **Witch Blood:** Once per session, your character may spend a Story Point as an incidental. If they do so, they may voluntarily suffer up to 2 wounds to heal twice that number in strain.
- **Witchcraft:** Witchborn is the only archetype than can make use of the Witchcraft skill and increase it.

Career

Entertainer

Entertainers are skilled artists, actors or musicians. Whatever their talent is, if they are good enough, their trade might bring them to some noble's court for private shows. Some of them even have secret agendas once they are within the walls of the castle.

The Entertainer counts the following skills as career: skills: **Charm**, **Coordination**, **Deception**, **Discipline**, **Leadership**, **Melee**, **Skulduggery**, and **Stealth**. Before spending experience during character creation, an Entertainer may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with an Entertainer character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Dagger or Staff
- Fine Cloak or Padded Armor
- Health Elixir or Smokebomb Vial
- Musical Instrument or Thieves' Tools
- 250 Silver Crowns

Fence

Fences are merchants specialized in dealing with thieves and brigands. Their trade includes stolen and illegal goods. A good fence is basically someone who will buy anything without asking too many questions and know where to sell hese stolen goods.

The Fence counts the following skills as career: skills: **Charm**, **Cool**, **Discipline**, **Knowledge (Geography)**, **Deception**, **Negotiation**, **Streetwise**, and **Vigilance**. Before spending experience during character creation, a Fence may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Fence character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Dagger or Cestus
- Fine Cloak or Leather Armor
- Thieves' Tools or Merchant Scale
- Health Elixir or Smokebomb Vial
- 275 Silver Crowns

Herbalist

These herb specialists fill the role of doctors within the world of Sondara. There are as good for gathering their ingredients as they are at processing them into elixirs.

The Herbalist counts the following skills as career: skills:

Alchemy, **Discipline**, **Knowledge (Geography)**, **Knowledge (Lore)**, **Medicine**, **Resilience**, **Survival**, and **Vigilance**. Before spending experience during character creation, an Herbalist may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Herbalist character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Apothecary's Kit with three Herbs of Healing or Alchemist's kit
- Dagger or Staff
- Heavy Robes or Vial Belt
- 125 Silver Crowns.

Hunter

Most of the world is yet unexplored and awaits explorers and settlers. Hunters are the outdoorsmen, sneaking through uncharted territories, bringing back hunting trophies and charting the land.

The Hunter counts the following skills as career: skills: **Athletics**, **Cool**, **Coordination**, **Ranged**, **Knowledge (Geography)**, **Stealth**, **Survival**, and **Vigilance**. Before spending experience during character creation, a Hunter may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Hunter character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Bow.
- Heavy Robes or Padded Armor.
- Extra Quiver or Health Elixir.
- Bear Trap or Map.
- 105 Silver Crowns.

Knight

Trained military, knights have acquired some renown and have been granted riches by their lord. Symbols of honor and dedication, knights are models for the young folk dreaming of heroic deeds.

The Knight counts the following skills as career: skills: **Athletics**, **Charm**, **Discipline**, **Leadership**, **Melee (Light)**, **Resilience**, **Riding**, and **Vigilance**. Before spending experience during character creation, a Knight may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Knight character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Sword and shield or Greatsword or Halberd.
- Leather Armor.
- Health Elixir or Bottled Courage.
- 150 Silver Crowns.

Merchant

In a medieval world such as Sondara, each village produces a variety of goods while lacking some others. Merchants are mostly the ones carrying all these goods around the settle-

ments, while making a fine profit out of it.

The Merchant counts the following skills as career: skills: **Charm**, **Cool**, **Discipline**, **Knowledge (Geography)**, **Knowledge (Lore)**, **Negotiation**, **Perception**, and **Vigilance**. Before spending experience during character creation, a Merchant may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Merchant character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Fine Cloak.
- Dagger or Staff.
- Merchant's Scale.
- Map.
- 340 Silver Crowns.

Monster Hunter

Stories of weird creatures are recent in the world of Sondara. Still, some brave and foolhardy people roam the world to root out such creatures, calling themselves monster hunters. They're basically swords-for-hire, but as templars, they carry alchemical-silver weapons. Since monsters are not that common, and some of these stories prove to be nothing but rumors, monster hunters tend to get conventional mercenary jobs as well to earn their living.

The Monster Hunter counts the following skills as career: skills: **Discipline**, **Melee (Heavy)**, **Knowledge (Forbidden)**, **Ranged**, **Perception**, **Resilience**, **Survival**, and **Vigilance**. Before spending experience during character creation, a Monster Hunter may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Monster Hunter character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Silver Pike or Silver Spear.
- Padded Armor or Heavy Robes.
- Bottled Courage or Health Elixir.
- Regeneration Elixir or Stamina Stamina Elixir.
- 95 Silver Crowns.

Peasant

The peasant is the common folk. They may be serfs, townsfolk or artisans. In any case, peasants are at the bottom of the social caste, working all day long and paying most of their earnings in taxes.

The Peasant counts the following skills as career: skills: **Athletics**, **Brawl**, **Discipline**, **Mechanics**, **Negotiation**, **Perception**, **Resilience**, and **Streetwise**. Before spending experience during character creation, a Peasant may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Peasant character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Pitchfork (80) or Dagger (60) or Cestus (40)
- Artisan's Tools (70) or Merchant's Scale (60)
- Heavy Robes (45) or Padded Armor (35)
- Beast of Burden (200)
- 125 Silver Crowns.

Priest

This archetype fits all the religious figures of Sondara, from the common brother to the pope, through priests and bishops.

The Priest counts the following skills as career: skills: **Charm**, **Coercion**, **Discipline**, **Knowledge (Lore)**, **Knowledge (Forbidden)**, **Leadership**, **Negotiation**, and **Vigilance**.

Before spending experience during character creation, a Priest may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Priest character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Dagger or Staff.
- Heavy Robes or Fine Cloak.
- Priest's garments.
- Health Elixir.
- 255 Silver Crowns.

Scholar

On Sondara, education is scarce. Most of the population does not know how to write or read. Still, some people dedicated their life to maintaining the lore and developing new theories. Scholars are commonly seen at noble's courts as their knowledge can be of use to most lords.

The Scholar counts the following skills as career: skills: **Alchemy**, **Discipline**, **Knowledge (Forbidden)**, **Knowledge (Geography)**, **Knowledge (Lore)**, **Mechanics**, **Medicine**, and **Vigilance**. Before spending experience during character creation, a Scholar may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Scholar character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Apothecary's Kit with three Herbs of Healing or Alchemist's kit or
- Dagger or Staff
- Heavy Robes or Vial Belt or Artisan's Tools
- 125 Silver Crowns.

Soldier

Soldiers are trained in the art of war and make up the elite forces of the lord's armies. During war time, most soldiers are actually conscripts, untrained peasants taking up arms. This archetype is actually for character whose main occupation is to serve as a soldier, mercenary, sword-for-hire or law-enforcement.

The Soldier counts the following skills as career: skills: **Athletics**, **Brawl**, **Coercion**, **Melee (Heavy)**, **Perception**, **Ranged**, **Survival** and **Vigilance**. Before spending experience during character creation, a Soldier may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Soldier character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- One two-handed weapon (Greatsword, Gresataxe, Flail or Halberd), or Bow.
- Leather Armor.
- Health Elixir.
- Two Bottled Courage or one Stamina Elixir.
- 100 Silver Crowns.

Scoundrel

Times are hard for the majority of the population. Nobles are rich while the rest of the people are dead poor. Some people who either do not have the talent to make a normal living or are too greedy to live by their social rank become scoundrels, living off the efforts of others. Thieves, con artists, brigands, these people live in conflicts of the law while trying to keep their head up their neck.

The Scoundrel counts the following skills as career: skills: **Charm**, **Cool**, **Coordination**, **Deception**, **Melee (Light)**, **Skulduggery**, **Stealth**, and **Streetwise**. Before spending experience during character creation, a Scoundrel may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Scoundrel character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- A pair of daggers (120) or Mace (125)
- Fine Cloak or Thieves' Tools.
- Leather Armor or Heavy Robes.
- Two smokebomb vials or one Stamina potion.
- Health Elixir.
- 175 Silver Crowns.

Templar

Holy warriors of the Church of the Creator, these knights in shiny armor roam the lands, looking for witches to hunt down. They are specially trained to deal with these evil corrupted souls.

The Templar counts the following skills as career: skills: **Athletics**, **Coercion**, **Discipline**, **Knowledge (Forbidden)**, **Melee (Light)**, **Resilience**, **Survival**, and **Vigilance**. Before spending experience during character creation, a Templar may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Templar character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Sword or Short Silver Spear.
- Shield.
- Leather Armor.
- Health Elixir.
- 110 Silver Crowns.

Witch

Descendants from the Witch Mother Lilithia, these characters embrace their inheritance and focus on mastering witchcraft. Some live lives as normal as they can afford while others will exile themselves from society to avoid the inquisition.

The Witch counts the following skills as career: skills: **Alchemy**, **Deception**, **Discipline**, **Knowledge (Forbidden)**, **Skulduggery**, **Stealth**, **Vigilance**, and **Witchcraft**. Before spending experience during character creation, a Witch may choose four of their career skills and gain one rank in each of them.

Prerequisite: You must have selected the Witchborn archetype to select this career.

Starting Gear: Players with a Witch character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Dagger or Staff.
- Heavy Robes.
- Any one Animal Talisman.
- Cauldron.
- Two Health Elixirs.
- Two Stamina Elixirs.
- 205 Silver Crowns.

Heroic Abilities

Characters in Inquisition Champaign Setting use the same rules for Heroic Abilities as in *Realms of Terrinoth* on page 74.

Here's the list of available Heroic Abilities and Upgrades.

All the Facts

Your character has a knack for knowing vital information when it is needed. They might pick up on significant clues others missed at the scene of a crime, or recall an ancient Witch legend that sheds light on a situation. Whether your character remembers important information they already know or discovers something in the moment, their ability to do so is extraordinary. It could be thanks to an eidetic memory, years of study, alchemically enhanced senses, or anything else.

Base: While this ability is active, during each of their turns your character learns (or remembers) an important fact about a situation, person, creature, place, or object of their choice. The subject of the information must be either observable by your character or directly relevant to the situation.

Improved: Additionally, while this ability is active your character upgrades the ability of all checks they make once if the check relates to the new information.

Supreme: For each fact you learn using the ability, you gain a temporary Story Point that you or another player may spend before the end of the session. A temporary Story Point is removed from the pool when it is used, but it is not converted to a GM Story Point. When you use these temporary Story Points, describe how the information your character learned or provided benefits the group.

Connected

Your character seems to know everyone—or at least everyone who's worth knowing. Many people who are highly placed or just plain powerful owe you favors, and you can call these in

Witches and Warlocks

Warlocks, or male witches, are a recent addition to the people's folklore. Therefore, the term "witches" is dominant when addressing a group of individuals that includes both witches and warlocks.

Furthermore, throughout this document, the term "witch" may designate a witch or warlock.

when the time is right. Alternatively, your character might have blackmail information or other leverage over such NPCs.

Base: When your character activates this ability, choose one NPC and reveal that they owe your character a favor. Work with the GM to establish the relevant details of the existing relationship between your character and the NPC. In some cases, the GM might determine that there is just no way you could know the NPC in question, in which case your Heroic Ability does not activate (you don't spend any Story Points, and you can still activate it later in the session). The NPC won't risk their life or kill anyone as the favor. They also won't do something that's obviously going to ruin their social standing, finances, or so on. However, your character might be able to convince them there is no such risk!

Improved: While this ability is active, your character downgrades the difficulty of all social skill checks they make once.

Supreme: While this ability is active, when an intelligent adversary declares your character the target of an attack, as an out-of-turn incidental you may force the adversary to choose a different target instead.

Foretelling

Your character possesses mystical means of predicting future events, or lives their life in pursuit of an ancient prophecy—of which they might even be the subject. Whether through interpreting others' dreams, seeing omens in the movement of animals, scrying in a crystal ball, or interpreting the words of ancient prophets, your character has access to useful information about events in progress and those yet to happen.

Base: Each round while this ability remains active, each round you may ask the GM one yes-or-no question about knowledge your character doesn't have any mundane or logical reason to possess, which the GM must answer truthfully. Your character gains this information through whatever esoteric means are appropriate. (Acting on this information is another matter entirely, of course. You can't go around accusing nobles of crimes without evidence just because some spirit told you!)

Improved: While this ability is active, you may reroll one skill check relevant to a question you asked the GM.

Supreme: Once, while this ability is active, when an NPC makes a skill check you can roll an identical dice pool and choose to substitute its results for the NPC's check.

Hard to Kill

When your character steels their resolve and tightens their grip on weapon or staff, they can shrug off the worst the enemy throws at them. In moments of dire import, they face down overwhelming opposition without taking a scratch. This might represent raw toughness and the will to power through, or it might be an effect of magic.

Base: While this ability is active, your character gains +4 soak.

Improved: While this ability is active, your character also increases the difficulty of combat checks targeting them by one.

Supreme: While their Heroic Ability is active, your character becomes immune to damage; reduce all damage the character suffers to 0.

Influential

Your character is an unparalleled orator, impossibly charming, or even possessed of a supernatural ability to influence others. Whether through lying, impassioned speeches, moving poetry recitations, or any number of methods, your character gets people to do what they want.

Base: While this ability is active, when your character uses a social skill to inflict strain during a social encounter (see page 118 of the Genesys Core Rulebook), they inflict additional strain equal to their characteristic linked to the skill. If the social encounter is resolved with a single skill check, your character instead adds a number of ☀ equal to their characteristic linked to the skill.

Improved: While this ability is active, your character only needs to spend ⋀⋀ to trigger a "critical remark" (see the sidebar on page 123 of the Genesys Core Rulebook) and inflict 5 strain on the target. Your character can inflict multiple critical remarks with a single check.

Supreme: While this ability is active during a social encounter, your character also reduces any strain they suffer by an amount equal to their Presence or their ranks in Cool (whichever is higher). This reduction applies to skill checks, talents, and abilities that inflict strain, but it applies only during a social encounter and does not apply to strain your character suffers voluntarily.

Miraculous Recovery

Your character's injuries often turn out to be not as bad as they look, or perhaps your character actually heals physical wounds so rapidly as to defy explanation. In any case, they have a tendency to walk away from bloody fights with nothing more than scratches.

Base: When your character activates this ability, and at the beginning of their turn each round while it remains active, your character heals 3 wounds.

Improved: When you activate this ability, your character heals all current wounds they are suffering.

Supreme: When you activate this ability, your character heals one Critical Injury they are suffering.

Paragon

When it comes to a particular skill, your character is simply the best. Whether their abilities really are supernatural (or just seem that way), your character always achieves the check they want when it really counts. More importantly, even when things could go disastrously wrong, they never do.

Base: When you select this primary ability effect, choose one skill. While this ability is active, after rolling the dice for a check using that skill but before resolving the results, you may remove ◆ of your choice from the pool. (Ignore the symbols shown on that die when resolving the check.)

Improved: While this ability is active, you may remove ■ of your choice from the results of checks using your chosen skill.

Supreme: While this ability is active, you may remove ⬡ instead of ◆ from the results of checks you make using the

Table 9-1: Signature Weapons

Name	Skill	Dam	Crit	Range	Encum	Hp	Special
Brawl Weapon	Brawl	+2	4	Engaged	1	2	Disorient 3, Superior
Melee Weapon (One-Handed)	Melee (Light)	+3	3	Engaged	1	2	Superior
Melee (Heavy)	Melee (Heavy)	+5	3	Engaged	3	2	Knockdown, Superior
Ranged Weapon	Ranged	8	3	Long	2	2	Superior

chosen skill.

Sixth Sense

Your character possesses a rare, maybe even unique, capacity to perceive that goes beyond the five senses that limit most mortals. They might be able to understand the language of animals, sense the thoughts of others, or even communicate with the spirits of the recently dead.

Base: When you choose this Heroic Ability, you and the GM decide what type of entity your character's extrasensory perception applies to, such as animals, the dead, others' minds, and so on. While this ability is active, your character can communicate in a limited fashion with this type of entity, receiving emotions and vague impressions. In addition, when you activate this ability, your character uses this method of communication to automatically gain one important piece of information relevant to the current encounter.

Improved: While this ability is active, your character can understand and exchange simple ideas through their unusual method of perception and communication. In addition, they automatically gain another important piece of information that is relevant to the current session.

Supreme: While this ability is active, your character can engage in complex conversations through their unusual method of perception and communication; it is just as effective and efficient as ordinary speech, if not better. In addition, they automatically gain another important piece of information that is relevant to the adventure or campaign.

Signature Weapon

Some heroes (and their reputations) are inseparable from their chosen weapon. These weapons are often just as famous as the heroes who wield them. Your character's signature weapon may be a relic from the past era, or could instead simply be a well-crafted weapon that your character wields effortlessly. The full capabilities of such a singular weapon, or unknown provenance, sometimes only become apparent in the crucible of battle, in moments of true hardship and heroism.

Base: Your character has a signature weapon, which is chosen from Table 2–1: Signature Weapons which can be made of Silver, or Steel craftsmanship (see page 97). You and the GM should work together to determine what form the weapon takes and how it came to your character's possession. The appearance of the weapon does not affect its profile, but may dictate what attachments are available. (For instance, if you describe your Signature Weapon as a halberd, you can't add the weighted head attachment.) In addition, choose one attachment that the signature weapon does not possess. When you activate this ability, your signature weapon gains the effects of that attachment while the ability remains active (this does not have a cost or require any hard points). Other attachments can be added to the signature weapon in the standard way.

If your character's signature weapon is ever lost or destroyed, it either finds its way back to your character against all odds, or your character obtains a new signature weapon. Work with the GM to decide how this happens, based on the ongoing story. Your character should obtain their new weapon (or reacquire it) at the start of the next session, if not sooner. Conversely, your character can never possess more than one signature weapon at a time. If this ever occurs (as a result of finding a lost signature weapon after obtaining a replacement, for instance), work with the GM to remove all but one signature weapon from your character's possession in a suitably dramatic fashion.

Improved: Your character's signature weapon gains either the Reinforced quality or can be revealed to actually be of ancient craftsmanship (see *Realms of Terrinoth* page 97) and thus gain that benefit.

Supreme: Your character's signature weapon gains 2 hard points and an attachment of your choice of rarity 9 or less at no cost (subject to the limits of its new total hard points).

Unbowed

Your character can fight on despite having the most horrendous injuries. It might be sheer willpower that lets them accomplish this feat, or perhaps they are something more than mortal. In any case, even the most grievous wounds do not slow them down in the heat of battle.

Base: When you activate this Heroic Ability, choose one Critical Injury your character is suffering (except for "dead"). As long as this ability is active, do not suffer any effects of that Critical Injury, including adding +10 to further rolls on the Critical Injury Result table. You can also activate this Heroic Ability as an out-of-turn incidental when your character suffers a Critical Injury.

Improved: While this ability is active, your character does not suffer the effects of any Critical Injuries they are suffering (except for the "dead" Critical Injury).

Supreme: While this ability is active, your character also ignores the effects of the "dead" result. They still die when the ability ends, unless the Critical Injury is somehow removed first.

Unleash

When pushed to the breaking point—or maybe just when they want to show off—your character unleashes their full abilities, laying low any who oppose them. This is mostly achieved in a flurry of blows as your character lays about with weapon strikes.

Base: While this ability is active, your character may perform a maneuver once per round on their turn to immediately defeat one minion group within short range.

Improved: While this ability is active, your character may instead perform an incidental once per round on their turn to immediately defeat one minion group within short range. (This replaces the base effect.)

Supreme: When you activate this ability, your character immediately defeats all minions within short range.

Heroic Ability Upgrades

Duration

Cost: 1 Ability Point

Your character's Heroic Ability effect lasts for one additional turn for each purchase of Duration.

Frequency

Cost: 2 Ability Points

Your character can activate their Heroic Ability one additional time per session for each purchase of Frequency.

Power

Cost: Special

The first time you purchase this upgrade, it costs one ability point and your character's primary ability gains the improved effect. You may purchase this upgrade a second time at a cost of another two ability points to gain the supreme effect.

Secondary Effect

Cost: 1 Ability Point

Add a secondary effect to your character's Heroic Ability. When you purchase this upgrade, select one of the following secondary effects. You may purchase this upgrade a second time to choose a different effect, for a total of two secondary effects. As with the primary ability effect, you should work with the GM to come up with an exciting narrative explanation for each secondary effect. Even if the primary effect is instantaneous, the duration of the Heroic Ability matters for many secondary effects. Remember, a Heroic Ability lasts until the end of your character's next turn, or longer if you take the Duration upgrade.

Devastating

While the ability is active, your character adds +2 damage to one hit of each of their attacks.

Diminish

While the ability is active, enemies within short range add ■ to their skill checks.

Drain

When your character activates their Heroic Ability and at the beginning of each of their turns it remains active, enemies within short range suffer 2 strain.

Empowered

While the ability is active, your character adds ■ to their skill checks.

Empower Allies

While the ability is active, allies within short range add ■ to their skill checks.

Rejuvenation

When your character activates the ability and at the beginning of each turn they take while it remains active, your character heals 2 strains.

Rejuvenate Allies

When your character activates the ability and at the beginning of each turn they take while it remains active, all allies within short range heal 2 strains.

Renewal

When your character activates the ability, you may choose to generate a new PC Initiative slot. You may choose to use Cool or Vigilance for this roll. The new result remains for the duration of the encounter. The new Initiative slot is immediately available for use, but it does not allow any PC to take an extra turn during a round.

Story

Cost: 1 Ability Point

Your character only needs to spend one Story Point to activate the ability. You can only purchase this upgrade once.

Chapter 10: Skills

This chapter introduces new skills used into the Inquisition Campaign Setting. The Table 2-1: Skills for the Inquisition Setting includes both these new skills and the ones from the Genesys Core Rulebook that are also used with the Inquisition setting.

Knowledge Skills

Forbidden

The world is full of unknown creatures and mysteries. This skill covers the knowledge of such things, whether it is to identify a dark creature of a magical phenomena. This skill also covers knowledge of witches and their rituals.

Your character should use this skill if...

- Your character tries to identifies a dark creature, such as a were wolf, vampire, troll and such.

- Your character tries to link some alchemical ingredients, painted symbols and circle, to witch activity.

Your character should not use this skill if...

- Your character tries to cast a witch spell. That would require the Witchcraft skill.
- Your character tries to mix alchemical ingredients to make a potion or elixir. That would use the Alchemy skill.

Geography

The land is vast and geography is the character's understanding of the land, cultures, customs and laws. It also includes the comprehension of maps and cartography.

Your character should use this skill if...

- Your character wants to char a course through the wilderness.

Table 10-1: Skills for Inquisition Setting

Skill	Characteristic	Type	Source
Alchemy	Intellect	General	Genesys Core Rulebook (Page 57)
Athletics	Brawn	General	Genesys Core Rulebook (Page 70)
Brawl	Brawn	Combat	Genesys Core Rulebook (Page 67)
Charm	Presence	Social	Genesys Core Rulebook (Page 54)
Coercion	Willpower	Social	Genesys Core Rulebook (Page 55)
Cool	Presence	General	Genesys Core Rulebook (Page 59)
Coordination	Agility	General	Genesys Core Rulebook (Page 59)
Deception	Cunning	Social	Genesys Core Rulebook (Page 56)
Discipline	Willpower	General	Genesys Core Rulebook (Page 60)
Knowledge (Forbidden)	Intellect	Knowledge	Inquisition Campaign Setting
Knowledge (Geography)	Intellect	Knowledge	Inquisition Campaign Setting
Knowledge (Lore)	Intellect	Knowledge	Inquisition Campaign Setting
Leadership	Presence	Social	Genesys Core Rulebook (Page 56)
Mechanics	Intellect	General	Genesys Core Rulebook (Page 60)
Medicine	Intellect	General	Genesys Core Rulebook (Page 61)
Melee (Heavy)	Brawn	Combat	Genesys Core Rulebook (Page 68)
Melee (Light)	Brawn	Combat	Genesys Core Rulebook (Page 68)
Negotiation	Presence	Social	Genesys Core Rulebook (Page 56)
Perception	Cunning	General	Genesys Core Rulebook (Page 62)
Ranged	Agility	Combat	Genesys Core Rulebook (Page 68)
Resilience	Brawn	General	Genesys Core Rulebook (Page 63)
Riding	Agility	General	Genesys Core Rulebook (Page 63)
Skulduggery	Cunning	General	Genesys Core Rulebook (Page 64)
Stealth	Agility	General	Genesys Core Rulebook (Page 64)
Streetwise	Cunning	General	Genesys Core Rulebook (Page 65)
Survival	Cunning	General	Genesys Core Rulebook (Page 65)
Vigilance	Willpower	General	Genesys Core Rulebook (Page 65)
Witchcraft	Cunning	Magic	Inquisition Campaign Setting

- Your character want to indicates the approximate .
- Your character needs to know what laws are present in a specific community.

Your character should not use this skill if...

- Your character wants to recall information about a noble family and lineage. This would use the Knowledge (Lore) skill.
- Your character needs to set a camp or deal with the other practical matters of traversing the wilderness. That would use the Survival skill.
- Your character tries to recall the history of a ruin. They would use Knowledge (Lore) for that.

Lore

Lore represents a character's knowledge of legends, religion, politics and similar matters. It includes specialized and scholarly knowledge.

Your character should use this skill if...

- Your character tries to identify the origins of an ancient sword recovered from a ruin.
- Your character wants to identify the name of the king's grand-son.
- Your character wants to recall the history of the church.

Your character should not use this skill if...

- Your character tries o recall facts about a specific settlement. This would use the Knowledge (Geography).

- Your character wants to learn more about witches and their art. This would be Knowledge (Forbidden).

Magic Skill

Witchcraft

In the world of Inquisition, magic is wielded by witches; women born with this ability are able to perform rituals and cast spells. For more information on how Witchcraft works, see the chapter **Witchcraft**.

Your character should use this skill if...

- Your character wants to cast a magic spell.
- Your character wants to perform a magic ritual.

Your character should not use this skill if...

- Your character tries to learn information about curses and magic phenomenas. That would use the Knowledge (Forbidden) skill.
- Your character tries the identify witch markings. That would be Knowledge (Forbidden).

Mounted Combat

Inquisition uses the Mounted Combat rules from Realms of Terrinoth on page 83.

Chapter 11: Talents

Characters in the Inquisition Campaign setting are able to choose from a variety of talents from both the Genesys Core Rulebook and Realms of Terrinoth, in addition to new talents specifically made for this setting.

The following table contains all the usable talents and their source, including new talents, as well as those from the other Genesys books that were altered due to skill selection or different wording. Official talents that have been altered or renamed are indicated as being Inquisition talents.

Supernatural Talents

While talents can normally be taken by any characters as long as it fills the pyramid's requirement, Inquisition brings a new category of talents; Supernatural Talents.

These talents are sorted by theme, such as Witch, Werewolf and Vampire. These talents have special requirements and have been grouped at the end of this chapter for easier use.

Note that characters cannot benefit from any more than one type of supernatural talents. Therefore, your character cannot have a Witch talent as well as a Werewolf talent.

These talents have been put into seperate tables of every talent within the main table are available to any characters. Their description is also featured after the general talents'.

Tier 1

Apothecary
Tier: 1
Activation: Passive
Ranked: Yes
When a patient under your character's care heals wounds from natural rest, they heal additional wounds equal to twice your character's ranks in Apothecary.

Bought Info
Tier: 1
Activation: Active (Action)
Ranked: No
When making any knowledge skill check, your character can instead use this talent to spend an amount of currency equal to fifty times the difficulty of the check and automatically succeed on the knowledge check with one uncanceled ☀ (instead of rolling). At your GM's discretion, your character may not be able to use Bought Info if the information is particularly sensitive or difficult to find, or buying it doesn't make narrative sense.

Bullrush
Tier: 1
Activation: Active (Incidental)
Ranked: No
When your character makes a Brawl, Melee (Light), or Melee (Heavy) combat check after using a maneuver to engage a target, you may spend ⋀⋀⋀ or ❂ to use this talent to knock the target prone and move them up to one range band away from your character.

Challenge!
Tier: 1
Activation: Active (Maneuver)
Ranked: Yes
Once per encounter, your character may use this talent to choose a number of adversaries within short range no greater than your character's ranks in Challenge! (a minion group counts as a single adversary for this purpose). Until the encounter ends or your character is incapacitated, these adversaries add ■ to combat checks targeting your character and ■ ■ to combat checks targeting other characters.

Clever Retort
Tier: 1
Activation: Active (Incidental, Out of Turn)
Ranked: No
Once per encounter, your character may use this talent to add automatic ♺♺ to another character's social skill check.

Desperate Recovery
Tier: 1
Activation: Passive
Ranked: No
Before your character heals strain at the end of an encounter, if their strain is more than half of their strain threshold, they heal two additional strain.

Duelist
Tier: 1
Activation: Passive
Ranked: No
Your character adds ■ to their melee combat checks while engaged with a single opponent. Your character adds ■ to their melee combat checks while engaged with three or more opponents.

Dungeoneer
Tier: 1
Activation: Passive
Ranked: Yes
After your character makes a Perception, Vigilance, or check to notice, identify, or avoid a threat in a cavern, subterranean ruin, or similar location, your character cancels a number of uncanceled ♺ no greater than your character's ranks in Dungeoneer.

Durable
Tier: 1
Activation: Passive
Ranked: Yes
Your character reduces any Critical Injury result they suffer by 10 per rank of Durable, to a minimum of 01.

Table 11-1: Talents for Inquisition Setting

Talent	Source
Tier 1	
Apothecary	Realms of Terrinoth (Page 84)
Bought Info	Genesys Core Rulebook (Page 72)
Bullrush	Realms of Terrinoth (Page 84)
Challenge!	Realms of Terrinoth (Page 84)
Clever Retort	Genesys Core Rulebook (Page 73)
Desperate Recovery	Genesys Core Rulebook (Page 73)
Duelist	Genesys Core Rulebook (Page 73)
Dungeoneer	**Inquisition Campaign Setting**
Durable	Genesys Core Rulebook (Page 73)
Finesse	Realms of Terrinoth (Page 84)
Forager	Genesys Core Rulebook (Page 73)
Grit	Genesys Core Rulebook (Page 73)
Hamstring Shot	Genesys Core Rulebook (Page 73)
Jump Up	Genesys Core Rulebook (Page 73)
Knack for It	Genesys Core Rulebook (Page 73)
Knockout Punch	Shadow of the Beanstalk (Page 45)
Know Somebody	Genesys Core Rulebook (Page 74)
Let's Ride	Genesys Core Rulebook (Page 74)
One with Nature	Genesys Core Rulebook (Page 74)
Painful Blow	Realms of Terrinoth (Page 84)
Parry	Genesys Core Rulebook (Page 74)
Precision	Realms of Terrinoth (Page 84)
Proper Upbringing	Genesys Core Rulebook (Page 74)
Quick Draw	Genesys Core Rulebook (Page 74)
Quick Strike	Genesys Core Rulebook (Page 74)
Rapid Reaction	Genesys Core Rulebook (Page 74)
Second Wind	Genesys Core Rulebook (Page 74)
Shield Slam	Realms of Terrinoth (Page 84)
Surgeon	Genesys Core Rulebook (Page 74)
Street Fighter	Shadow of the Beanstalk (Page 45)
Swift	Genesys Core Rulebook (Page 75)
Tavern Brawler	Realms of Terrinoth (Page 87)
Toughened	Genesys Core Rulebook (Page 75)
Tumble	Realms of Terrinoth (Page 87)
Unremarkable	Genesys Core Rulebook (Page 75)
Tier 2	
Archer's Focus	**Inquisition Campaign Setting**
Basic Military Training	**Inquisition Campaign Setting**
Berserk	Genesys Core Rulebook (Page 75)
Block	Realms of Terrinoth (Page 87)
Bulwark	Realms of Terrinoth (Page 87)
Coordinated Assault	Genesys Core Rulebook (Page 75)
Counteroffer	Genesys Core Rulebook (Page 75)
Dark Utterance^W	**Inquisition Campaign Setting**
Defensive Stance	Genesys Core Rulebook (Page 75)
Dirty Tricks	Realms of Terrinoth (Page)
Dual Wielder	Genesys Core Rulebook (Page 76)

Talent	Source
Exploit	Realms of Terrinoth (Page 88)
Flash of Insight	Realms of Terrinoth (Page)88
Grapple	Realms of Terrinoth (Page 88)
Haughty Demeanor	Shadow of the Beanstalk (Page 48)
Heightened Awareness	Genesys Core Rulebook (Page 76)
Heroic Recovery	Genesys Core Rulebook (Page 76)
Hunter	Realms of Terrinoth (Page 88)
Impaling Strike	Realms of Terrinoth (Page 88)
Inspiring Rhetoric	Genesys Core Rulebook (Page 76)
Inventor	Genesys Core Rulebook (Page 76)
Lucky Strike	Genesys Core Rulebook (Page 76)
Probing Question	Shadow of the Beanstalk (Page 49)
Reckless Charge	Realms of Terrinoth (Page 88)
Scathing Tirade	Genesys Core Rulebook (Page 77)
Side Step	Genesys Core Rulebook (Page 77)
The Threat of Pain	**Inquisition Campaign Setting**
Threaten	Realms of Terrinoth (Page 88)
Two-Handed Grip	**Inquisition Campaign Setting**
Well-Travelled	Realms of Terrinoth (Page 88)
Witchbane	**Inquisition Campaign Setting**
Witchcraft^W	**Inquisition Campaign Setting**
Tier 3	
Animal Companion	Genesys Core Rulebook (Page 77)
Backstab	Realms of Terrinoth (Page 88)
Body Guard	Realms of Terrinoth (Page 90)
Cavalier	Realms of Terrinoth (Page 90)
Counterattack	Realms of Terrinoth (Page 90)
Dodge	Genesys Core Rulebook (Page 78)
Dual Strike	Realms of Terrinoth (Page 90)
Eagle Eyes	Genesys Core Rulebook (Page 78)
Easy Prey	Realms of Terrinoth (Page 90)
Familiar (W)	**Inquisition Campaign Setting**
Field Commander	Genesys Core Rulebook (Page 78)
Forgot to Count?	Genesys Core Rulebook (Page 78)
Grenadier	Genesys Core Rulebook (Page 78)
Hard-Boiled	Shadow of the Beanstalk (Page 50)
Health Elixir Specialization	**Inquisition Campaign Setting**
Heroic Will	Genesys Core Rulebook (Page 79)
Inspiring Rhetoric (Improved)	Genesys Core Rulebook (Page 78)
Justice of the Creator	**Inquisition Campaign Setting**
Laught it Off	Shadow of the Beanstalk (Page 50)
Martial Weapon Master	Shadow of the Beanstalk (Page 50)
Natural	Genesys Core Rulebook (Page 79)
Nimble	Shadow of the Beanstalk (Page 50)
Parry (Improved)	Genesys Core Rulebook (Page 79)
Potent Concoctions	Realms of Terrinoth (Page 90)
Precise Archery	Realms of Terrinoth (Page 90)
Pressure Points	Realms of Terrinoth (Page 90)
Rapid Archery	Genesys Core Rulebook (Page 79)

Table 11-1: Talents for Inquisition Setting (Cont.)

Talent	Source
Scathing Tirade (Improved)	Genesys Core Rulebook (Page 79)
Shockwave	Realms of Terrinoth (Page 90)
Takedown	Shadow of the Beanstalk (Page 51)
Tier 4	
Back-to-Back	Realms of Terrinoth (Page 91)
Can't We Talk About This?	Genesys Core Rulebook (Page 79)
Lilithia's Conduit^W	**Inquisition Campaign Setting**
Deadeye	Genesys Core Rulebook (Page 79)
Death Rage	Realms of Terrinoth (Page 91)
Defensive	Genesys Core Rulebook (Page 80)
Enduring	Genesys Core Rulebook (Page 80)
Field Commander (Improved)	Genesys Core Rulebook (Page 80)
Inspiring Rhetoric (Supreme)	Genesys Core Rulebook (Page 80)
Quick-Witted	Shadow of the Beanstalk (Page 51)
Scathing Tirade (Supreme)	Genesys Core Rulebook (Page 81)
Unrelenting	Realms of Terrinoth (Page 91)
Venom Soaked Blade	Realms of Terrinoth (Page 91)
Tier 5	
Crushing Blow	Realms of Terrinoth (Page 91)
Dedication	Genesys Core Rulebook (Page 81)
Indomitable	Genesys Core Rulebook (Page 81)
Let's Talk This Over	Realms of Terrinoth (Page 91)
Master	Genesys Core Rulebook (Page 81)
Retribution	Realms of Terrinoth (Page 91)
Ruinous Repartee	Genesys Core Rulebook (Page 81)
Whirlwind	Realms of Terrinoth (Page 91)
Zealous Fire	Realms of Terrinoth (Page 91)

Table 11-2: Grave Walker Talents

Talent	Source
Tier 1	
Fear the Reaper	**Inquisition Campaign Setting**
Grave Walker	**Inquisition Campaign Setting**
Spit	**Inquisition Campaign Setting**
Vile Health	**Inquisition Campaign Setting**
Tier 2	
Cannibalize	**Inquisition Campaign Setting**
Corrosive Blood	**Inquisition Campaign Setting**
Spit (Improved)	**Inquisition Campaign Setting**
Tier 3	
Death's Gift	**Inquisition Campaign Setting**
Lilithia's Gambit	**Inquisition Campaign Setting**
Tier 4	
Grave's Resilience	**Inquisition Campaign Setting**
Tier 5	
Death's Chosen	**Inquisition Campaign Setting**

Table 11-3: Vampire Talents

Talent	Source
Tier 1	
Blood Potency	**Inquisition Campaign Setting**
Vampire	**Inquisition Campaign Setting**
Tier 2	
Blood Potency (Improved)	**Inquisition Campaign Setting**
Entranced	**Inquisition Campaign Setting**
Heightened Senses	**Inquisition Campaign Setting**
Project Thoughts	**Inquisition Campaign Setting**
Vampiric Speed	**Inquisition Campaign Setting**
Tier 3	
Bat Form	**Inquisition Campaign Setting**
Entrall	**Inquisition Campaign Setting**
Project Thoughts (Improved)	**Inquisition Campaign Setting**
Read Thoughts (Improved)	**Inquisition Campaign Setting**
Shadow Shroud	**Inquisition Campaign Setting**
Suggestion	**Inquisition Campaign Setting**
Vampiric Speed (Improved)	**Inquisition Campaign Setting**
Tier 4	
Dominate	**Inquisition Campaign Setting**
Invisibility	**Inquisition Campaign Setting**
Majesty	**Inquisition Campaign Setting**
Read Thoughts (Improved)	**Inquisition Campaign Setting**
Remove Memory	**Inquisition Campaign Setting**
Tier 5	
Extra Action	**Inquisition Campaign Setting**

Table 11-4: Werewolf Talents

Talent	Source
Tier 1	
Beast Control	**Inquisition Campaign Setting**
Controlled Shift	**Inquisition Campaign Setting**
Fear the Beast	**Inquisition Campaign Setting**
Frenzy Control	**Inquisition Campaign Setting**
Razor Claws	**Inquisition Campaign Setting**
Werewolf	**Inquisition Campaign Setting**
Tier 2	
Beast Control (Improved)	**Inquisition Campaign Setting**
Beyond the Natural	**Inquisition Campaign Setting**
Bring Down the Prey	**Inquisition Campaign Setting**
Wolf Form	**Inquisition Campaign Setting**
Tier 3	
Blur	**Inquisition Campaign Setting**
Pack Tactics	**Inquisition Campaign Setting**
Tier 5	
Werewolf Pack Lord	**Inquisition Campaign Setting**

Table 11-5: Witch Talents

Talent	Source
Tier 12	
Cackle	**Inquisition Campaign Setting**
Witchcraft	**Inquisition Campaign Setting**
Dark Utterance	**Inquisition Campaign Setting**
Siphon Soul	**Inquisition Campaign Setting**
Tier 3	
Dark Utterance (Improved)	**Inquisition Campaign Setting**
Familiar	**Inquisition Campaign Setting**
Tier 4	
Dark Utterance (Supreme)	**Inquisition Campaign Setting**
Lilithia's Conduit	**Inquisition Campaign Setting**
Tier 5	
Elder Wtich	**Inquisition Campaign Setting**

Finesse

Tier: 1
Activation: Active (Incidental)
Ranked: No
When making a Brawl or Melee (Light) check, your character may use Agility instead of Brawn.
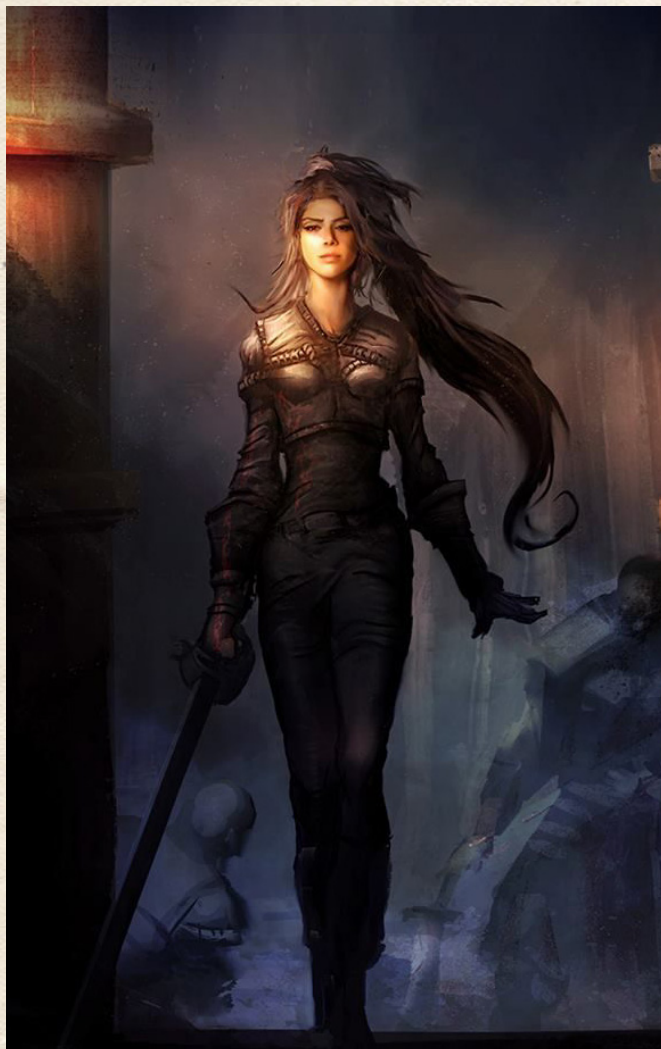
Forager

Tier: 1
Activation: Passive
Ranked: No
Your character removes up to ■ ■ from any skill checks they make to find food, water, or shelter. Checks to forage or search the area that your character makes take half the time they would normally.

Grit

Tier: 1
Activation: Passive
Ranked: Yes
Each rank of Grit increases your character's strain threshold by one.

Hamstring Shot

Tier: 1
Activation: Active (Action)
Ranked: No
Once per round, your character may use this talent to perform a ranged combat check against one non-vehicle target within range of the weapon used. If the check is successful, halve the damage inflicted by the attack (before reducing damage by the target's soak). The target is immobilized until the end of its next turn.

Jump Up

Tier: 1
Activation: Active (Incidental)
Ranked: No
Once per round during your character's turn, your character may use this talent to stand from a prone or seated position as an incidental.

Knack for It

Tier: 1
Activation: Passive
Ranked: Yes
When you purchase this talent for your character, select one skill. Your character removes ■ ■ from any checks they make using this skill. Each additional time you purchase this talent for your character, select two additional skills. Your character also removes ■ ■ from any checks they make using these skills. You cannot select combat or magic skills when choosing skills for this talent.

Knockout Punch

Tier: 1
Activation: Passive
Ranked: No
Your character adds the Stun quality to their Brawl combat checks, with a rating equal to two plus your character's ranks in Coordination (this does not stack with other instances of the Stun quality).

Know Somebody

Tier: 1
Activation: Active (Incidental)
Ranked: Yes
Once per session, when attempting to purchase a legally avail-

able item, your character may use this talent to reduce its rarity by one per rank of Know Somebody.

Let's Ride

Tier: 1
Activation: Active (Incidental)
Ranked: No

Once per round during your character's turn, your character can use this talent to mount or dismount from a vehicle or animal, or move from one position in a vehicle to another (such as from the cockpit to a gun turret) as an incidental. In addition, if your character suffers a shortrange fall (see page *Genesys Core Rulebook* 112) from a vehicle or animal, they suffer no damage and land on their feet.

One with Nature

Tier: 1
Activation: Active (Incidental)
Ranked: No

When in the wilderness, your character may make a **Simple (–) Survival check**, instead of Discipline or Cool, to recover strain at the end of an encounter (see page *Genesys Core Rulebook* 117).

Painful Blow

Tier: 1
Activation: Active (Incidental)
Ranked: No

When your character makes a combat check, you may voluntarily increase the difficulty by one to use this talent. If the target suffers one or more wounds from the combat check, the target suffers 2 strain each time they perform a maneuver until the end of the encounter.

Parry

Tier: 1
Activation: Active (Incidental, Out of Turn)
Ranked: Yes

When your character suffers a hit from a melee combat check, after damage is calculated but before soak is applied (so immediately after Step 3 of Perform a Combat check, *Genesys Core Rulebook* page 102), your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Parry. This talent can only be used once per hit, and your character needs to be wielding a Melee weapon.

Proper Upbringing

Tier: 1
Activation: Active (Incidental)
Ranked: Yes

When your character makes a social skill check in polite company (as determined by your GM), they may suffer a number of strain to use this talent to add an equal number of to the check. The number may not exceed your character's ranks in Proper Upbringing.

Quick Draw

Tier: 1
Activation: Active (Incidental)
Ranked: No

Once per round on your character's turn, they may use this talent to draw or holster an easily accessible weapon or item as an incidental. Quick Draw also reduces a weapon's Prepare rating by one, to a minimum of one.

Quick Strike

Tier: 1
Activation: Passive
Ranked: Yes

Your character adds ◻ for each rank of Quick Strike to any combat checks they make against any targets that have not yet taken their turn in the current encounter.

Rapid Reaction

Tier: 1
Activation: Active (Incidental, Out of Turn)
Ranked: Yes

Your character may suffer a number of strain to use this talent to add an equal number of ◼ to a Vigilance or Cool check they make to determine Initiative order. The number may not exceed your character's ranks in Rapid Reaction.

Second Wind

Tier: 1
Activation: Active (Incidental)
Ranked: Yes

Once per encounter, your character may use this talent to heal an amount of strain equal to their ranks in Second Wind.

Shield Slam

Tier: 1
Activation: Active (Incidental)
Ranked: No

When your character uses a shield to attack a minion or rival, you may spend ∧∧∧∧ or ⊛ to stagger the target until the end of the target's next turn.

Surgeon

Tier: 1
Activation: Passive
Ranked: Yes

When your character makes a Medicine check to heal wounds, the target heals one additional wound per rank of Surgeon.

Street Fighter

Tier: 1
Activation: Passive
Ranked: No

When your character disorients or knocks their target prone while making a Brawl combat check, they may use this talent to cause the target to suffer wounds equal to your character's ranks in Skulduggery.

Swift

Tier: 1
Activation: Passive
Ranked: No

Your character does not suffer the penalties for moving through difficult terrain (they move through difficult terrain at normal speed without spending additional maneuvers).

Tavern Brawler

Tier: 1
Activation: Passive
Ranked: No

Your character adds ∧ to Brawl checks and combat checks using improvised weapons.

Toughened

Tier: 1
Activation: Passive
Ranked: Yes

Each rank of Toughened increases your character's wound threshold by two.

Tumble

Tier: 1
Activation: Active (Incidental)
Ranked: No

Once per round on your character's turn, they may suffer 2 strain to disengage from all engaged adversaries.

Unremarkable

Tier: 1
Activation: Passive
Ranked: No

Other characters add ✕ to any checks made to find or identify your character in a crowd.

Tier 2

Archer's Focus

Tier: 2
Activation: Passive
Ranked: No

When performing a combat check with a ranged weapon, if your character did not perform a maneuver to ready or stow a weapon or item during this turn, they add ∧ to the results.

Basic Military Training

Tier: 2
Activation: Active (Maneuver)
Ranked: No

Athletics and Resilience are now career skills for your character. Also, when you purchase this talent, choose choose either Melee (Light) or Melee (Heavy) skill. That skill becomes a career skill for your character.

Berserk

Tier: 2
Activation: Active (Maneuver)
Ranked: No

Once per encounter, your character may use this talent. Until the end of the encounter or until they are incapacitated, your
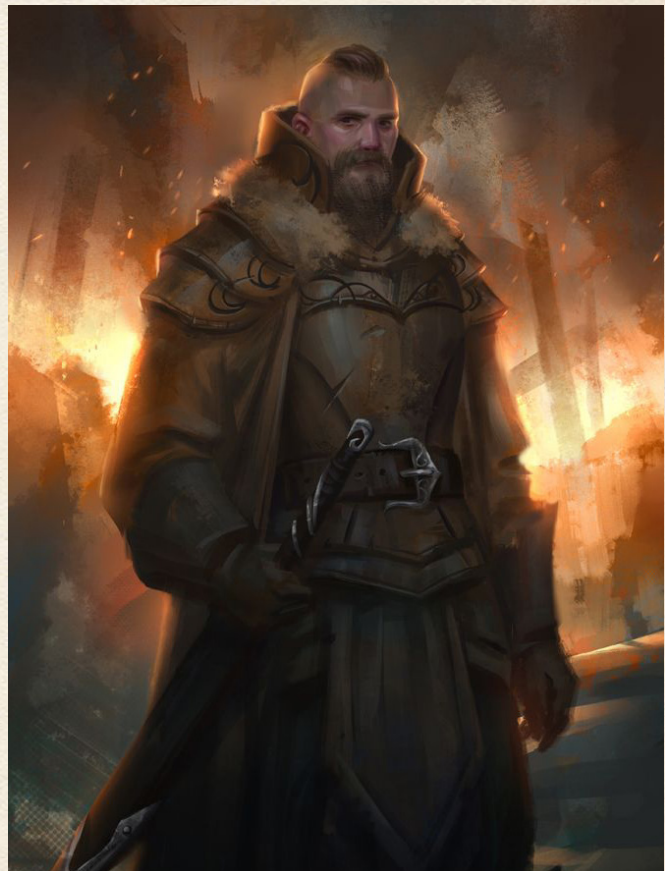
character adds ✿∧∧ to all melee combat checks they make. However, opponents add ✿ to all combat checks targeting your character. While berserk, your character cannot make ranged combat checks. At the end of the encounter (or when they are incapacitated), your character suffers 6 strain.

Block

Tier: 2
Activation: Active (Incidental, Out of Turn)
Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. While wielding a shield, your character may use the Parry talent to reduce damage from ranged attacks as well as melee attacks targeting your character.

Bulwark

Tier: 2
Activation: Active (Incidental, Out of Turn)
Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. While wielding a weapon with the Defensive quality, your character may use Parry to reduce the damage of an attack targeting an engaged ally.

Coordinated Assault

Tier: 2
Activation: Active (Maneuver)
Ranked: Yes

Once per turn, your character may use this talent to have a number of allies engaged with your character equal to your ranks in Leadership add ∧ to all combat checks they make until the end of your character's next turn. The range of this talent increases by one band per rank of Coordinated Assault beyond the first.

Counteroffer

Tier: 2
Activation: Active (Action)
Ranked: No

Once per session, your character may use this talent to choose one non-nemesis adversary within medium range and make an opposed Negotiation versus Discipline check. If successful, the target becomes staggered until the end of their next turn. At your GM's discretion, you may spend ✪ on this check to have the adversary become an ally until the end of the encounter. However, the duration of this may be shortened or extended depending on whether your GM feels your offer is appealing to the adversary and whether your character follows through on their offer!

Defensive Stance

Tier: 2
Activation: Active (Maneuver)
Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Defensive Stance to use this talent. Then, until the end of your character's next turn, upgrade the difficulty of all melee combat checks targeting your character a number of times equal to the strain suffered.

Dirty Tricks

Tier: 2
Activation: Active (Incidental)
Ranked: No

After your character inflicts a Critical Injury on an adversary, they may use this talent to upgrade the difficulty of that adversary's next check.

Dual Wielder

Tier: 2
Activation: Active (Maneuver)
Ranked: No

Once per round, your character may use this talent to decrease the difficulty of the next combined combat check (see Two-Weapon Combat, on page 108) they make during the same turn by one.

Exploit

Tier: 2
Activation: Active (Incidental)
Ranked: Yes

When your character makes a combat check with a Ranged or Melee (Light) weapon, they may suffer 2 strain to use this talent to add the Ensnare quality to the attack. The rating of the Ensnare quality is equal to your character's ranks in Exploit.

Flash of Insight

Tier: 2
Activation: Passive
Ranked: No

When your character generates ✪ on a knowledge skill check, roll ▫ ▫ and add the results to the check, in addition to spending the ✪ as usual.

Grapple

Tier: 2
Activation: Active (Incidental)
Ranked: No

Your character may suffer 2 strain to use this talent. Until the start of your character's next turn, enemies must spend two maneuvers to disengage from your character.

Haughty Demeanor

Tier: 2
Activation: Passive
Ranked: No

Other characters add ◇ to social skill checks targeting your character.

Heightened Awareness

Tier: 2
Activation: Passive
Ranked: No

Allies within short range of your character add ▫ to their Perception and Vigilance checks. Allies engaged with your character add ▫ ▫ instead.

Heroic Recovery

Tier: 2
Activation: Active (Incidental)
Ranked: No

When your character acquires this talent, choose one characteristic. Once per encounter, you may spend one Story Point to use this talent to have your character heal strain equal to the rating of the chosen characteristic.

Hunter

Tier: 2
Activation: Passive
Ranked: No
Knowledge (Geography), Ranged, and Survival are now career skills for your character.

Impaling Strike

Tier: 2
Activation: Active (Incidental)
Ranked: No
When your character inflicts a Critical Injury with a melee weapon, they may use this talent to immobilize the target until the end of the target's next turn (in addition to the other effects of the Critical Injury).

Inspiring Rhetoric

Tier: 2
Activation: Active (Action)
Ranked: No
Your character may use this talent to make an **Average (◆◆) Leadership check**. For each ☼ the check generates, one ally within short range heals one strain. For each ⅄, one ally benefiting from Inspiring Rhetoric heals one additional strain.

Inventor

Tier: 2
Activation: Active (Incidental)
Ranked: Yes

When your character makes a check to construct new items or modify existing ones, use this talent to add a number of ▣ to the check equal to ranks of Inventor. In addition, your character may attempt to reconstruct devices that they have heard described but have not seen and do not have any kinds of plans or schematics for.

Lucky Strike

Tier: 2
Activation: Active (Incidental)
Ranked: No
When your character purchases this talent, choose one characteristic. After your character makes a successful combat check, you may spend one Story Point to use this talent to add damage equal to your character's ranks in that characteristic to one hit of the combat check.

Probing Question

Tier: 2
Activation: Passive
Ranked: No
If your character knows an opponent's Flaw or Fear motivation, when your character inflicts strain on that opponent using a social skill, the opponent suffers 3 additional strain.

Reckless Charge

Tier: 2
Activation: Active (Incidental)
Ranked: No
After using a maneuver to move engage an adversary, your character may suffer 2 strain to use this talent. They then add ☼☼♢♢ to the results of the next Brawl, Melee (Light), or Melee (Heavy) combat check they make this turn.

Scathing Tirade

Tier: 2
Activation: Active (Action)
Ranked: No
Your character may use this talent to make an **Average (◆◆) Coercion check**. For each s the check generates, one enemy within short range suffers 1 strain. For each a, one enemy affected by Scathing Tirade suffers 1 additional strain.

Side Step

Tier: 2
Activation: Active (Maneuver)
Ranked: Yes
Once per round, your character may suffer a number of strain no greater than their ranks in Side Step to use this talent. Until the end of your character's next turn, upgrade the difficulty of all ranged combat checks targeting your character a number of times equal to the strain suffered.

The Threat of Pain

Tier: 2
Activation: Active (Incidental)
Ranked: Yes
Templars and inquisitors have developed improved torture methods to get information of of witches and heretics.

Your character may spend ⅄⅄ from a Coercion or Deception check to use this talent to upgrade the ability of a single

ally's subsequent social skill check a number of times equal to your character's ranks in Bad Cop. The check must target the same character as your character's initial check, and it must take place during the same encounter.

Only one character may affect a check with this talent.

Threaten
Tier: 2
Activation: Active (Incidental, Out of Turn)
Ranked: Yes
After an adversary within short range of your character resolves a combat check that deals damage to one of your character's allies, your character may suffer 3 strain to use this talent to inflict a number of strain on the adversary equal to your character's ranks in Coercion. The range of this talent increases by one band per rank of Threaten beyond the first.

Two-Handed Grip
Tier: 2
Activation: Passive
Ranked: No
When performing a combat check with a Melee (Light) weapon of Encumbrance of at least 2, if your character has nothing in their other hand, they add $\wedge$ to the results.

Well-Travelled
Tier: 2
Activation: Passive
Ranked: No
Knowledge (Geography), Negotiation, and Vigilance are now career skills for your character.

Witchbane
Tier: 2
Activation: Passive
Ranked: No
Your character counts the Critical rating of their weapon as one lower to a minimum of 1 when making an attack targeting an adversary capable of Witchcraft.

Tier 3

Animal Companion
Tier: 3
Activation: Passive
Ranked: Yes
Your character creates a bond with a single animal approved by your GM. This animal must be silhouette 0 (no larger than a mid-sized dog). The bond persists as long as your character chooses, although at your GM's discretion, the bond may also be broken due to abusive treatment or other extenuating circumstances. As long as the bond persists, the animal follows your character, and you dictate the animal's overall behavior (although, since the animal is only bonded with the character, not dominated, it may still perform inconvenient actions such as scratching furniture, consuming rations, and marking territory). Once per round in structured encounters, your character may spend one maneuver to direct their animal in performing one action and one maneuver during your character's turn. The animal must be within hearing and visual range of your character (generally medium range) to do this.

Otherwise, the animal does not contribute to the encounter. The specifics of its behavior are up to you and your GM. For every additional rank of Animal Companion your character has, increase the allowed silhouette of the companion by one (this may mean your character gets a new companion, or their companion grows in size). This talent can also change in flavor depending on the nature of your game setting. While an animal companion may make sense in many settings, in a futuristic setting it may make more sense for the "animal" to be a robot or drone, for example.

Backstab
Tier: 3
Activation: Active (Action)
Ranked: No
Your character may use this talent to attack an unaware adversary using a Melee (Light) weapon. A Backstab is a melee attack, and follows the normal rules for performing a combat check (see page 101 of the Genesys Core Rulebook), using the character's Skulduggery skill instead of Melee (Light). If the check succeeds, each uncanceled ✿ adds +2 damage (instead of the normal +1).

Body Guard
Tier: 3
Activation: Active (Maneuver)
Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Body Guard to use this talent. Choose one ally engaged with your character; until the end of your character's next turn, upgrade the difficulty of all combat checks targeting that ally a number of times equal to the strain suffered.

Cavalier

Tier: 3
Activation: Active (Maneuver)
Ranked: No

While riding a mount trained for battle (typically a war mount [see *Realms of Terrinoth* page 105] or flying mount [see *Realms of Terrinoth* page 104]), once per round your character may use this talent to direct the mount to perform an action.

Counterattack

Tier: 3
Activation: Active (Incidental, Out of Turn)
Ranked: No

Your character must have purchased the Improved Parry talent to benefit from this talent. When your character uses the Improved Parry talent to hit an attacker, they may also activate an item quality of the weapon they used as if they had generated ⋀⋀ on a combat check using that weapon.

Dodge

Tier: 3
Activation: Active (Incidental, Out of Turn)
Ranked: Yes

When your character is targeted by a combat check (ranged or melee), they may suffer a number of strain no greater than their ranks in Dodge to use this talent. Then, upgrade the difficulty of the combat check targeting your character a number of times equal to the strain suffered.

Dual Strike

Tier: 3
Activation: Active (Incidental)
Ranked: No

When resolving a combined check to attack with two weapons in a melee combat, your character may suffer 2 strain to use this talent to hit with the secondary weapon (instead of spending ⋀⋀).

Eagle Eyes

Tier: 3
Activation: Active (Incidental)
Ranked: No

Once per encounter before making a ranged combat check, you may use this talent to increase your weapon's range by one range band (to a maximum of extreme range). This lasts for the duration of the combat check.

Easy Prey

Tier: 3
Activation: Active (Maneuver)
Ranked: No

Your character may suffer 3 strain to use this talent. Until the start of your character's next turn, your character and allies within short range add ▢ ▢ to combat checks against immobilized targets.

Field Commander

Tier: 3
Activation: Active (Action)
Ranked: No

Your character may use this talent to make an **Average (◆◆) Leadership check**. If successful, a number of allies equal to your character's Presence may immediately suffer 1 strain to perform one maneuver (out of turn). If there are any questions as to which allies take their maneuvers first, your character is the final arbiter.

Forgot to Count?

Tier: 3
Activation: Active (Incidental, Out of Turn)
Ranked: No

When an opponent makes a ranged combat check, you can spend ⟳⟳ from that check to use this talent to cause their weapon to run out of ammo (see page 104), as long as the weapon can normally run out of ammunition.

Grenadier

Tier: 3
Activation: Active (Incidental)
Ranked: No

When your character makes a ranged combat check with a weapon that has the Blast item quality, you may spend one Story Point to use this talent to trigger the weapon's Blast quality, instead of spending ⚁ (even if the attack misses). In addition, your character treats grenades as having a range of medium.

Hard-Boiled

Tier: 3
Activation: Active (Incidental)
Ranked: No

When your character makes a check to recover from strain at the end of an encounter (as described on page 117 of the Genesys Core Rulebook), your character may make a **Simple (–) Resilience check** instead of Discipline or Cool. If your character does so, they heal 1 strain per ☀ and 1 wound per ⚁.

Health Elixir Specialization

Tier: 3
Activation: Passive
Ranked: Yes

When your character uses Health Elixir, the target heals one additional wound per rank of Painkiller Specialization. The sixth painkiller and beyond each day still has no effect.

Heroic Will

Tier: 3
Activation: Active (Incidental, Out of Turn)
Ranked: No

When you purchase this talent for your character, choose two characteristics. You may spend a Story Point to use this talent to have your character ignore the effects of all Critical Injuries on any skill checks using those two characteristics until the end of the current encounter. (Your character still suffers the Critical Injuries; they just ignore the effects. See *Genesys Core Rulebook* page 114.)

Inspiring Rhetoric (Improved)

Tier: 3
Activation: Passive
Ranked: No

Your character must have purchased the Inspiring Rhetoric talent to benefit from this talent. Allies affected by your character's Inspiring Rhetoric add 🟦 to all skill checks they make for a number of rounds equal to your character's ranks in Leadership.

Justice of the Creator

Tier: 3
Activation: Active (Incidental)
Ranked: No

Once per round on your character's turn, your character may suffer 3 strain to use this talent to add damage equal to their ranks in Discipline to one hit of a successful melee attack against an enemy of the Church.

Laugh it Off

Tier: 3
Activation: Passive
Ranked: No

When your character is targeted by a social check that gener-

ates ⟳⟳⟳ or ⊗, your character may use this talent to spend those results and reduce the strain they would have suffered from that check by 4. The character who targeted them suffers an equal amount of strain equal to the amount reduced.

Martial Weapons Master

Tier: 3
Activation: Active (Action)
Ranked: No

When armed with a Melee weapon, your character may use this talent to make an **Average (◆◆) Melee check** as an action. If successful, they force one engaged target to drop a weapon they are holding, or forces the opponent to move one range band in a direction of your character's choosing.

If your character forces a named rival or nemesis into dangerous terrain (or off a ledge or cliff) using this talent, your GM can spend a Story Point to allow them to catch themselves at the edge and fall prone instead.

Natural

Tier: 3
Activation: Active (Incidental)
Ranked: No

When your character purchases this talent, choose two skills. Once per session, your character may use this talent to reroll one skill check that uses one of those two skills.

Nimble

Tier: 3
Activation: Active (Incidental)
Ranked: No

At the start of your character's turn, you may spend one Story Point to use this talent to allow your character to perform a move maneuver as an incidental. (This does not count against the limit of two maneuvers per turn.) If you use this talent, your character can only perform one additional move maneuver during this turn.

Parry (Improved)

Tier: 3
Activation: Active (Incidental, Out of Turn)
Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. When your character suffers a hit from a melee combat check and uses Parry to reduce the damage from that hit, after the attack is resolved, you may spend ⊗ or ⟳⟳⟳ from the attacker's check to use this talent. Then, your character automatically hits the attacker once with a Brawl or Melee weapon your character is wielding. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities. Your character can't use this talent if the original attack incapacitates them.

Potent Concoctions

Tier: 3
Activation: Passive
Ranked: No

When your character makes an Alchemy check that generates ⬢, roll an additional ⬡ and add its results to the pool, in addition to spending the ⬢ normally. When your character makes an Alchemy check that generates ⬢, roll an addition-

al ⬡ and add its results to the pool, in addition to spending the ⊗ normally. Each of these effects can occur only once per check.

Precise Archery

Tier: 3
Activation: Passive
Ranked: No

When making a Ranged combat check targeting a character engaged with one of your character's allies, downgrade the difficulty of the check once (thus negating the penalty for shooting at engaged targets).

Pressure Point

Tier: 3
Activation: Active (Incidental)
Ranked: No

When your character makes an unarmed Brawl check targeting a living opponent, they may use this talent to deal strain damage instead of wound damage, and inflict additional strain damage equal to their ranks in Medicine.

Rapid Archery

Tier: 3
Activation: Active (Maneuver)
Ranked: No

While your character is armed with a bow (or similar weapon, at your GM's discretion) they may suffer 2 strain to use this talent. During the next ranged combat check your character makes this turn, the bow gains the Linked quality with a value equal to their ranks in the Ranged skill.

Scathing Tirade (Improved)

Tier: 3
Activation: Passive
Ranked: No

Your character must have purchased the Scathing Tirade talent to benefit from this talent. Enemies affected by your character's Scathing Tirade add ■ to all skill checks they make for a number of rounds equal to your character's ranks in Coercion.

Shockwave

Tier: 3
Activation: Passive
Ranked: No

Your character treats Melee (Heavy) weapons as possessing the Blast item quality with a rating equal to your character's ranks in Melee (Heavy). Your character does not suffer damage from their weapon's Blast quality (but allies do!).

Takedown

Tier: 3
Activation: Active (Action)
Ranked: No

Your character may use this talent to make an **opposed Brawl vs. Resilience check** targeting one engaged opponent. If successful, the target is knocked prone and immobilized until the end of your character's next turn. If the target is a minion or rival, your character may spend ✪ to incapacitate (but not kill) the target instead.

Tier 4

Back-to-Back

Tier: 4
Activation: Passive
Ranked: No

While engaged with one or more allies, your character and allies they are engaged with add 🟦 to combat checks. If one or more allies engaged with your character also have Back-to-Back, the effects are cumulative to a maximum of 🟦 🟦.

Can't We Talk About This?

Tier: 4
Activation: Active (Action)
Ranked: No

Your character can use this talent to make an opposed Charm or Deception versus Discipline check targeting a single non-nemesis adversary within medium range. If the check succeeds, the target cannot attack your character (or perform hostile actions against your character) until the end of their next turn. You may spend ⋀⋀ to increase the length of the effect by one additional turn, and spend ✪ to extend the benefits to all of their identified allies within short range. The effect ends immediately if your character or a known ally attacks the target. In addition, your GM may rule that some targets are immune to this ability. An automated sentry turret, for example, has no interest in resolving a conflict through talking, nor would someone consumed by rage and the desire for revenge against your character.

Deadeye

Tier: 4
Activation: Active (Incidental)
Ranked: No

After your character inflicts a Critical Injury with a ranged weapon and rolls the result, your character may suffer 2 strain to use this talent. Then, you may select any Critical Injury of the same severity to apply to the target instead.

Death Rage

Tier: 4
Activation: Passive
Ranked: No

Your character adds +2 damage to melee attacks for each Critical Injury they are currently suffering. (Your GM may also impost additional penalties on social skill checks your character makes if they are suffering Critical Injuries due to their frenzied behavior.)

Defensive

Tier: 4
Activation: Passive
Ranked: Yes

Each rank of Defensive increases your character's melee defense and ranged defense by one.

Enduring

Tier: 4
Activation: Passive
Ranked: Yes

Each rank of Enduring increases your character's soak value by one.

Field Commander (Improved)

Tier: 4
Activation: Passive
Ranked: No

Your character must have purchased the Field Commander talent to benefit from this talent. When your character uses the Field Commander talent, your character affects a number of allies equal to twice the character's Presence. In addition, you may spend ✪ to allow one ally to suffer 1 strain to perform an action, instead of a maneuver.

Inspiring Rhetoric (Supreme)

Tier: 4
Activation: Active (Incidental)
Ranked: No

Your character must have purchased the Inspiring Rhetoric talent to benefit from this talent. Your character may choose to suffer 1 strain to use the Inspiring Rhetoric talent as a maneuver, instead of as an action.

Quick-Witted

Tier: 4
Activation: Active (Incidental, Out of Turn)
Ranked: No

Once per encounter, after another character makes a social skill check, your character may use this talent to make an **Average (◆ ◆) Vigilance check**. If successful, you may add a number of ☼ or ⋀ (your choice) equal to your character's ranks in Charm to the other character's check. If your character fails, your character suffers 3 strain.

Scathing Tirade (Supreme)

Tier: 4
Activation: Active (Incidental)
Ranked: No

Your character must have purchased the Scathing Tirade talent to benefit from this talent. Your character may choose to suffer 1 strain to use the Scathing Tirade talent as a maneuver, instead of as an action.

Unrelenting

Tier: 4
Activation: Active (Incidental)
Ranked: No

Once per round after resolving a successful Brawl, Melee (Light), or Melee (Heavy) combat check, your character may suffer 4 strain to use this talent to make an additional melee attack as an incidental against the same target. Increase the difficulty of the combat check by one if this attack uses a second weapon, or by two if the attack uses the same weapon.

Venom Soaked Blade

Tier: 4
Activation: Passive
Ranked: No

When making a Melee (Light) combat check using a poisoned weapon, your character treats it as possessing the Burn 2 item quality.

Tier 5

Crushing Blow

Tier: 5
Activation: Active (Incidental)
Ranked: No

Once per session after rolling a melee attack but before resolving the check, your character may suffer 4 strain to use this talent. While resolving the check, the weapon gains the Breach 1 and Knockdown item qualities, and destroys one item the target is wielding that does not have the Reinforced quality.

Dedication

Tier: 5
Activation: Passive
Ranked: Yes

Each rank of Dedication increases one of your character's characteristics by one. This talent cannot increase a characteristic above 5. You cannot increase the same characteristic with Dedication twice.

Indomitable

Tier: 5
Activation: Active (Incidental, Out of Turn)
Ranked: No

Once per encounter, when your character would be incapacitated due to exceeding their wound or strain threshold, you may spend a Story Point to use this talent. Then, your character is not incapacitated until the end of their next turn. If your character reduces their strain or wounds to below their threshold before the end of their next turn, they are not incapacitated.

Let's Talk This Over

Tier: 5
Activation: Active (Incidental, Out of Turn)
Ranked: No

Once per game session, when a combat encounter against one or more sentient beings is about to begin, the character make

a **Daunting (◆◆◆◆) Charm check**. If successful, the combat encounter instead becomes a social encounter, with the PCs attempting to convince their opposition to back down, come around to their viewpoint, or accept a compromise. The GM is the final arbiter of how the situation resolves without violence (or how the combat encounter continues if the character's check is unsuccessful).

Master

Tier: 5
Activation: Active (Incidental)
Ranked: No
When you purchase this talent for your character, choose one skill. Once per round, your character may suffer 2 strain to use this talent to reduce the difficulty of the next check they make using that skill by two, to a minimum of **Easy (◆)**.

Retribution

Tier: 5
Activation: Active (Incidental, Out of Turn)
Ranked: No
Once per round when an adversary attacks an ally within medium range, your character may spend one Story Point to use this talent to automatically hit that enemy once with a weapon your character is wielding, if the enemy is within the weapon's range. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities.

Ruinous Repartee

Tier: 5
Activation: Active (Action)
Ranked: No
Once per encounter, your character may use this talent to make an opposed Charm or Coercion versus Discipline check

targeting one character within medium range (or within earshot). If successful, the target suffers strain equal to twice your character's Presence, plus one additional strain per ✶. Your character heals strain equal to the strain inflicted. If incapacitated due to this talent, the target could flee the scene in shame, collapse in a dejected heap, or throw themself at your character in fury, depending on your GM and the nature of your character's witty barbs.

Whirlwind

Tier: 5
Activation: Active (Action)
Ranked: No
Your character may suffer 4 strain to use this talent to make a Brawl, Melee (Light), or Melee (Heavy) attack against the engaged adversary who is hardest to hit (as determined by the GM), increasing the difficulty by one. If the combat check succeeds, each adversary engaged with the character suffers one hit from the attack, that deals base damage plus damage equal to the total ✶ scored on the check.

Zealous Fire

Tier: 5
Activation: Passive
Ranked: No
Each time your Game Master spends a Story Point, your character heals 2 strain.

Grave Walker Talents

Tier 1

Fear the Reaper

Tier: 1
Activation: Passive
Ranked: No
Requirement: You must have either been in contact with Witchcraft or with a supernatural being. You must not be a Witchborn, nor have the Damned Ability.
You gain the followings abilities:

- **Condemned:** The Critical Rating of any attacks against your character is reduce by 1 (to a minimum of 1) and gain Vicious 2 (or improve their Vicious rating by 2). In addition, you cannot heal from Critical Injuries. Finally, the difficulty of every check you rolled is upgraded once.
- **Damned:** You cannot purchase Vampire or Werewolf talents.
- **Death's Gift:** Once per session, you can reroll a die not showing a ⟲ or ⊗.

These modifications will inevitably leads the character to their death, which is intended as their transition to Grave Walker goes through death.

Should your character die, on the following night you come back to life, fully healed from previous Critical Injuries and their effects (even lasting ones such as *"Maimed"*). You character also recover from all their wounds and strain.

Then, you loose this talent and replace it with the Grave Walker Talent.

Grave Walker

Tier: 1
Activation: Passive
Ranked: No
Requirement: This talent cannot be purchased with XP, but is obtained through the Fear the Reaper talent.

You are now considered an undead, gaining these abilities:

- **Damned:** You cannot purchase Vampire or Werewolf talents.
- **Silver Anathema:** When attacked by alchemical silver weapons (See Gear and Equipment Craftsmanship), the weapon gains either Burn 2 item quality or has its existing Burn quality increased by 1. The burning cannot be stopped by jumping into water nor by rolling on ground.
- **Lifesight:** Grave walkers see the living energy emanating from humans and other animals. This vision does no extend to plants nor undead. You remove all ■ imposing by darkness and concealment on Perception and Vigilance check to notice humans and animals.
- **Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins.

Spit

Tier: 1
Activation: Action (Action)
Ranked: No
Requirement: Your character must have obtained the Grave Walker talent.

Your undead's stomach secretes a vile liquid that you can spit as a ranged attack. This spit use the following profile: Spit (Ranged; Damage 6; Ranged [Engaged]; Burn 2). The Burn is chemical in nature and cannot be stopped with the coordination check. Jumping into water wash it away though.

You can also apply the liquid to a weapon, granting it Burn 2. The quality only lasts for a single attack. You can only have one application of this Spit feature at any giving time.

Vile Health

Tier: 1
Activation: Passive
Ranked: No
Requirement: Your character must have btained the Grave Walker talent.

Before your character heals strain at the end of an encounter, if their current wounds is more than half of their wound threshold, they heal two wounds.

Tier 2

Cannibalize

Tier: 2
Activation: Action (Maneuver)
Ranked: No
Requirement: Your character must have obtained the Grave Walker talent.

Your character can consume their body to fuel their mind. You can use a maneuver to voluntarily suffer two wounds in order to recover one strain.

Corrosive Blood

Tier: 2
Activation: Passive
Ranked: No
Requirement: Your character must have obtained the Grave Walker talent.

Your blood attacks living tissues. When a living being inflicts your character a wound while engaged with them, they suffer 1 wound.

Spit (Improved)

Tier: 2
Activation: Action (Action)
Ranked: No
Requirement: Your character must have obtained the Grave Walker talent and purchased the Spit talent.

The range of your spit attack becomes short.

Tier 3

Death's Gift

Tier: 3
Activation: Action (Incidental)
Ranked: No
Requirement: Your character must have obtained the Grave Walker talent.

Once per encounter, after your character has rolled a skill check (but before resolving the result), they can spend a story point to reroll a number of positive dice from the pool equal to ranks in Death's Gift.

Death's Gambit

Tier: 3
Activation: Passive
Ranked: No
Requirement: Your character must have obtained the Grave Walker talent.

If the GM has equal or more Story tokens available than the players, your character adds ⋀ on all their checks.

Tier 4

Grave's Resilience

Tier: 4
Activation: Active (Maneuver)
Ranked: No
Requirement: Your character must have obtained the Grave Walker talent.

Before your character heals strain at the end of an encounter, you can spend a story point to make a Resilience check to heal from a single Critical Injury. The difficulty is equal to that injury's severity.

Tier 5

Death's Chosen

Tier: 5
Activation: Active (Incidental)
Ranked: No
Requirement: Your character must have obtained the Grave Walker talent.

Once per session, your character may spend 5 strain to gain one additional action for one round.

Vampire Talents

Tier 1

Blood Potency

Tier: 1
Activation: Action (Maneuver)
Ranked: No
Requirement: Your character must have purchased the Vampire Talent.

Once per encounter, as a maneuver your character may spend 2 strain to raise Brawn or Agility by 1 point to a maximum of 5 until the end of the encounter.

Vampire

Tier: 1
Activation: Passive
Ranked: No
Requirement: Your character must have drink the blood of a vampire and that vampire must have drank your character's. You cannot purchased this talent if you possess the Damned Ability or are a Witchborn.

You are now considered an undead, gaining these abilities:

- **Bite:** They gain a Bite attack (Brawl; Damage +2; Critical 4; Range [Engaged], Pierce 2, Vicious 1).

- **Blood Hunger:** Your character does not regain strain normally, such as through rest or at the end of an encounter. For every wound caused to a living being with their bite attack your character regains 1 strain. Any a rolled on this attack may be spent to restore 2 strain each. Wounds inflicted with this attack cannot be healed with painkillers or a Medicine check. Abilities that restore strain work normally. Outside of combat, any blood that is reasonably fresh can be drunk to regain strain. The specific amount necessary is up to the GM, but completely draining a human should restore all strain if your character is at their strain threshold.

- **Damned:** You cannot purchase Grave Walker or Werewolf talents.

- **Progeny:** When interacting with the vampire that turned you, upgrade the difficulty of all social checks. When interacting with vampires you turned, ugrade the ability of all social checks.

- **Silver Anathema:** When attacked by alchemical silver weapons (See Gear and Equipment Craftsmanship), the weapon gains either Burn 2 item quality or has its existing Burn quality increased by 1. The burning cannot be stopped by jumping into water nor by rolling on ground.

- **Stake Through the Heart:** If an opponent makes a called shot to your character's heart with a wooden melee weapon or a ranged weapon that fires ammunition made of wood, that weapon gains Viscous 5.

- **Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins.

- **Weakness to Sunlight:** Also while they are exposed to sunlight, reduce all characteristics by 2 and half their Wound Threshold and Strain Threshold and will suffer one wound per round. If wounds caused by sunlight cause the character to exceed their wound threshold they immediately suffer the Critical Injury of Dead and turn to ash.

Tier 2

Blood Potency (Improved)

Tier: 2
Activation: Passive
Ranked: No
Requirement: Your character must have purchased the Vampire and the Blood Potency talents.

The strain cost of Blood Potency is reduced to 1.

Entranced

Tier: 2
Activation: Active (Action)
Ranked: No
Requirement: Your character must have purchased the Vampire talent.

Your character may spend 2 strain, choose a target within Short range that is visible and not hostile, and make a **Charm versus Discipline check**. If successful, the target retains their free will but will regard your character as a close friend for one day per success. The target will not do anything they don't want to do. Convincing them to do certain things or to reveal some information may still require some kind of check.

Heightened Senses

Tier: 2
Activation: Passive
Ranked: Yes
Requirement: Your character must have purchased the Vampire talent.
Your character gains per rank of Heightened Senses on any Perception or Vigilance checks.

Project Thoughts

Tier: 2
Activation: Active (Action)
Ranked: No
Requirement: Your character must have purchased the Vampire talent.
Your character may spend 2 strain and use an action to cause a target they are engaged with to hear one or two sentences in their head. No one but the target can hear these thoughts and will hear them in your character's voice even if they have never heard it before.

Vampiric Speed

Tier: 2
Activation: Active (Incidental)
Ranked: No
Requirement: Your character must have purchased the Vampire talent.
Once per round, your character may spend 2 strain to perform a Move maneuver as an incidental. If they use this talent they do not have to perform the Disengage maneuver to move away from an engaged opponent.

Tier 3

Bat Form

Tier: 3
Activation: Active (Action)
Ranked: No
Requirement: Your character must have purchased the Vampire talent.
Your character may spend 2 strain to transform into a bat until the end of the encounter or they use an action to transform back. Your character's Silhouette and Brawn becomes 0 and they gain Flying. (Page 100 of the Genesys Core Rulebook).

Enthrall

Tier: 3
Activation: Active (Action)
Ranked: No
Requirement: Your character must have purchased the Vampire and the Entranced talents.
Targets of the Entranced talent may be hostile.

Project Thoughts (Improved)

Tier: 3
Activation: Passive
Ranked: No
Requirement: Your character must have purchased the Vampire and the Project Thoughts talent.
Your character no longer must spend strain to use the Project Thoughts talent and may use it with targets up to Medium range that they can see.

Read Thoughts

Tier: 3
Activation: Active (Action)
Ranked: No
Requirement: Your character must have purchased the Vampire and the Project Thoughts talent.
Your character may spend 2 strain and use an action to make an opposed **Discipline vs Discipline check** read the surface thoughts of a target they are engaged with.

Shadow Shroud

Tier: 3
Activation: Active (Maneuver)
Ranked: No
Requirement: Your character must have purchased the Vampire and the Project Thoughts talent.
Your character may spend 2 strain and use a maneuver to blend in with the shadows. This will allow them to move nearly invisible and silently. They automatically gain ✧✧ on any Stealth check until the end of the encounter. The GM may state that your character cannot use this talent if there is no shadow.

Suggestion

Tier: 3
Activation: Active (Action)
Ranked: No
Requirement: Your character must have purchased the Vampire talent.
Once per encounter, as an action, your character may spend 4 strain, choose a target within Short range that is not hostile to them, and make an opposed **Charm versus Discipline check**. If successful, your character may give them a simple command of a single simple action to perform now or upon encountering a trigger event.

The suggestion is given aloud. The action cannot be something that would be in contradiction of the target's Strength, Flaw, Desire, or Fear nor may it cause the target to hurt themselves directly. If the trigger does not occur within one day then the target will no longer perform the action. The target will perform the action only once even if the trigger occurs multiple times.

The target will have no memory of receiving the suggestion, what the trigger is, or of performing the action.

Vampiric Speed (Improved)

Tier: 3
Activation: Active (Action)
Ranked: No
Requirement: Your character must have purchased the Vampire and the Vampire Speed talent.

Your character is not required to spend strain to gain an extra maneuver. They are still limited to two maneuvers per round.

Tier 4

Dominate

Tier: 4
Activation: Active (Action)
Ranked: No
Requirement: Your character must have purchased the Vampire and the Suggestion talents.

Once per encounter, as an action, your character may spend 4 strain and make an opposed **Charm versus Discipline check** against one target within Short range. If successful, during the target's next turn, your character dictates what actions and maneuvers they perform, but will not perform any action that causes them to directly hurt themselves.

Invisibility

Tier: 4
Activation: Active (Action)
Ranked: No
Requirement: Your character must have purchased the Vampire and the Shadow Shroud talents.

Your character may spend 4 strain and make an **Average (◆ ◆) Stealth check**. If successful, they will be completely invisible, but still audible, for one round per uncancelled ☼. If they perform any action or maneuver they immediately become visible again.

Majesty

Tier: 4
Activation: Active (Incidental)
Ranked: No
Requirement: Your character must have purchased the Vampire and the Entranced talents.

When using the Entranced talent, your character may spend 2 additional strain as an incidental to affect any number of targets.

Read Thoughts (Improved)

Tier: 4
Activation: Passive
Ranked: No
Requirement: Your character must have purchased the Vampire and the Read Thoughts talents.

The strain cost for Read Thoughts is now 1 and your character may use it with targets up to Medium range that they can see.

Remove Memory

Tier: 4
Activation: Active (Incidental)
Ranked: No
Requirement: Your character must have purchased the Vampire talent.

Your character may spend 4 strain, choose a target within Short range, and make an opposed **Deception versus Discipline check**. If successful, the targets forgets everything that has happened for one round per uncancelled ☼. ⊛ may be used to cause the target to forget an entire day.

Tier 5

Vampire Master

Tier: 5
Activation: Active (Incidental)
Ranked: No
Requirement: Your character must have purchased the Vampire talent.

Once per session, your character may spend 5 strain to gain one additional action for one round.

Werewolf Talents

Tier 1

Beast Control

Tier: 1
Activation: Passive
Ranked: No
Requirement: Your character must have purchased the Werewolf talent.

Your character no longer receives a -1 to Intellect when shifting into hybrid form.

Controlled Shift

Tier: 1
Activation: Passive
Ranked: No
Requirement: Your character must have purchased the Werewolf talent.

The difficulty for shifting into hybrid form or back to human form is now **Average (◆ ◆)**.
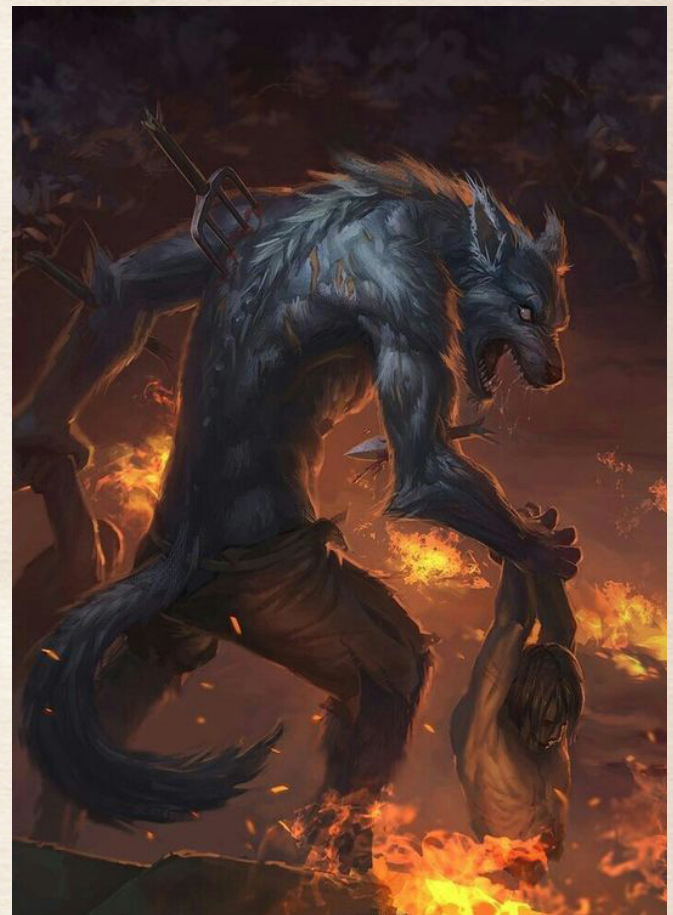
Fear the Beast

Tier: 1
Activation: Passive
Ranked: No
Requirement: Your character must have purchased the Werewolf talent.

Your character may automatically add ☼ ∧ to any Coercion checks made while in human form. Your character may automatically adds ⊛ to any Coercion checks while in hybrid form. Note that to even make a Coercion check in hybrid form means the target is accustomed to seeing werewolves or succeeded on their fear check.

Fenzy Control

Tier: 1
Activation: Passive
Ranked: No
Requirement: Your character must have purchased the Werewolf talent.

When Frenzy triggers, your character may make a Hard (kkk) Discipline check to gain control immediately after the forced shift. If they fail this check the check to regain control is a **Hard (◆ ◆ ◆) Discipline check**.

Razor Claws

Tier: 1
Activation: Passive
Ranked: No

Requirement: Your character must have purchased the Werewolf talent.

Your Claw made while in hybrid form have their Critical Rating reduced by 1.

Werewolf

Tier: 1
Activation: Passive
Ranked: No
Requirement: You must have suffered a wound through a werewolf's bite or claw attacks. You cannot purchased this talent if you possess the Damned Ability or are a Witchborn.
You gain these abilities:

- **Damned:** You cannot purchase Vampire or Grave Walker talents.
- **Shapechange:** As an incidental your character may make a **Hard (◆◆◆) Discipline check** and change into half-person half-wolf form. In this form your character gains +1 Brawn and +1 Agility to a maximum of 5. Soak and wound threshold increases appropriately. Intellect and Willpower are each lowered by 1 to a minimum of 1. Strain threshold decreases appropriately. They may voluntarily shift back into human form by making a **Hard (◆◆ ◆) Discipline check**. If your character falls unconscious from suffering too much strain while in the hybrid form they revert to their human form. Clothes that cannot fit over the new form are destroyed. Any carried gear is dropped on the ground.
- **Claws:** While in hybrid form, you gain this attack: Claws (Brawl, Damage +4, Critical 4; Range [Engaged], Knockdown, Disorient 2) Unarmed attacks gain +1 damage and a critical rating of 4.
- **Frenzy:** If they ever suffer 4 or more strain at once or exceed their strain threshold while in human form they immediately shift into their hybrid form and attack the nearest living being. They will continue to attack until unconscious or there are no more targets left. Every turn they may attempt a **Daunting (◆◆◆◆) Discipline check** to regain control.
- **Fearsome:** Anyone not accustomed to seeing the hybrid form must immediately make a **Hard (◆◆◆) Fear check** when seeing your character in hybrid form.
- **Silver Anathema:** When attacked by alchemical silver weapons (See Gear and Equipment Craftsmanship), the weapon gains either Burn 2 item quality or has its existing Burn quality increased by 1. The burning cannot be stopped by jumping into water nor by rolling on ground.

Tier 2

Beast Control (Improved)

Tier: 2
Activation: Passive
Ranked: No
Requirement: Your character must have purchased the Werewolf and the Beast Control talents.
Your character no longer receive a -1 to Willpower when shifting into hybrid form.

Beyond the Natural

Tier: 2
Activation: Passive
Ranked: Yes
Requirement: Your character must have purchased the Werewolf talent.
Any non-combat Brawn or Agility checks while in hybrid form gain 🟦 per level of Beyond the Natural.

Bring Down the Prey

Tier: 2
Activation: Passive
Ranked: Yes
Requirement: Your character must have purchased the Werewolf talent.
Your character's Claws attack gains a rank of Ensnare for each rank of Bring Down the Prey talent.

Wolf Form

Tier: 2
Activation: Passive
Ranked: No
Requirement: Your character must have purchased the Werewolf talent.
Your character may now choose to shift into a full wolf form. While in wolf form upgrade all Perception checks once and may ignore difficult terrain. Also while in this form your character is unable to use any item or weapon that requires hands. While in wolf form, you gain this attack: Bite (Damage +1, Critical 4; Range [Engaged]; Knockdown). This Bite attack gain benefit from the Bring Down the Prey talent.

Tier 3

Blur
Tier: 3
Activation: Passive
Ranked: No
Requirement: Your character must have purchased the Werewolf talent.
Any time your character moves from one range band to another they gain 1 Defense for one round.

Pack Tactics
Tier: 3
Activation: Active (Maneuver)
Ranked: No
Requirement: Your character must have purchased the Werewolf talent.
Your character may spend 2 strain to perform this maneuver and have themself and every ally within Short range receive ▢ per your character's ranks in Leadership on all combat checks for one round.

Tier 5

Werewolf Pack Lord
Tier: 5
Activation: Active (Incidental)
Ranked: No
Requirement: Your character must have purchased the Werewolf talent.

Once per session, your character may spend 5 strain to gain one additional action for one round.

Witch Talents

Tier 2

Cackle
Tier: 2
Activation: Active (Incidental)
Ranked: No
Requirement: You must have at least one rank in Witchcraft magic skill.
You may suffer one strain to concentrate on a spell as an incidental rather than a maneuver.

Witchcraft
Tier: 2
Activation: Passive
Ranked: No
Requirement: You must have selected the Witchborn archetype during character creation to purchase this talent.
Witchcraft and Knowledge (Forbidden) are now career skills for your character.

Dark Utterance
Tier: 2
Activation: Active (Action)
Ranked: No
Requirement: You must have at least one rank in Witchcraft magic skill.

You can utter a magical fomula, establishing a weak empathic link with a target.

When using this talent, choose a target within short range and make an **Average (◆ ◆) Witchcraft check**. If the check succeeds, you can affect the target with your spells as if you had Hair or Nails magic implement (thus, adding ■ on Witchcraft checks when casting spells on that target). For the purpose of this talent, a minion group count as a single target.

This effect last for the duration of the encounter.

Siphon Soul
Tier: 2
Activation: Active (Action)
Ranked: No
Requirement: You must have at least one rank in Witchcraft magic skill.
Your inner magic can absorb a fraction of a human's soul to freshen your mind.

You can make an Average (dd) Witchcraft check against an engaged target. For each ✿, the target suffers a strain and you heal a strain.

Tier 3

Dark Utterance (Improved)
Tier: 3
Activation: Active (Maneuver)
Ranked: No
Requirement: You must have at least one rank in Witchcraft magic skill and have purchased the Dark Utterance talent.

You can ow use Dark Utterance as a maneuver.

Familiar
Tier: 3
Activation: Passive
Ranked: No
Requirement: You must have at least one rank in Witchcraft magic skill.
You form a special bond with a small animal. This animal must be of silhouette 0. Common familiars are black cats, rat, a spider (hand-size), a bat, a crow or a snake.

For as long as the familiar remains within Short range of the witch, they decrease the difficulty of Witchcraft checks to cast Scry spells, to a minimum of **Easy (◆)**.

Should the familiar die, the witch suffers 5 strain. Then, the witch must wait a week before bonding with another animal.

The familiar uses the following Rival profile:

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	1	1	1	1

Soak Value	Wound Threshold	M/R Defense
1	4	0 | 0

Skills: Coordination 2 (⬡ ⬡), Resilience 1 (⬡), Stealth 3 (⬡ ⬡ ◆), Vigilance 2 (⬡ ◆)
Talents: None
Abilities: Flyer (If a crow or bat)

Equipment:
- *Bite/Claw*: Brawl; Damage 2; Critical 4; Ranged (Engaged)

Tier 4

Dark Utterance (Supreme)
Tier: 4
Activation: Passive
Ranked: No
Requirement: You must have at least one rank in Witchcraft magic skill and have purchased the Dark Utterance (Improved) talent.
When using Dark Utterance, it affects a number of targets equal to ✿ generated.

Lilithia's Conduit
Tier: 4
Activation: Active (Maneuver)
Ranked: No
Requirement: You must have at least one rank in Witchcraft magic skill.
Once per encounter, your character may spend a Story Point to perform a magic action as a maneuver.

Tier 5

Elder Witch
Tier: 5
Activation: Action (Incidental)
Ranked: No
Requirement: You must have at least one rank in Witchcraft magic skill.
When casting a spell, your character may spend a Story token to improve the strength of the empathic link by one step, see Table 13-1: Penalties when Casting. This also means your character can consider to have a weak empathic link to a victim for which they did not have any. In addition, if your character already had a Major Empathic link, they may decrease the difficulty one more time, for a total of three.
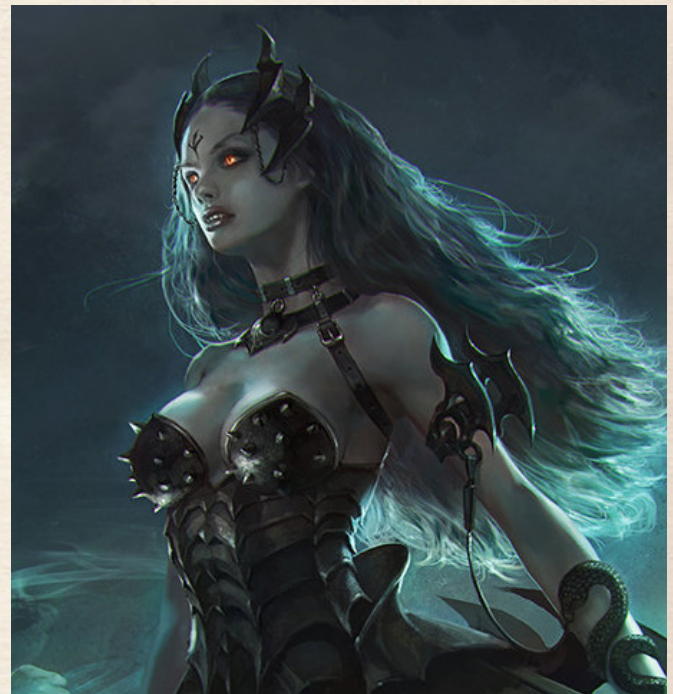
Chapter 12: Gear and Equipment

Weapons

The weapons used in Inquisition are mostly the same as the ones used in Realms of Terrinoth, despite some changes, as stated below.

Changes to existing Weapons

Pierce Quality

Despite the quality name, the ability to push through armor is mostly something that bludgeoning weapons excelled at. For this reason, the Flail and Mace now have a Pierce rating of 1, while the Warhammer has a Pierce rating of 2. Their prices have been adjusted accordingly.

Rarity

While the sword is common in fantasy settings, it is mostly a noble's weapon in Inquisition and thus less people had access to them. Most warriors were wielding axes, maces or spear in combat. For this reason, the sword rarity rating increased from 2 to 4 and the greatsword went from 4 to 6.

War Hammer

In addition to getting Pierce quality, the Concussive quality has been exchanged for Sunder.

Table 12-1: Melee Weapons

Name	Skill	Dam	Crit	Range	Encum	Hp	Price	Rarity	Special
Axe	Melee (Light)	+3	3	Engaged	2	1	150	1	Vicious 1
Cestus	Brawl	+1	4	Engaged	1	0	40	1	Disorient 3
Dagger	Melee (Light)	+2	3	Engaged	1	1	60	1	Accurate 1
Flail	Melee (Heavy)	+4	3	Engaged	4	2	200	3	Cumbersome 3, Linked 1, Pierce 1, Unwieldy 3
Greataxe	Melee (Heavy)	+4	3	Engaged	4	2	300	4	Cumbersome 3, Pierce 2, Vicious 1
Greatsword	Melee (Heavy)	+4	2	Engaged	3	2	300	6	Defensive 1, Pierce 1, Unwieldy 3
Halberd	Melee (Heavy)	+3	3	Engaged	5	3	250	3	Defensive 1, Pierce 3
Katar	Brawl	+1	2	Engaged	1	1	175	4	Accurate 1
Lance	Melee (Light)	+6	3	Engaged	5	3	250	3	Knockdown
Mace	Melee (Light)	+3	4	Engaged	2	1	125	1	Pierce 1
Military Pick	Melee (Light)	+1	2	Engaged	3	1	160	2	Pierce 2
Pike	Melee (Heavy)	+4	4	Short	4	2	100	2	Prepare 1
Pitchfork	Melee (Heavy)	+3	4	Engaged	3	0	80	1	Inaccurate 1, Vicious 1
Shield	Melee (Light)	+0	6	Engaged	1	1	80	1	Defensive 1, Deflection 1, Inaccurate 1, Knockdown
Shield, Large	Melee (Light)	+1	5	Engaged	2	2	160	2	Defensive 2, Deflection 2, Inaccurate 2, Knockdown
Shield, Bulwark	Melee (Light)	+2	5	Engaged	3	2	280	3	Cumbersome 4, Defensive 2, Deflection 3, Inaccurate 2, Knockdown, Reinforced
Spear	Melee (Heavy)	+3	3	Engaged	3	1	110	2	Accurate 1
Spear, Light	Melee (Light)	+2	4	Engaged	2	1	90	1	Accurate 1, Defensive 1
Staff	Melee (Heavy)	+2	4	Engaged	2	1	40	0	Defensive 1
Sword	Melee (Light)	+3	2	Engaged	1	1	200	4	Defensive 1
War Hammer	Melee (Heavy)	+5	4	Engaged	4	2	440	3	Sunder, Cumbersome 4, Inaccurate 1, Knockdown, Pierce 2

Table 12-2: Ranged Weapons

Name	Skill	Dam	Crit	Range	Encum	Hp	Price	Rarity	Special
Bow	Ranged	7	3	Medium	2	1	275	2	Unwieldy 2
Crossbow	Ranged	7	2	Medium	3	1	600	4	Pierce 2, Prepare 1
Crossbow, Hand	Ranged	5	2	Short	2	0	750	5	Pierce 1, Prepare 1
Crossbow, Heavy	Ranged	8	2	Long	4	2	1,000	5	Cumbersome 3, Pierce 3, Prepare 2
Crossbow, Repeating	Ranged	6	2	Short	3	2	800	7	Linked 2, Prepare 2
Longbow	Ranged	8	3	Long	3	2	450	4	Unwieldy 3
Sling	Ranged	4	4	Medium	0	0	20	0	Disorient 2, Prepare 1
Throwing Axe	Ranged	+2	3	Short	1	1	50	1	Inaccurate 1, Limited Ammo 1, Vicious 1

New Weapons

Lance

These long weapons are made out of wood and are so heavy that they simply cannot be used effectively in standard melee combat.

A lance can only be used while mounted and can only be used to attack immediately after performing a maneuver to engage the target.

Pitchfork

Designed as a farmer's tool, the pitchfork often finds itself a martial use to fend off wild animals or hunting down a local witch. While it can cause grievous injuries, it is heavy and the handle was not designed with the purpose of combat thrusting.

Special Weapon rules

Some weapons have some special rules that are not considered qualities. These rules are also present in Realms of Terrinoth but for ease of looking at a single book for weapons, the rules have been rewritten here. Note that for melee weapons that can be thrown, they should be retrievable unless the GM says otherwise.

Dagger

Can be thrown using the following profile: (Ranged; Damage +2; Critical 3; Range [Short]; Accurate 1, Limited Ammo 1).

Pike

Can be used to make melee attacks against targets at short range (the difficulty remains **Average [◆◆]**), but it cannot be used to attack engaged targets.

Sling

⟳ or ⊗ cannot be spent to cause a sling to run out of ammo, unless silver pellets are used.

Spear

Can be thrown using the following profile: (Ranged; Damage +2; Critical 4; Range [Short]; Accurate 1, Limited Ammo 1).

Throwing Axe

Can be used to fight in melee using the following profile: (Melee (Light); Damage +2; Critical 3; Range [Engaged]; Inaccurate 1, Vicious 1).

Armor

The armors available in Inquisition are the same as in Realms of Terrinoth.

Armor Special Rules

Here are the special rules for armor.

Chainmail

Chainmail is restrictive and noisy, so your character adds ■ to Stealth checks they make while wearing it.

Table 12-3: Armor

Type	Defense	Soak	Encumbrance	Hp	Price	Rarity
Brigandine	1	+1	2	1	400	5
Chainmail	0	+2	3	2	550	4
Heavy Robes	1	0	1	1	45	0
Leather	0	+1	2	1	50	3
Padded	0	+1	2	0	35	2
Plate	1	+2	4	2	1,000	6
Scale	0	+2	4	1	410	4

Plate Armor

Plate armor is heavy and very noisy. Your character adds ■ ■ to Stealth checks they make while wearing it.

Scale Armor

The rattling of hundreds of scales is fairly noisy, so your character adds ■ to Stealth checks they make while wearing it.

Craftsmanship

Inquisition uses the same system of Craftsmanship as Realms of Terrinoth, page 96.

In addition, it is possible to use ammunition (extra quiver gear) with craftsmanship rules.

Here are the available craftsmanship options for Inquisition Campaign Setting.

Alchemical Silver

Based on the Church's teachings, when Prophet defeated Lilithia, he used a silver tipped spear. Even though hundreds of years have passed since that event, the church still holds belief that silver is actually deadly to witches. For this reason, many holy ornaments are made of silver.

Since silver is not as as iron, alchemists have developed a process to strengthen the metal to make it about strong as iron, which is still weaker than steel. Because of the cost of the process and the fact that the weapon is not of better quality anyway, alchemical silver weapons are pretty rare. Still, against actual witches and otherworldly creatures, these weapons are actually potent.

While the weapons are uncommon since there have not been any witch-sightings for years, church templars normally carry an alchemical silver secondary weapon. Would be monster hunters would find it pretty useful to have a strong weapon made of this metal.

Armor: Increase the armor's encumbrance value by 2. In addition, your character adds ■ to Athletics, Coordination, Riding, and Stealth checks they make while wearing this armor. Against natural attacks of supernatural creatures, such as a werewolf's claws or a basilisk's bite, increase the defense rating of the armor by 1 and the soak by 1.

Weapon: Increase the weapon's Critical rating by 1. This modifier does not come into play when attacking a witch or supernatural creature. Against such creature, add Burn 2 or increase the weapon's Burn quality rating by 1. The burning is supernatural in nature and cannot be stopped by jumping into water nor by rolling on ground.

Quivers: It is possible to craft ammunition out of alchemical silver. In order to use such a quiver in battle, you must spend the extra quiver prior to shooting. Once used, it provides the Alchemical Silver Weapon bonus to ranged weapons, until you run out of ammunition. Should you switch back to another type of ammunition before running out, you get the extra quiver back. As for pricing, you do not adjust the price for extra quiver as you do with weapons and armors, but still adjust the rarity. Instead, you can run out of ammunition on a check result of ⛭⛭ or ⊗.

Price: Cost x 3 (except for quivers)

Rarity: +3.

Iron

Iron is not as strong or workable as steel, but the smelting of that alloy is beyond many smiths. Further, when both iron and steel items are available, steel fetches a higher price. Many adventurers, militia members, and soldiers in the service of lesser nobles must make do with iron weapons and armor.

Armor: Increase the armor's encumbrance value by 2. In addition, your character adds ■ to Athletics, Coordination, Riding, and Stealth checks they make while wearing this armor.

Weapon: Increase the weapon's Critical rating by 1.

Price: Cost x ½.

Rarity: -1.

Steel

Steel is preferred by smiths across Eguras, and those warriors and nobles who can afford to do so invariably equip themselves and their retainers with steel arms and armor. The standard weapon and armor profiles in this chapter represent steel items, and steel craftsmanship has no additional effect.

Price: No Change.

Rarity: No Change.

Table 12-4: Weapon Attachments

Attachment	Price	Rarity
Balanced Hilt	1,000	6
Duel Cross Guard	800	5
Razor Edge	1,250	6
Recurve Limbs	300	4
Serrated Edge	75	2
Superior Weapon Customization	750	7
Weighted Head	250	2

Item Attachments

Here are the weapons and armor attachments available within the Inquisition setting.

Weapon Attachments

Balanced Hilt

This attachment represents modifying a melee weapon's balance (particularly around the hilt or haft) to make it easier to control.

Use With: This attachment can be applied to any weapons that use the Melee (Light) skill.

Modifiers: The weapon gains the Accurate 1 quality, or increases any existing Accurate quality by 1. (If the weapon has the Inaccurate quality, it reduces that quality's rating by 1 to a minimum of 0, instead.)

Hard Points Required: 1.

Duelist Cross Guard

This attachment represents modifying the cross guard of a

sword to better catch and lock the blade of an opponent.

Use With: This attachment can be applied to any sword, whether one-handed or two-handed.

Modifiers: When an opponent resolves a melee combat check against the wielder, if the check generated at least one uncanceled ♲, the wielder may suffer 1 strain as an out-of-turn incidental to add ♲♲ to the results.

Hard Points Required: 1.

Razor Edge

This attachment represents sharpening a blade to a razor edge, then reinforcing or treating that edge so that it can withstand repeated blows.

Use With: This attachment can be applied to any close combat weapon that has a blade.

Modifiers: The weapon gains the Pierce 2 quality, or increases any existing Pierce quality by 1. The weapon also decreases its Crit rating by 1, to a minimum of 1.

Hard Points Required: 1.

Recurve Limbs

Making the limbs of a bow or crossbow curve away from the wielder increases the penetrating power of the bow's shots, even if it also makes the bow larger and more difficult to wield.

Use With: This attachment can be applied to any bow or crossbow.

Modifiers: The weapon gains the Pierce 2 quality, or increases any existing Pierce quality by 1. The weapon also gains the Unwieldy 2 quality, or increases any existing Unwieldy quality by 1.

Hard Points Required: 1.

Serrated Edge

Adding jagged sawteeth to a bladed weapon means the wounds it makes are particularly brutal and damaging.

Use With: This attachment can be applied to any close combat weapon that has a blade.

Modifiers: The weapon gains the Vicious 1 quality, or increases any existing Vicious quality by 1.

Hard Points Required: 1.

Superior Weapon Customization

This simply represents the weapon being modified by a master craftsman to be better than other examples of its type.

Use With: This attachment can be applied to any weapon.

Modifiers: The weapon gains the Superior quality.

Hard Points Required: 1.

Weighted Head

Adding extra weight to the head of a blunt weapon lets the wielder strike with greater impact and do more damage.

Use With: This attachment can be applied to any close combat weapon that deals bludgeoning or crushing damage (not one with a cutting edge).

Modifiers: The weapon increases its damage by 2. The weapon gains the Cumbersome 2 quality, or increases its existing Cumbersome quality by 1.

Hard Points Required: 1.

Armor Attachments

Table 12-5: Armor Attachments

Attachment	Price	Rarity
Deflective Plating	450	4
Gilded	1,500	5
Intimidating Visage	125	3
Rare Metals	1,000	8
Reinforced Plating	8,000	7
Spikes	600	4

Deflective Plating

This attachment applies angled plates or mildly reflective surfaces to help deflect incoming ranged attacks.

Use With: This attachment can be applied to any armor.

Modifiers: Wearer increases their ranged defense by 1.

Hard Points Required: 1.

Gilded

Though it serves no practical purpose, many nobles like to adorn their armor with gold leaf. It certainly makes the wearer seem impressive, but acts as a lure for every bandit within eyesight.

Use With: This attachment can be applied to any armor.

Modifiers: While wearing this armor, your character adds ■ to Charm, Negotiation, and Leadership checks.

Hard Points Required: 0.

Intimidating Visage

Warriors from many cultures paint their armor or add imposing face masks to intimidate opponents.

Use With: This attachment can be applied to any armor.

Modifiers: When wearing this armor, the user adds ☼ to Coercion checks they make, and automatic ✖ to Charm checks they make.

Hard Points Required: 0.

Rare Metals

Many fantasy settings feature rare, nearly magical metals that can be used to create superior armor.

Use With: This attachment can be applied to chain or plate armor.

Modifiers: The armor reduces its encumbrance by 2, and it adds one fewer ■ to Stealth checks.

Hard Points: 2.

Reinforced Plating

This attachment represents adding extra layers of armor or using stronger materials to reinforce the armor.

Use With: This attachment can be applied to any armor that uses hardened plates for protection.

Modifiers: The armor gains the Reinforced quality. The armor also increases its encumbrance by 1.

Hard Points Required: 2.

Spikes

Particularly unscrupulous warriors sometimes add sharp spikes or barbs to their armor, especially to gauntlets, vambraces, and pauldrons. In the press of a melee, they can use a shoulder check or a wild swing to slash or even impale an opponent.

Use With: This attachment can be applied to plate armor.

Modifiers: If your character is targeted by a melee combat check while wearing this armor, you may spend ⟳⟳⟳ or ⊗ to cause the attacker to suffer 3 wounds.

Hard Points Required: 1.

Gear

People of Eguras carries a lot of gear for work, adventuring and other purposes. Here is a list of common gear.

Alchemist's Lab and Kit

Alchemists work with an impressive array of specialized tools to craft their potions and elixirs. Those who travel tend to rely on a portable kit of the devices most essential to their trade, such as a simple mortar and pestle along with a number of flasks, tin measuring cups, and pouches in which to store various alchemical ingredients. Those with access to fully stocked labs, though, can use also use alembics, crucibles, glassware, and more to create even more wondrous concoctions.

When your character uses an alchemists' kit, they have the right tool for the job (as per page 93 of the Genesys Core Rulebook) when making Alchemy checks, although some potions and elixirs may require specialized ingredients. At your GM's discretion, some complex alchemical items may not be crafted with the limited resources of an alchemists' kit.

An alchemists' lab includes all the items in an alchemists' kit and more. When your character uses an alchemists' lab, they add 🟦 to Alchemy checks. While the many tools and devices included are extremely heavy and cumbersome (and thus require a room to contain them), a lab can be considered somewhat portable if a wagon and draft animal are given over entirely to transporting it.

Apothecary's Kit

Like alchemists, apothecaries often travel with specialized kits. These kits commonly contain bandages, salves, poultices, and other items necessary to heal the injured and sick.

An apothecary's kit allows your character to perform Medicine checks to heal wounds and Critical Injuries without penalty.

Artisan's Tools

Aside from farmers, adventurers and merchants are artisans. These people, as the blacksmith, the cobbler, the carpenter and many others, need some tools to make a living. Artisan's Tools is a kit that include everything someone needs to craft their goods.

Artisan's Tools are specific to a profession. You cannot benefit from a Carpenter Artisan's Tools when working when fishing. Using a Artisan's Tools counts as having right tool for the job (as per page 93 of the Genesys Core Rulebook). You can only have Artisan's Tools for a craft that does not already have an existing gear in the table. For example, Artisan's Tools cannot act as an Alchemist's Kit.

Backpack

Few things are more essential to the traveler and adventurer than the humble backpack. Without its copious storage space, one could not carry the supplies needed for a lengthy journey.

While wearing a backpack, your character increases their encumbrance threshold by four.

Bedroll

Whether camping beneath the boughs of forbidden forest,

Table 12-6: Gear

Name	Encum	Price	Rarity
Alchemist's Kit	3	300	5
Alchemist's Lab (Supplies)	8	600	6
Apothecary's Kit	2	150	4
Artisan's Tools	2	75	3
Backpack	+4	50	3
Bedroll	1	15	1
Climbing Gear	1	20	2
Extra Quiver	2	25	2
Fine Cloak	1	90	4
Flask (Empty)	0	1	1
Flint and Steel	0	10	2
Herbs of Healing	0	50	6
Lantern	1	50	1
Map	0	50	3
Merchant's Scale	1	60	3
Mirror, Pocket	1	20	3
Musical Instrument	1	75	4
Pole (30 hands long)	2	10	1
Priest's Garments	1	100	5
Rope	1	5	1
Signal Horn	1	5	1
Tent, Small	3	10	2
Tent, Large	5	15	3
Thieves' Tools	1	75	5
Torches (3)	1	1	0
Trap, Bear	2	60	2
Trail Rations	0	2	0
Vial Belt	1	30	2
Wagon	-	200	2
Waterskin (Empty)	1	5	1
Winter Clothing	4	100	3

sleeping in a cave, or lying amid the rubble of a ruined castle, a good bedroll can be just what one needs to get a restful night's sleep. Bedrolls usually consist of a thick lower blanket for padding and an upper blanket for warmth. Wealthier individuals sometimes use blankets treated with an alchemical resin to resist rain and damp.

Climbing Gear

Ropes, pitons, and a small hammer make climbing up a sheer cliff or wall merely difficult, rather than nearly impossible (and possibly fatal).

When your character uses climbing gear they remove ■ from any Athletics checks they make to climb something.

Extra Quiver

This can include additional arrows in a spare pouch, crossbow bolts wrapped in a leather pouch, or missiles for other ranged weapons such as blowpipes or dart throwers.

If your character has an extra quiver, they can spend a maneuver to replenish their ranged weapon when it has suffered an "out of ammo" result. Note this does not replenish weapons with the Limited Ammo quality as they do not actually run out of ammunition.

Fine Cloak

Whether it is cut from bolts of vibrant, colorful silk or fashioned from rich, fur-lined velvet, nothing says someone is ludicrously wealthy and powerful (or wants to pass as such) like a fine cloak.

When wearing a fine cloak, your character removes ■ from any Charm, Deception, or Leadership checks they make. While worn, a cloak's encumbrance is 0.

Flask

A clay or pewter flask can be just the thing for carrying water on a long journey. Most flasks can carry roughly ten ounces of liquid, and have a cork or latching top to keep the contents from spilling.

Flint and Steel

As long as an adventurer has time, patience, and a supply of fine, dry kindling, they can use a flint and steel to strike sparks and start a fire.

Herbs of Healing

Found in most forests of Eguras, these herbs are prized for their healing properties. When crushed and packed into a wound (or cast into a pot of boiling water to form an aromatic vapor), these herbs have the almost supernatural ability to help the injured recover from grievous wounds.

When making a Medicine check, your character may use herbs of healing to add ✹ A to the results. The herbs are consumed when used.

Lantern

An iron lantern is easier to handle than a torch and can be hung from a belt or shield. Protected inside a cage of metal and sturdy glass, its flame is relatively safe even if the lantern

is knocked about. This can prove vital while venturing outside at night.

A lit lantern provides light and removes ■ added to checks due to darkness. (If it becomes important to determine how far the light reaches, a lantern can provide light out to short range.)

Map

With no press, maps are rare and travelers mostly ely on indications foundon the roads they travel on. Actual cartography is mostly used when going off-road into the wilderness. Maps are sold at expensive prices to those who want to wander off the beaten path.

The price listed in the gear table is actually for a map of up to one page. They are usually detailed maps of an area the size of a county, or less detailed maps the size of a duchy or even kingdom.

When travelling within a zone covered by a map and when the character is able to find his own position, the difficulty of any Survival checks to plot a route through wilderness is reduced by 2 for a detailed map or by 1 for a less detailed map, up to a minimum difficulty of **Easy (◆).**

Mirror, Pocket

This small pocket mirror can fit the palm of the hand. It is useful for signaling position, spying or simply allowing characters to look at themselves.

Merchant's Scale

Any respectable merchant owns a good old scale. This tool make sure that the trader is paying a made price of the merchandise.

When negotiating on Trade Goods, add ⋏ to checks.

Musical Instrument

Music raises morale, is heartwarming and gather people. Whether it is a harp, flute, mandolin, drum or any other instruments, these instruments allow to skilled musician to influence people around them.

When performing with a musical instrument, you can add ⋏ on **Charm** and **Leadership** checks.

Pole (Thirty Hands Long)

While some may consider a long pole to be an odd thing for an adventurer to carry, clearly those people have not been on many adventures.

Priest's Garments

When doing their sermons, priests of the Creator wear a specific set of vestment, including a stole, hat, and a silver amulet.

When a priest, or anyone that successfully passes as one, wear these garments, they can add ⋏ on any social checks during which the character supports their goal with religious speech. The GM may decide that this item does not work depending on the target's beliefs. In some case, this item may even add a ⟳ instead of ⋏.

Rope

No self-respecting soldier, sailor, miner, merchant, or traveler would ever be caught without a length of sturdy rope close at hand, and that goes doubly for an adventurer. The richest adventurers sometimes carry rope woven from silk, but hempen ropes work just as well. A length of rope stretches out to roughly medium range, but other lengths can be purchased at your GM's discretion.

Signal Horn

The instrument made from a beast's horn is hollow and can be blown to emit a noisy signal. When blowing inside, a character can emit a distinctive sound up to Long Range.

Tent

Tents are useful to protect travelers when there is no inn to rest. Protecting against bad weather and insects, they are recommended whenever camping is suspected.

Smalls tents can shelter one person while a large tent can shelter two.

Thieves' Tools

Thieves' tools allow those without keys to attempt to open any mechanical locks or latches, even complicated ones. When making a Skulduggery check to open a lock or latch, your character adds ⋏ to the results.

Torches (3)

Wrap the end of a length of wood in cloth, dip it in pitch or tar, and light it. The resulting torch should burn for an hour or so, and is a simple way to light up the darkness.

A lit torch provides light and removes ■ added to checks due to darkness. (If it becomes important to determine how far the light reaches, a torch can provide light out to short range.)

Trap, Bear

These mechanical traps are used to catch large animals like bears, deer, and other quarries. Detecting a set trap generally requires an **Easy (◆) Perception or Vigilance check**, unless it was laid to be hidden. In this case, it requires a Perception or Vigilance check opposed by the Survival or Stealth of the character who set up the trap.

Once triggered, the trap closes on the limb. The trapped character has to make a **Daunting (◆◆◆◆) Coordination check**. On a failure, the character takes 6 damage plus 1 wound per uncancelled ✕. The victim is also immobilized and must succeed an **Average (◆◆) Mechanics or Survival check** to free themselves. On a failed check, they suffer 1 wound.

Trail Rations

Most settlements craft daily trail rations to be compact as possible and last as long as possible without molding or rotting. Any edibility is incidental. Trail rations generally include smoked jerky with the consistency of shoe leather, biscuits that can double as sling bullets, and bricks of fat mixed with berries and ground dried meat.

Vial Belt

Alchemists and adventurers make great use of elixirs and potions. The vial belt is pice of leather added to an existing belt. Some people prefer to have vial belt slung rather than around the waist.

A vial belt can hold up to four potions and elixirs. These won't add their encumbrance to the character's encumbrance value. A character can wear up to three such belt.

Wagon

Wagons can be expensive enough that several farmers may share one. A farmer's wagon is usually constructed from heavy, rough-hewn timbers—a marked contrast to the varnished wood of a merchant's wagon.

A wagon can hold characters and gear totaling up to 50 encumbrance. A wagon features two or more wheels and can move at moderate speed if a beast of burden pulls it.

Winter Clothing

Made of thick wool and furs, winter clothing keeps the wearer warm in the coldest environments. When wearing winter clothing, your character removes ■ ■ from any Survival or Resilience checks they make due to cold weather. When worn, winter clothing's encumbrance is 1.

Potions and Elixirs

The world of Sondara is full of plants, insects and animal parts with alchemical properties, whether it's for healing, or poisoning or enhancing senses.

Here is a list of available potions and elixirs.

Table 12-7 Potions and Elixirs

Name	Encum	Price	Rarity
Acid Flask	1	200	6
Bottled Courage	1	25	5
Health Elixir	1	25	3
Immunity Elixir	1	100	4
Poison	1	200	5
Power Potion	1	250	6
Protective Tonic	1	125	6
Regeneration Elixir	1	50	4
Smokebomb Vial	1	25	4
Speed Potion	1	200	7
Stamina Elixir	1	50	3

Acid Flask

Alchemists often use acids to etch metals or break down components into their constituent parts. These acids are usually strong enough to also serve as dangerous—albeit dangerously indiscriminate—weapons.

As an action, your character can throw an acid flask at a point within short range, where it releases a cloud of acidic mist large enough to encompass a single character and other characters engaged with the target. The cloud is a corrosive atmosphere with a rating of 4 (see Fire, Acid, and Corrosive Atmospheres on page 111 of the Genesys Core Rulebook). The cloud remains for the duration of the encounter, unless the GM determines that circumstances (such as an outdoor location or a strong draft) cause it to dissipate faster.

Bottled Courage

Bottled courage is usually nothing more than a stiff measure of alcohol mixed with a concoction of stimulating herbs and mushrooms. The imbiber becomes heedless of danger and immune to sights and experiences that might otherwise leave them traumatized.

When your character uses bottled courage, they upgrade Discipline checks made to resist fear and Coercion once until the end of the scene or encounter.

Health Elixir

Health elixirs are the most common potions created by apothecaries. They imbue the taker with feelings of warmth and nourishment and are used to ward off illness. They do not actually heal injuries, although they can help comfort and stabilize an injured individual.

A health elixir is a painkiller, as described on page 116 of the Genesys Core Rulebook.

Immunity Elixir

Immunity elixirs are concocted to act as antidotes to a wide variety of common poisons and diseases. Once a person has imbibed an immunity elixir, they will not as easily succumb to the disease or poison it is designed to counteract for a short period of time thereafter.

Using an immunity elixir immediately nullifies any mundane poisons or toxins currently afflicting your character (some magical or otherwise extraordinary poisons might not be affected, at the GM's discretion). In addition, for the rest of the encounter or scene, your character upgrades Resilience checks made to resist poisons and toxins twice.

Poison

Every culture in Sondara has its own poisons, ranging from abundant botanical extracts to refined alchemical potions. Most are easy to use, if not easy to obtain. Your character can apply poison to a target's food or drink, in which case the target suffers the effects when they ingest it. Poison can also be applied to smokebombs or other items at your GM's discretion. As a maneuver, it can also be applied to a weapon with a sharp point or edge, such as a dagger or arrow, that can induce the poison into the target's bloodstream.

If applied to a weapon, the first successful hit that deals at least one wound causes the target to suffer the effects of the poison. Once the poison has affected one target, it is depleted and another dose must be applied. Characters affected by poison or within a poison cloud must make a **Hard (◆◆◆) Resilience check** as an out-of-turn incidental or suffer 4 wounds (not reduced by soak) plus 1 strain per ✣. You or your GM can spend �ख on the check to inflict a Critical Injury or to force the target to repeat the check at the beginning of their next turn, as the poison continues to wrack their body.

Power Potion

Power potions are similar to speed potions, save that they increase upper body and core strength in particular. Those who imbibe power potions are better able to strike and block blows. Feats of strength, such as hefting weights and shifting objects,

are also facilitated through the use of a power potion.

When your character uses a power potion they increase their Brawn by 1. This effect lasts until the end of the encounter or scene. If your character's Brawn is already 5, they instead add ⬜⬜ to all checks using Brawn. When the potion wears off, your character suffers 6 strain.

Protective Tonic

Protective tonics imbue the drinker with reserves of physical and psychological resilience. They do this through mildly soporific effects that deaden pain and increase feelings of well-being. They also have an effect on the body, shrinking the capillaries near the skin's surface to reduce bruising and bleeding, and speeding the clotting process.

When your character imbibes a protective tonic they gain +1 soak for your character's next three turns.

Regeneration Elixir

Regeneration elixirs help heals injuries. They take the form of a drink to be taken orally or a poultice to be applied to the wounded area. The elixir causes torn flesh to knit back together and broken bones to fuse. Even internal wounds can be cured by regeneration elixirs.

When your character uses a regeneration elixir they make a **Simple (–) Resilience check**, healing 1 wound for each ✪ and 1 strain for each ⋀. You may spend ❂ to repeat the check at the start of your character's next turn, as the elixir continues to accelerate their healing.

Smokebomb Vial

Smokebomb vials contain yet smaller vials that each hold different concoctions. When the vials are broken, typically by flinging the main vial to the floor as hard as possible, the various chemicals mix to produce a cloud of thick, choking fog. The fog is not harmful (unless treated with poison, which must be purchased separately), though it is unpleasant to be caught within and is impossible to see through.

As a maneuver, a character can throw a smokebomb vial at a point within short range. Upon impact, the vial shatters to create a thick smoke screen large enough to conceal a single character and other characters engaged with the target. The smoke screen provides concealment worth +2 dice (see the Concealment section on page 110 of the Genesys Core Rulebook).

Speed Potion

Speed potions affect the muscles of the drinker, especially those used for running and other forms of movement. Once a speed potion is taken, the imbiber is better able to sprint for a short period. Speed potions allow for short and immediate bursts of top performance. Some people have been known to combine stamina elixirs and speed potions for longer periods of high performance. The morning after can only be described as truly nightmarish.

When your character imbibes a speed potion they gain one additional maneuver during their turn. While under the effects of a speed potion, your character can perform a maximum of three maneuvers in a turn, rather than two. A speed potion lasts for your character's next three turns, after which

your character suffers 6 strain.

Stamina Elixir

Stamina elixirs can be taken to provide the patient with a feeling of improved vitality. When a stamina elixir is drunk, the imbiber benefits from increased reserves of energy over a lengthy period. It ought to be mentioned that hangovers from stamina elixirs can be particularly dire.

When your character uses a stamina elixir they immediately heal 5 strain. Each subsequent elixir used in the same day heals 1 less strain, so that the sixth elixir (and further) has no effect. After one day, the lingering effects of the stamina elixir wear off, and your character may again use a stamina elixir to full effect.

Animals and related Gear

Settlements are often separated by miles of distance and travelers prefer to use horses rather than make the long travel on foot.

Here is a list of available animals and related gear.

Barding

Table 12-8: Animals and related Gear

Name	Encum	Price	Rarity
Barding	5	900	4
Beast of Burden	-	200	1
Riding Beast	-	400	2
Saddlebags	+4	75	3
War Mount	-	1,500	6

Barding is metal armor or similar protection for a horse or other mount. The destriers ridden by the knights of the Eguras tend to sport steel plates reinforced with patches of chain. Generally, only war mounts can tolerate the weight and discomfort of barding.

Barding counts as armor for a mount and provides defense 1 and soak 2.

Beast of Burden (Minion)

Mules, oxen, draft horses, and other strong, hearty animals are put to many working uses, such as pulling wagons and carts.

4	2	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

Soak Value	Wound Threshold	M/R Defense
4	7	0 | 0

Skills (group only): Athletics, Resilience.
Talents: None.
Abilities: Encumbrance Capacity 18, Silhouette 2.
Equipment: Harness.

Riding Beast (Minion)

Although they can carry riders over great distances, most horses, ponies, and other such steeds are neither bred nor trained for the violence of battlefield conditions. A Riding check is required to maintain control of a riding beast in combat or a similarly stressful situation.

4	3	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

Soak Value	Wound Threshold	M/R Defense
4	5	0 | 0

Skills (group only): Athletics, Resilience.
Talents: None.
Abilities: Encumbrance Capacity 12, Silhouette 2.
Equipment: Riding tack.

Saddlebags

Just as the mounts of Eguras come in a variety of forms, so do the saddlebags. Saddlebags allow creatures to carry more gear and traveling supplies than usual, and thus provide their riders a wider range of operation.

Saddlebags increase a mount's encumbrance threshold by four.

War Mount (Rival)

War mounts are those steeds bred and trained for war. Just like their riders, such mounts do not shy away when facing combat and can use their stomping feet, grasping talons, or other natural weapons to aid in battle.

4	3	1	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

Soak Value	Wound Threshold	M/R Defense
4	14	0 | 0

Skills: Athletics 3 (◇◇◇◆), Brawl 1 (◇◆◆◆), Discipline 2 (◇◇◆), Resilience 3 (◇◇◇◆), Survival 2 (◇◇).
Talents: None.
Abilities: Encumbrance Capacity 13, Silhouette 2.
Equipment: Hooves or claws (Brawl; Damage 6; Critical 4; Range [Engaged]; Knockdown), riding tack.

Services

This section presents a number of services that characters might procure in the course of their travels across Eguras.

Table 12-9: Services

Name	Encum	Price	Rarity
Ale (Flagon)	-	1	0
Lodging (Common room, 1 night)	-	1	0
Lodging (Private Room, 1 night)	-	5	1
Meal (Tavern)	-	2	0
Porter (Per day)	-	1	1
Torchbearer (Per day)	-	1	1
Travel, Riverboat (1 day)	-	5	2
Travel, Wagon (1 day)	-	2	1
Wine (Bottle)	-	2	1

Ale

The brewers of the world work their best to make the finest ale possible. That drink is loved by all the townsfolk of Eguras.

Lodging

Only the very desperate press on once darkness falls, and for most the setting sun brings thoughts of where to rest for the night. Travelers can find such lodgings even in the more remote hamlet, ranging from proper establishments to tavern rooms to rough tents behind a building. Stables for riding beasts are an assumed part of the deal unless unusual or dangerous animals are involved.

Meals

For many travelers, the thought of a proper meal not involving trail rations may be all that keeps them going during a long ride. Several small villages strewn between the crowded cities of Eguras host well-kept secrets concerning the culinary delights to be found within, and those in the know ensure they stay that way lest any widespread success spoil things.

Porters and Torchbearers

Able-bodied helpers can be essential in many questing adventures, especially in carrying extra supplies across rough terrain, or aiding in establishing camps in the wilderness. Sometimes just a few extra people to offer additional light for nighttime travel can ensure a group doesn't become yet another "but they never returned" tavern tale.

Travel Arrangements

Adventurers traveling in groups often rely on hired wagons, especially when they are extracting weighty treasures from some forgotten ruin. Boats can also be arranged for passage throughout Eguras' rivers, though this becomes more treacherous the farther one goes into unexplored regions.

Wine

Wine is actually the more prized alcohol amongst the nations of Eguras. Each vineyard brings their own flavor to the cities, where merchants carry them around so people around the nine kingdoms can taste the wine from all around the continent.

Trade Goods

The higher your rank is, the richer you are. But minted money is not that common as it might seems in contrast with other typical fantasy games settings. Riches also include services, favors, ownership, influence, trade goods, livestock, etc.

The economy starts at the bottom of the caste system. Serfs and peasants work for their lord. They farm the land, mine the

Table 12-10: Trade Goods

Value	Item
1	One pound of wheat
2	One pound of flour, or one chicken
5	One pound of iron
10	One pound of tobacco or copper
15	One pound of cinnamon, or one goat
20	One pound of ginger or pepper, or one sheep
30	One pig
40	One square yard of linen
50	One pound of salt or silver
150	One square yard of silk, or one cow
200	One pound of saffron or cloves, or one ox
500	One pound of gold
5000	One pound of platinum

ore, etc. The serfs and peasants are subject to many taxes. Some are paid in service, such as maintaining the domain of their lord mostly through cleaning duties and caring for the building and the land. Then, the peasants pay a standard monthly tax, another one for their lord's protection, for renting their land, for using the lord's infrastructures such as mills, right to harvest wheat, drill barrels, reclaim land and the church's tithe. Lords may increase the tax rate if they so choose or require.

After the Baron has collected taxes from his peasants, serfs, and craftsmen, they give a share to the count. The count gives to the duke which in turn pays the ruler of the kingdom.

The silver crown is the official currency of the nine kingdoms. It's a silver coin engraved with the coat of arms of the kingdom where it was minted and is about one inch in diameter.

While the silver crown is the official currency, many transactions are made under the bartering system, without minted currency.

Chapter 13: Witchcraft

Access to Witchcraft

Witchcraft is the only form of magic in the world of Inquisition, and it is reserved for those few that have Lilithia's blood running in their veins.

To cast any spell, you need to have at least a rank in the Witchcraft skill. In order to pruchase skills ranks in Witchcraft, you need to have selected the Witchborn archetype during character creation.

You do not need to have Witchcraft as a career skill though. Therefore, your character does not need to be of the Witch career to use Witchcraft.

Witchcraft Casting

Depending of the spell, casting may imply different things. It could require uttering a simple magical formula, drawing patterns in the air, brewing some unique recipe inside a cauldron, drawing circles and such. Even though these steps could be mimicked by anyone, it takes the magical essence of Lilithia's bloodline to trigger the magic.

Empathic Link

Witchcraft magic goes through some empathic link between the witch and the target of their spells. Therefore, it is impossible to affect a person with their spells without having some kind of privileged link to that person.

That link mostly takes the form of either an object that belongs to that person, like a piece of cloth, an airbrush, or a commonly used tool. Even better is actually part of the target's body, like a piece of hair or a small quantity of blood.

Without that link, no Witchcraft check can be done against the target.

If you cast the spell while having access to something belonging to the target, then you upgrade the difficulty of the Witchcraft check once.

If you have access to a piece of body part belonging to the target, there is no special modifier.

Objects and body parts actually count as Magic Implements. See Magic Implements later in this chapter.

Table 13-1: Penalties when Casting

Condition	Penalty
The witch does not have a free hand.	+ ■
The witch is gagged, silenced or otherwise unable to speak.	+ ■ ■
The witch does not have access to any empathic link to the target.	Cannot cast spells on target.
The witch have access to a Weak Empathic Link (Personal belonging) to the target.	Upgrade the check once.
The witch have access to a Lesser Empathic Link (Hair/Nail) to the target.	Add ⚄ to magic checks.
The witch have access to a Medium Empathic Link (Dried Blood) to the target.	Add ■ to magic checks.
The witch have access to a Strong Empathic Link (Blood) to the target.	No modifier
The witch have access to a Greater Empathic Link (Small Body Part) to the target.	Decrease difficulty by 1.
The witch have access to a Major Empathic Link (Large Body Part/organ) to the target.	Decrease difficulty by 2.

Types of Spells

Bewitchment

These spells plays with the subject's mind. It can alter perception such as their senses (hearing, seeing, etc.) and therefore offers the possibility of either masking something from the

Table 13-2: Spending ⚄ and ⊗ on Witchcraf checks

Cost	Result Options
⚄ or ⊗	The magical energies exhaust the character, and they suffer 2 strain or 1 wound (controlling player's choice).
	This character and all allied witches in the encounter add ■ to any attempts to cast spells until the end of the controlling player's next turn.
⚄⚄ or ⊗	The spell doesn't take effect until the start of the next round, or after a minute in narrative gameplay.
	If the character is using a magical implement, it becomes damaged one step (see Table I.5–4: Repairing Gear, on page 89 of the Genesys Core Rulebook).
⚄⚄⚄ or ⊗	The spell is slightly more powerful than expected. One character of the GM's choice is targeted or otherwise affected by the spell as well.
	The empathic link is ruined. The item or body part is wated, generally turned to dust.
⊗	The character overexerts themself and is unable to cast spells for the rest of the encounter or scene.
	The GM picks the target of the character's spell. If the caster is an NPC, the controlling player picks the target of the spell instead.
⊗⊗	The character completely lose control of their magical energies, suffering one Critical Injury (at the GM's discretion, this may instead take the form of being targetted by a baleful polymorph spell).
	If the character is using a magical implement, it is completely destroyed.

subject or have it perceive something that's it's not there.

For example, a bewitchment spell could make a dog unable to perceive a witch's scent or it could make a guard believe they heard a voice calling them from afar, possibly distracting them long enough to allow the witch to pursue her agenda.

Bewitchment can also to be used to control the mind of a target. While this is harder to do than simply influencing the senses, such a spell allows a witch to take control of the target's body and move it as if it was their own.

Finally, this spell can tamper with the target's memories. It is possible for a witch to instill a false memory inside the target's head, or remove one she had previously accessed with the Scry spell.

Tampering with the subject's perception, mind or memories requires a **Witchcraft opposed by the target's Discipline**. Should the tampering be exhaustive, the GM could upgrade the difficulty of the check. For example, making someone ignore the sounds of an ongoing battle could be made without adjustments while making someone do something against their own convictions and allegiances could justify an upgrade or two. Depending on how long the bewitchment last, the target could make further Discipline checks opposed by the witch's Witchcraft to break free of the spell.

Curse

A curse is a spell that impedes the subject in some way. It could be by making them extremely clumsy, imposing penalties on skill checks, or you could even come up with long term curses such as preventing them from having children, or having constant nightmares, etc.

Cursing someone generally imposes a ■ on selected skill checks the target would make. The difficulty is either an **opposed Witchcraft check against the target's Discipline** or **Easy (♦)** if the target is a minor character.

More elaborate curses, such as preventing pregnancy, permanent slumber, and such are much harder to achieve. The difficulty of these are determined by the GM but should at least be **Average (♦♦)** and even possibly **Daunting (♦♦♦ ♦)** if it's not an opposed check. In the event the check is indeed an opposed one, the GM could potentially upgrade the difficulty depending on the impact of the curse.

Narrative curses tend to last for a prolonged period of time, ranging from hours to days and even years. In any case, a witch can dispel every curse they cast with a simple thought. Also, when a witch dies, every curses they laid out immediately ends.

Plague

Probably the most offensive of all witch spells, Plague inflicts a terrible magical disease upon the subject. While these plagues are mostly devastative and deadly, they don't kick off quickly enough to make them efficient way of killing someone in combat.

When plaguing a minor character, this should be an **Easy (♦) Witchcraft check**. Against another target, this should be a opposed by the target's Resilience. A plagued character is magically sick. They would likely suffer some aggravated flu, stay at home to rest and wait to get better. Each day, a plagued character should make a **Hard (♦♦♦) Resilience check**. A successful check should cures the target. ✗ and ♺ inflict strain. Even though plagues have a magical origin, they still can be treated with medicine and elixirs.

Plague could also be used to whither plants or make them poisonous. The difficulty should depend on how quickly the witch wants them to be affected or the scale of the plague. The difficulty should range from **Easy (♦)** to **Hard (♦♦♦)**.

Polymorph

A witch can alter her own body or that of another person. Polymorph can be limited to growing a pair of wings or gills, to full body changes such as turning an unlucky victim into a frog.

Altering a body is a useful way for a witch to fend off attackers or flee. After all, it is hard to track down a witch if they can change their morphology to look like another individual or shift into a bird. Minor changes such as hair color should be an **Easy (◆)** check. A whole metamorphosis, such as changing into an animal, or adding animals features such as a pair of wings on the witch's back in generally a **Hard (◆◆◆) Witchcraft check**, unless the change is purely aesthetic and offers no additional abilities. In this case, it should be an **Average (◆◆)** check.

Ritual

Inquisition's equivalent of Genesys' utility spell, a witch can perform a variety of rituals to achieve a wide range of goals. It could be large scale effects such as making a river's water turn into blood, summoning swarms of locusts, preventing the sun from rising and maybe even limited time travel.

The GM has the final word on what can actually be achieved. But keep in mind that it should fit with the philosophy of Witchcrafting. Remember that witches are mostly spawns of Inquisition's equivalent of the devil, and are sneaky and treacherous characters. Spells should be grim, related to darkness, death, undeath, insects, weird, aberrations, horror, etc. So while a GM could allow for a witch to summon a blood storm, it is unlikely that the character could make rose petals rain from the sky.

The difficulty of these spells varies widely depending on their effects and the GM is the final judge on the matter.

Scry

A scry spell allows the witch to gain information. It could be about someone or a location. It allows to get information about its past and near future, as well as limited mindreading ability.

Scrying someone or some location is generally an **Average (◆◆) Witchcraft check**. Depending on the target, the GM may add ▢ for a known target and ▉ for targets the witch never actually met or has only heard of. Scrying generally gives the location of the target and an idea of what it is currently doing.

Scrying into a person's mind is generally a bit harder, and would require a **Hard (◆◆◆) Witchcraft check**.

Ward

Witches also have protective spells in their arsenal. These may actual protection from attacks but they can also ward a location, such as their homes. Many witches will place silent wards to warn them of intruders. Wards can also be used as traps.

A ward is essentially an invisible tripwire. When an intruder enters a warded zone, the witch is warned. Such a Ward requires an **Easy (◆) Witchcraft check**. A ward remains active until triggered. Should the ward triggers a trap, which is basically another spell imbedded inside the Ward, such as a Plague or a Bewitchment, then act as if the witch simply cast that spell of the target at the target the moment it triggers.

When used as trap, the Witchcraft skill check that follows is considered to have a weak empathic link to the target, upgrading the difficulty once.

Spells in Structured Encounters

While witch spells can be potent and have devastating effects, they require preparation or a ritual of some sort. In structured encounters, witches tend to lack the time or focus to cast the more powerful versions of their spells. Therefore, their spells are generally short term and less effective.

Ritual and Ward spells take too much time to cast and thus have no use in Structured Encounters.

Spells have listed difficulties but in the case of Nemesis adversaries, the GM can decide the check becomes opposed by their Discipline or Resilience. Here's how Witchcraft can be used in structured encounters.

Bewitchment

Range: Short
Concentration: Yes
Difficulty: Average (◆◆)

This spell alters the character's perceptions. The target upgrades the difficulty of every combat check they make until the end of your character's next turn.

Before making the Bewitchment check, choose any number of additional effects listed on Bewitchment Additional Effects Table. These effects are added to the check.

Table 13-3: Bewitchment Additional Effects

Effects	Difficulty Mod
Blurred Defense: Reduce the target's defense by 1.	+ ◆
Confusion: If the target rolls ⟳⟳ or ⊗ on its combat checks, the witch can decide an alternate valid target for the combat check of the bewitched target.	+ ◆
Hesitation: While this spell is active, the target must always act on the last available initiative slot.	+ ◆
Range: Increase the range at which you can cast the spell by one range band. This additional effect can be selected more than one, up to long range. Each time you add this efect, you increase the difficulty by 1.	+ ◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⋀ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⋀ each time).	+ ◆◆

Curse

Range: Short
Concentration: Yes
Difficulty: Average (◆◆)

This spell curses one target within short range of your character. Until the end of your character's next turn, the target decreases the ability of any check they make by one. In effect, this means they remove one ◆ from their checks.

Before making the Curse check, choose any number of additional effects listed on Curse Additional Effects Table. These effects are added to the check.

Plague

Range: Short
Concentration: No
Difficulty: Easy (◆)

You inflict a sudden brief physical illness on the target, whether it's a crippling cough, a stomach distress or strong headache. Each uncancelled ☼ causes the target to suffer 1 strain.

Before making the Plague check, choose any number of additional effects listed on Plague Additional Effects Table. These effects are added to the check.

Polymorph (Baleful)

Range: Short
Concentration: No
Difficulty: Average (◆◆)

You change your target into some non-threatening form, mostly silhouette 0 animals, such as toads, rats or snakes.

Until the end of your character's next turn, your target cannot take actions beyond these two exceptions: The target can still convert its action for a maneuver. Also, the target can make an **Average (◆◆) Resilience check**. If they succeed, they regain their normal form.

Before making the Polymorph (Baleful) check, choose any number of additional effects listed on Polymorph (Baleful) Additional Effects Table. These effects are added to the check.

Polymorph (Self)

Range: Self
Concentration: Yes
Difficulty: Average (◆◆)

You alter your physical characteristics to improve your effectiveness. Generally, this includes bestial or insectoid modifications such as changing your feet for hooves, growing horns and fur, etc. While this magic is positive for the witch, it's still coming from dark magic and thus the transformation is most likely grim and fearsome but in the end, the aesthetic nature of

Table 13-4: Curse Additional Effects

Effects	Difficulty Mod
Enervate: If a target suffers strain for any reason, they suffer 1 additional strain.	+ ◆
Misfortune: After the target makes a check, you may change one ■ to a face displaying a ✕.	+ ◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⋀ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⋀ each time).	+ ◆◆
Despair: The target's strain and wound thresholds are reduced by an amount equal to the character's ranks in Knowledge (Forbidden). This effect may not be combined with the additional target effect.	+ ◆◆
Doom: After a target makes a check, you may change any one die in the pool not displaying a ⊛ or ⊗ to a different face.	+ ◆◆

Table 13-5: Plague Additional Effects

Effects	Difficulty Mod
Close Combat: May select a target engaged with your character.	+ ◆
Creeping: If the attack deals damage, the target must immediately make a **Hard (◆◆◆) Resilience check** or suffer strain equal to the character's ranks in Knowledge (Forbidden).	+ ◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Necrotic Burst: If the target dies before the end of your next turn, each characters engaged with the deceased must make a resilient check as if they were affected by the Creeping Plague Effect.	+ ◆◆
Weakening Plague: The target becomes less resistant to Witchcraft. Until the end of the next turn, the difficulty of any Witchcraft checks against that same target are decreased by 1. In effect, this means you remove one ◆ from Witchcraft checks against that same target. The duration of this effect is prolonged by 1 round for each ⋀⋀ you spent while casting a Weakening Plague. You can't cumulate this effect with itself to reduce the difficulty further.	+ ◆◆◆

Table 13-6: Polymorph (Baleful) Additional Effects

Effects	Difficulty Mod
Close Combat: May select a target engaged with your character.	+ ◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Duration: You make the spell more persistent, allowing you to concentrate on the spell to extend its duration. You can do so for a maximum number of additional rounds equal to ⋀⋀ generated.	+ ◆
Binding: The spell is harder to shake off. The difficulty of the Resilience check is increased by 1. You can select this additional effect any number of times, increasing its effect and difficulty by one each time.	+ ◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⋀ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⋀ each time).	+ ◆ ◆

Table 13-7: Polymorph (Self) Additional Effects

Effects	Difficulty Mod
Flight: Until the end of your next turn, gain the Flyer ability. See page 100 of the Genesys Core Rulebook.	+ ◆
Hardened Skin: Until the end of your next turn, gain Soak 1 plus 1 soak per ⋀⋀ generated. Hardened Skin does not stack with the worn armor.	+ ◆
Claws: Until the end of your next turn, unarmed combat checks now deals +1 damage and have a critical rating of 3.	+ ◆
Hooves: Until the end of your next turn, when you're not flying, you can move up to 2 range bands with a single maneuver.	+ ◆
Exoskeleton: Until the end of your next turn, increase your defense by 1 plus 1 per ⋀⋀. You are still limited to the maximum defense score of 4.	+ ◆
Extra Arms: Until the end of your next turn, you grow an additional pair of arms, allowing you to wield more weapons. This also gives you a ■ dice to Athletics and Coordination that requires hands, such as swimming and climbing.	+ ◆ ◆

Table 13-8: Scry Additional Effects

Effects	Difficulty Mod
Enhanced Defense: Increase the witch's defense by 1. You can select this ability any number of times, increasing the effect and difficulty by 1 each time. You may not go over the defense cap of 4.	+ ◆
Heightened Awareness: You no longer upgrade the difficulty of combat check made when shooting a target engaged with an allied character.	+ ◆
Prediction: Once per round while this spell is active, you can spend ⋀⋀ on any check you make to ignore the other symbols generated and reroll the whole check.	+ ◆
Strike Through: Enemy characters don't benefit from cover against your attacks. (Therefore, they don't increase their defense against the witch even though they benefit from cover.)	+ ◆
True Vision: You character isn't impeded by environmental effects that affects vision, such as darkness, fog and such.	+ ◆

the spell is up to the player.

Until the end of your character's next turn, you increase the ability of any checks you make. In effect, this means your character adds one ◆ to their checks.

Before making the Polymorph (Self) check, choose any number of additional effects listed on Polymorph (Self) Additional Effects Table. These effects are added to the check.

Scry

Range: Self
Concentration: Yes
Difficulty: Easy (◆)

The witch enhances her senses to perceive just few moments into the near future. This allows them to act faster. Until the end of your character's next turn, add a new initiative slot at the start of the initiative track. Only the witch may act on that initiative slot. If two allied witches have this spell active at the same time, they can choose between themselves who acts on these additional slots. Regardless, these initiative slots do not allow the witch to act more than once per round.

Generally, witches don't compete with each other so it's unlikely to have two opposed witches casting this spell at the same time. In the unlikely event that this happens, the check

becomes a competitive check. The witch with the most ☼ on their check has the initiative slot being at the start.

Before making the Scry check, choose any number of additional effects listed on Scry Additional Effects Table. These effects are added to the check.

Magic Implements

Witches use multiple implements to perform their magic. For most of them, they are crafted rather than bought as they require either body parts or objects belonging to their target. Therefore, the implements will either list a crafting requirements or a price and rarity for the items that must purchased.

Speaking of targets, many implements only work against the person the implement was made from.

Unless otherwise noted, a witch can use more than one implement during the casting of a spell.

Animal Talisman

Talismans are made of small wooden parts, bones or carved stones. Attached to the talisman is a part of an animal, like a feather, piece of fur, etc. To make use of a talisman, the witch must spiritually connect to it. This requires a Ritual spell, including an **Average (◆ ◆) Witchcraft check**, taking about 10 minutes, after which the witch suffers 2 strain.

Once connected to the talisman, it confers a specific benefit when using the Polymorph (Self) spell, depending on the animal part that was used in its creation.

Feather: Gain the Flight additional effect for free.
Claw: Gain the Claw additional effect for free.
Horse' Hair: Gain the Hooves additional effect for free.
Insect: Gain the Exoskeleton additional effect for free.
Fur: Gain the Hardened Skin additional effect for free.
Arachnid: Gain the Extra Arms additional effect for free.

The GM may allow substitute animal parts that would logically fit the flavor of the additional granted.

You cannot use two different animal talismans at the same time when casting the Polymorph spell.

Cauldron

This mundane piece of kitchen hardware works wonders in the hands of a skilled witch.

When making use of a cauldron while casting a scry spell (in narrative use), the witch can project what she sees on the surface of the liquid, making it visible to guests. Also, it adds a ▮ to scrying checks.

In addition, when used by a witch, a cauldron act as a alchemist's kit, granting a ▮ on Alchemy checks.

Price: 50
Rarity: 2

Empathic Link

Empathic link allows to connect the witch with their target, acting as a conduit for the magic. Without such link, the witch cannot use their magic to affect the target in any way.

You cannot use more than once Empathic Link magic implement per casting.

There are different strengths of empathic link. The stronger the link, the easier for the witch to cast a spell on a target.

Personal Belonging (Weak Link)

Personal belongings are some object that can be used as Empathic Links to cast spells on a person. A personal belonging is either a piece of cloth, or some item owned or commonly used by the person. This could be the princess' amulet, the lumberjack's axe, the merchant's scale, the traveler's shoe lace and so on.

A personal belonging only works as an empathic link for the owner of the item. Still, objects only allow for a Weak Empathic Link.

Using personal belongings as Empathic Links when casting a spell upgrades the difficulty of the Witchcraft check once.

Hair / Nails (Lesser Link)

Hair is probably the most commonly used Empathic Link as it's generally easy to fetch. While it's still better than a personal belonging, hair and nails only grants a Lesser Empathic Link.

When using Hair or Nails as Empathic Link to cast a spell, add ♺ to the check.

Dried Blood (Medium Link)

Blood offers a better link than hairs, nails or belongings.

Having access to the victim's fresh blood may prove difficult. Still, a witch can use dried blood, such as a blood-stained piece of cloth, as a Medium Empathic Link.

If using dirty or dried blood, add ■ to Witchcraft checks.

Fresh Blood (Strong Link)

A few droplets of blood are enough to serve as a Strong Empathic Link to cast a spell on a target. Some witches carry small vials of blood from potential targets on them so they can cast spells whenever needed.

Using fresh blood as Empathic Link carries no special modifiers. To work as intended, the blood must be either fresh or clean (such as in a vial).

In the midst of battle, witches may gather the blood with a cut from a dagger or even claw attacks while polymorphed. If a Melee or Brawl attack inflicts a wound on the target, the witch is considered to have access to the victim's fresh blood for the current encounter.

Small Body Part (Greater)

The best thing a witch can hope for empathic link is an body part, like a severed finger or toe. Such a body part counts as having a Greater Empathic Link to the target.

When using a Greater Empathic Link, reduce the difficulty the difficulty of all magic checks against the target once.

Organ / Large Body Part (Major)

Few witches can afford such a link as people tend to keep their vital body parts for themselves. To consider a body part as a Major Empathic, it has to be an organ or a limb.

When using such a link, decrease the difficulty of the Witchcraft check by 2.

Hex Bag

A hex bag is a small leather purse containing multiple ingredients, mostly herbs, bones and talismans. To craft a hex bag, a ritual that takes 10 minutes and requires an **Average (◆◆) Witchcraft check** is needed.. Upon completion, the Witch suffers 2 strain.

Hex bags' purpose is to enhance the empathic link to the target. When crafting a hex bag, you must select a specific target and the bag will only provide its benefit when casting a spell on that specific target.

There are three qualities of hex bags, minor, major, greater. Requirements and ingredients are explained below.

Minor

A Minor Hex Bag count as having access to an Empathic Link (Personal Belonging) belonging to the target. It is crafted simply as stated above.

Major

A Major Hex Bag must include an Empathic Link (Personal Belonging), generally reduced to bits or powder, and put into the hex bag. In this case, the Hex Bag counts as having access to an Empathic Link (Dried Blood) to the target when casting a spell on them. The Empathic link (Personal Belonging) is consumed during the hex bag's creation.

Greater

A Greater Hex Bag is made using some Empathic Link (Hair/Nails) from the target. A Greater Hex Bag counts as having an Empathic Link (Blood) to the target. The Empathic link (Hair/Nails) is consumed during the hex bag's creation.

There is no benefit to craft hex bags out of blood, organs or body parts.

If during the creation of such an enhancement hex bag, the Witchcraft check fails, the Empathic Link used in the bag's creation is ruined and a new one must be obtained to attempt the crafting again.

Voodoo Doll

Typically made of linen and hay, these dolls represent a specific person of the witch's choice. Voodoo dolls make it easier to bring magic essence to the target. Therefore, possessing a voodoo doll grants the "Range" additional effect for free when casting a spell on the person the doll represents.

In addition, when casting a spell on that target, it is possible for the witch to consume the doll, turning it into dust. Doing so decreases the difficulty of the casting check by 1. In effect, you remove ◆ from the Witchcraft check on the next check.

Crafting a doll requires an **Average (◆◆) Witchcraft check**. The process requires an hour-long ritual and a body part from the target, whether that be blood, hair or nails, which is consumed during the ritual.

Chapter 14: Adversaries

Common Adversaries

The common adversaries list represents those that are most likely to be encountered. They include humans of all kinds as well as wild animals.

Animals

Beside humans and supernatural beings, some animals are actual threats to characters. Here are some animals that characters are likely to encounter.

Beast of Burden (Minion)

Mules, oxen, draft horses, and other strong, hearty animals are put to many working uses, such as pulling wagons and carts.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	2	1	1	1	1

Soak Value	Wound Threshold	M/R Defense
4	7	0 | 0

Skills (group only): Athletics, Resilience.

Talents: None.

Abilities: Encumbrance Capacity 18, Silhouette 2.

Equipment: Harness.

Dog (Minion)

Dogs have been man's best friends for ages. Whether they help taking care of herds, participate in hunting or act as canine guards, dogs are common animals found in settlements. This profile can also be used for wolves.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	2	1	1

Soak Value	Wound Threshold	M/R Defense
3	3	0 | 0

Skills (Group only): Athletics, Brawl, Perception, Vigilance

Talents: None.

Abilities:
- *Scent:* Dogs have add ⬛ to Perception and Vigilance to detect anything that has a scent; including any living creatures.

Equipment:
- *Bite:* Brawl; Damage 4; Critical 4; Range [Engaged]; Knockdown

Riding Beast (Minion)

Although they can carry riders over great distances, most horses, ponies, and other such steeds are neither bred nor trained for the violence of battlefield conditions. A Riding check is required to maintain control of a riding beast in combat or a similarly stressful situation.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	3	1	1	1	1

Soak Value	Wound Threshold	M/R Defense
4	5	0 | 0

Skills (group only): Athletics, Resilience.

Talents: None.

Abilities:
- *Encumbrance Capacity:* 12
- *Silhouette:* 2.

Equipment:
- *Hooves:* Brawl; Damage 6; Critical 4; Range [Engaged]; Knockdown

War Mount (Rival)

War mounts are those steeds bred and trained for war. Just like their riders, such mounts do not shy away when facing combat and can use their stomping feet, grasping talons, or other natural weapons to aid in battle.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	3	1	2	3	1

Soak Value	Wound Threshold	M/R Defense
4	14	0 | 0

Skills: Athletics 3 (⬡⬡⬡◆), Brawl 1 (⬡◆◆◆), Discipline 2 (⬡⬡◆), Resilience 3 (⬡⬡⬡◆), Survival 2 (⬡⬡).

Talents: None.

Abilities:
- *Encumbrance Capacity:* 13
- *Silhouette:* 2.

Equipment:
- *Hooves:* Brawl; Damage 6; Critical 4; Range [Engaged]; Knockdown

Bandits and Scum

The world is filled with ill-intentioned folk. The adversaries presented here are perfect antagonists for any players characters, as they can be found everywhere and are always on the hunt for targets to mug.

Assassin (Nemesis)

Assassins are contracted killers. While some may be affiliated to some lord, most assassins tend to be blades for hire. Their employers are usually nobles that can afford the high price they command.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	4	3	4	2	2

Soak Value	Wound Threshold	Strain Value	M/R Defense
2	12	14	4 | 3

Skills: Cool 2 (◇◇), Coordination 3 (◇◇◇◆), Deception 3 (◇◇◇◆), Medicine 2 (◇◇◆), Melee (Light) 2 (◇◇◆◆), Perception 2 (◇◇◆◆), Ranged 2 (◇◇◆◆), Skulduggery 3 (◇◇◇◆), Stealth 4 (◇◇◇◆), Vigilance 3 (◇◇◆)

Talents:
- *Adversary 1:* Upgrade the difficulty of checks targeting this enemy once.
- *Backstab:* May target an unaware target with a combat check using a Melee (Light) weapon and the Skulduggery skill instead of the Melee (Light) skill. If successful, the attack deals +2 damage per ✵, instead of +1
- *Precision Strikes:* Use Cunning in place of Brawn for Brawl and Melee (Light) checks.

Abilities:
- *Lightning Draw:* May draw or sheathe a dagger or similar small weapon as an incidental; there is no limit to how many weapons an assassin can ready this way per turn.
- *Poisoner:* As an incidental, may apply poison to all weapons. A character wounded by a poisoned weapon must make a **Hard (◆◆◆) Resilience check** as an out-ofturn incidental or suffer 4 additional wounds, and must check again on their next turn if the check generates ⊗.
- *Vanish:* After performing a check, may spend ⋀⋀ or ✪ to hide from all other characters in the encounter).

Equipment:
- *Scimitar:* Melee (Light); Damage 6; Critical 2; Range (Engaged); Defensive 1
- *Two katars:* Melee (Light); Damage 5; Critical 2; Range (Engaged); Accurate 1
- *Three daggers:* Ranged; Damage 5; Critical 3; Range (Short); Accurate 1; Limited Ammo 3
- *Bow:* Ranged; Damage 7; Critical 3; Range (Medium); Unwieldy 2
- *Other Gear:* A variety of concealing cloaks.

Bandit (Minion)

Bandits live off the wealth of others. They are thieves and thugs of low rank. They can be found everywhere, from the city's dark alleys as well as on the road, looking for uncautious travellers.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	1	2

Soak Value	Wound Threshold	M/R Defense
4	4	0 | 0

Skills (Group only): Brawl, Coercion, Melee (Light)

Talents: None.

Abilities: None.

Equipment:
- *Mace:* Melee; Damage 6; Critical 4; Range (Engaged); Pierce 1
- *Padded Armor:* Soak +1

Bandit Leader (Rival)

Once a few bandits gather up, one of them is likely to earn the place of leader, whether out of fear or respect. Bandit leaders call the shots and take the biggest share.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	3	3	2

Soak Value	Wound Threshold	M/R Defense
5	15	2 | 2

Skills: Brawl 1 (◇◆◆), Coercion 1 (◇◆◆), Cool 1 (◇◆), Leadership 1 (◇◆), Melee (Light) 2 (◇◇◆), Streetwise 3 (◇◇◆), Vigilance 1 (◇◆◆)

Talents:
- *Adversary 1:* Upgrade difficulty of all combat checks against this target once.

Abilities: None.

Equipment:
- *Cestus:* Melee; Damage 4; Critical 4; Range (Engaged); Disorient 3 , Knockdown
- *Shield:* Melee; Damage 3; Critical 6; Range (Engaged); Defensive 1, Deflection 1, Inaccurate 1, Knockdown
- *Sword:* Melee; Damage 6; Critical 2; Range (Engaged); Defensive 1
- *Chainmail:* Soak +2

Military

The adversaries presented here are all combat oriented. They compose a lord's army or could be mercenaries for hire.

Knight (Rival)

The noble knights are elite soldiers of the lords. They are renowned for their courage, bravor and their goodness. This profile can also be used for a low-ranking noble, such as a baron.

3 BRAWN	2 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	3 PRESENCE

Soak Value	Wound Threshold	M/R Defense
5	16	4 | 3

Skills: Athletics 2 (⬡⬡◆), Charm 2 (⬡⬡◆), Discipline 2 (⬡⬡◆), Leadership 1 (⬡◆◆), Melee (Light) 3 (⬡⬡⬡), Resilience 2 (⬡⬡◆), Riding 3 (⬡⬡◆), Vigilance 2 (⬡⬡◆)

Talents:
- *Adversary 1:* Upgrade difficulty of all combat checks against this target once.

Abilities: None.

Equipment:
- *Sword:* Melee (Light); Damage 6; Critical 2; Range (Engaged); Defensive 1
- *Lance:* Melee (Light); Damage 9; Critical 3; Range (Engaged); Knockdown; a lance can only be used while mounted and can only be used to attack immediately after performing a maneuver to engage the target.
- *Large shield:* Melee (Light); Damage 4; Critical 5; Range (Engaged); Defensive 2, Deflection 2, Inaccurate 2, Knockdown
- *Plate armor:* +2 soak, +1 defense
- *War mount:* (see Gear and Equipment).

Militia (Minion)

Every settlement has people whose main job is to keep order. Militia can be town guards, border patrol, watchmen, soldier or any other form of law-enforcement unit.

3 BRAWN	2 AGILITY	1 INTELLECT	2 CUNNING	1 WILLPOWER	2 PRESENCE

Soak Value	Wound Threshold	M/R Defense
4	4	2 | 1

Skills (Group only): Brawl, Coercion, Melee (Light)

Talents: None.

Abilities: None.

Equipment:
- *Light Spear:* Melee; Damage 5; Critical 4; Range (Engaged); Accurate 1, Defensive 1
- *Shield:* Melee; Damage 3; Critical 6; Range (Engaged); Defensive 1, Deflection 1, Inaccurate 1, Knockdown
- *Padded Armor:* Soak +1

Nobility

These adversaries include people with titles of nobility or hovering around such people in the royal court.

Courtier (Rival)

The court is filled with a vast array of characters, from servants and merchants to advisors and royal family members. This profile can fit anyone / part of the political games that take place there.

2 BRAWN	2 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	3 PRESENCE

Soak Value	Wound Threshold	M/R Defense
2	8	0 | 0

Skills: Charm 1 (⬡◆◆), Deception 2 (⬡⬡◆), Negociation 1 (⬡◆◆), Perception 2 (⬡⬡◆), Vigilance 1 (⬡◆◆)

Talents: None

Abilities: None

Equipment:
- *Dagger:* Melee (Light); Damage 4; Critical 3; Range (Engaged); Accurate 1

Envoy (Rival)

When dealing with other rulers, nobles send envoys. These characters represent the interests of their lord, while trying to influence the game of politics.

2 BRAWN	2 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	3 PRESENCE

Soak Value	Wound Threshold	M/R Defense
2	10	0 | 0

Skills: Charm 2 (⬡⬡◆), Deception 1 (⬡◆◆), Leadership 1 (⬡◆◆), Negociation 2 (⬡⬡◆), Vigilance 1 (⬡◆)

Talents: None.

Abilities: None.

Equipment:
- *Dagger:* Melee (Light); Damage 4; Critical 3; Range (Engaged); Accurate 1
- *Fine Cloak:* Remove ■ from Charm, Deception and Leadership checks.

High Noble (Nemesis)

The royal courts across Eguras house many people, from humble servants to rulers of kingdoms . This profile fits the high nobility; kings, queens, or other seasoned adults of the court that have expertise in both politics and combat.

4 BRAWN	2 AGILITY	3 INTELLECT	3 CUNNING	4 WILLPOWER	4 PRESENCE

Soak Value	Wound Threshold	Wound Threshold	M/R Defense
6	13	16	1 | 0

Skills: Charm 2 (⬡⬡◆◆), Coercion 2 (⬡⬡◆◆), Cool 2 (⬡⬡◆◆), Deception 1 (⬡◆◆), Discipline 2 (⬡⬡◆◆), Leadership 3 (⬡⬡⬡◆), Knowledge (Geography) 2 (⬡⬡◆), Riding 1 (⬡◆), Melee (Light) 2 (⬡⬡◆◆), Negotiation 2 (⬡⬡◆◆), Vigilance 1 (⬡◆◆◆)

Talents:
- *Adversary 2:* Upgrade the difficulty of checks targeting this enemy twice.

Abilities:
- *For the King!:* When targeted by a combat check, this adversary may spend an out-of-turn incidental to have the combat check target an engaged ally instead of themselves.
- *Tactical Direction:* May perform a maneuver to direct one allied minion group within medium range; the group may perform an immediate free maneuver or add ■ to its next check.

Equipment:
- *Sword:* Melee (Light); Damage 6; Critical 2; Range (Engaged); Defensive 1
- *Chainmail:* Soak +2
- *Fine Cloak:* Removes ■ from any Charm, Deception, or Leadership checks they make.

Religious Figures

From low ranking brothers and sisters all the way up to the Pope, these adversaries are the disciples of the Creator.

Bishop (Nemesis)

Bishops are the heads of the greatest cathedrals all around Eguras. This profile also fits the archbishops living at the Cathedral of the Holy Flame.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	3	4

Soak Value	Wound Threshold	Wound Threshold	M/R Defense
2	10	13	1 | 1

Skills: Charm 3 (⬡⬡⬡◆), Coercion 3 (⬡⬡⬡), Leadership 3 (⬡⬡⬡◆), Knowledge (Forbidden) 3 (⬡⬡

⬡), Knowledge (Geography) 2 (⬡⬡◆), Knowledge (Lore) 4 (⬡⬡⬡◆), Vigilance 2 (⬡⬡)

Talents: None.

Abilities: None.

Equipment:
- *Heavy Robes:* Defense 1

Brother (Minion)

Brothers and Sisters fill the lower ranks of the Church, tasked mainly with cleaning and scribing duties.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	2	2

Soak Value	Wound Threshold	M/R Defense
2	4	1 | 1

Skills (Group only): Knowledge (Geography), Knowledge (Forbidden) , Knowledge (Lore)

Talents: None.

Abilities: None.

Equipment:
- *Heavy Robes:* Defense 1

Pope (Nemesis)

The current pope is Abraham XIV; leader of the Church of the Creator. This profile is rather unique and should not be used to other adversary.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	4	3	4	5

Soak Value	Wound Threshold	Wound Threshold	M/R Defense
2	12	17	1 | 1

Skills: Charm 4 (⬡⬡⬡⬡◆), Coercion 4 (⬡⬡⬡

⬡), Leadership 4 (⬡⬡⬡⬡◆), Knowledge (Forbidden) 4 (⬡⬡⬡⬡), Knowledge (Geography) 3 (⬡⬡⬡◆), Knowledge (Lore) 5 (⬡⬡⬡⬡◆), Vigilance 3 (⬡⬡

⬡)

Talents: None.

Abilities: None.

Equipment:
- *Heavy Robes:* Defense 1

Priest (Rival)

Priest are at the head of churches and chapels, addressing the community with their sermons and hearing their confessions.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	3	3

Soak Value	Wound Threshold	M/R Defense
2	10	0 | 0

Skills: Charm 2 (⬡⬡◆), Coercion 1 (⬡◆◆), Leadership 2 (⬡⬡◆), Knowledge (Forbidden) 2 (⬡⬡◆), Knowledge (Geography) 1 (⬡◆◆), Knowledge (Lore) 2 (⬡⬡

◆), Vigilance 1 (⬡◆◆)

Talents: None.

ent to add damage equal to their ranks (3) in Discipline to one hit of a successful melee attack against an enemy of the Church.

Abilities: None

Equipment:
- *Great Sword:* Melee (Heavy); Damage 8; Critical 2; Range (Engaged); Defensive 1, Pierce 1, Unwieldy 3
- *Silver Great Sword*:* Melee (Heavy); Damage 8; Critical 2; Range (Engaged); Defensive 1, Burn 2, Pierce 1, Unwieldy 3
- *Plate Armor:* Soak +2, Defense 1

* The Silver Greatsword stats are written as when used against witches and supernatural beings.

Templar (Rival)

Templars roam the lands, hunting witches everywhere they go. They are generally quick to judge and even quicker to execute.

4	3	2	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE
6	16	1 | 0

Skills: Athletics 1 (◇◆◆◆), Coercion 2 (◇◇◆), Discipline 2 (◇◇◆), Knowledge (Forbidden) 1 (◇◇◆), Melee (Heavy) 2 (◇◇◆◆), Resilience 1 (◇◆◆◆), Ride 1 (◇◆◆), Vigilance 2 (◇◆◆)

Talents:
- *Adversary 1:* Upgrade the difficulty of checks targeting this enemy once.

Abilities: None.

Equipment:
- *Great Sword:* Melee (Heavy); Damage 8; Critical 2; Range (Engaged); Defensive 1, Pierce 1, Unwieldy 3
- *Silver Great Sword*:* Melee (Heavy); Damage 8; Critical 2; Range (Engaged); Defensive 1, Burn 2, Pierce 1, Unwieldy 3
- *Chainmail:* Soak +2

* The Silver Greatsword stats are written as when used against witches and supernatural beings.

Townfolks

Townfolks are mostly the friendly characters the players are going to intereact with, peasants, craftments and other people populating the cities and villages around Sondara.

Coachman (Rival)

Driving coaches around settlements and in between, they skilled drivers have learned to defend themselves since highway bandits are a threat they may face each time they leave the security of the city.

2	3	2	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE
3	10	0 | 0

Skills: Melee 1 (◇◆), Riding 2 (◇◇◆), Vigilance 2 (◇◇)

Talents: None

Abilities: None.

Equipment:
- *Heavy Robes:* Defense 1

Knight Templar (Nemesis)

When templars fail or a coven of witch is suspected to be gathering, the Knight Templars, the elite among their rank, are dispatched to take care of the situation, often accompanied by other templars. This profile can also be used for the High Templar.

4	3	2	3	4	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	WOUND THRESHOLD	WOUND THRESHOLD	M/R DEFENSE
6	18	14	2 | 1

Skills: Athletics 2 (◇◇◆◆), Coercion 3 (◇◇◇), Discipline 3 (◇◇◇◆), Knowledge (Forbidden) 3 (◇◇◇◆), Leadership 2 (◇◇◆), Melee (Heavy) 4 (◇◇◇◇), Resilience 3 (◇◇◇◆), Ride 2 (◇◇◆), Vigilance 3 (◇◇◇◆)

Talents:
- *Adversary 2:* Upgrade the difficulty of checks targeting this enemy once.
- *Justice of the Creator:* Once per round, on this adversary's turn, the Knight Templar may suffer 3 strain to use this tal-

Abilities: None

Equipment:
- *Dagger:* Melee (Light); Damage 3; Critical 3; Range (Engaged); Accurate 1
- *Padded armor:* +1 soak

Hunter (Minion)

Spending most of their time in the wilderness, hunters are skilled archers and good at avoiding detection. This profile can also be used for military troops or bandits focused on ranged attacks.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	2	2

Soak Value	Wound Threshold	M/R Defense
3	4	0 | 0

Skills (Group only): Ranged, Stealth, Survival

Talents: None

Abilities: None

Equipment:
- *Bow:* Ranged; Damage 7; Critical 3; Range (Medium); Unwieldy 2
- *Dagger:* Melee (Light); Damage 3; Critical 3; Range (Engaged); Accurate 1
- *Leather armor:* +1 soak

Merchant (Rival)

Trading ressources between settlements, merchants are the ones most likely to buy and sell gear to the players. While travelling between villages, merchant hire guards to protect their shipment.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	2	2	2	3

Soak Value	Wound Threshold	M/R Defense
1	11	0 | 0

Skills: Charm 1 (⬡◆◆), Negotiation 2 (⬡⬡◆), Knowledge (Geography) 2 (⬡⬡), Streetwise 1 (⬡◆)

Talents: None.

Abilities: None.

Equipment:
- *Fine Cloak:* Removes ■ from any Charm, Deception, or Leadership checks they make.
- *Other Gear:* Cart, Horse, various trade goods

Peasant (Minion)

This adversary represent the common peasant; whether it is a farmer, miner, lumberjack, porter, etc.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	2

Soak Value	Wound Threshold	M/R Defense
3	3	1 | 0

Skills (Group only): Athletics, Resilience

Talents: None.

Abilities: None.

Equipment:
- *Pitchfork:* Melee; Damage 6; Critical 4; Range (Engaged); Inaccurate, Vicious 1

Supernatural Adversaries

Supernatural enemies are dangerous foes lurking in the dark corners of Sondara. These creatures are not meant to be encountered in large numbers. All these creatures, even the minions, are stronger than their human and animal counterparts. It is likely that some of these are indeed one of a kind. The best way to deal with these are to use alchemical-silver weapon, making the fight a bit more balanced. For more information about Supernatural Beings, see Chapter 5.

When introducing supernatural adversaries, make sure to build tension and horror and take some time to reveal their appearance.

All the presented adversaries here share the following ability:

Silver Anathema: When attacked by alchemical silver weapons (See Gear and Equipment Craftsmanship), the weapon gains either Burn 2 item quality or has its existing Burn quality increased by 1. The burning cannot be stopped by jumping into water nor by rolling on ground.

Some particularly resilient creatures will have this ability:

Unnatural Vitality: This adversary can be rendered helpless by exceeding its Wound Threshold. The only way to kill it is via Critical Injuries. Once the Wound Threshold is exceeded and a Critical Injury is scored, add inflicted wounds times ten to the Critical Injury roll.

Every time characters discover one of these supernatural beings, the GM should call for a fear check as their mere existence challenges the characters' understanding of reality.

Forest Fisher (Nemesis)

This huge horror is a mix between a ten-legged spider and a scorpion. The Forest Fisher prowls into the forest at night and sleeps underground during the day. Like spiders, it can lay webs and loves to leave its preys visible to horrify the villagers, which seems to be its main activity. It has a scorpion-like tail that ends with a spiked spear tip. Its favorite way of hunting is to lurk in the tree branches. When a prey walks below, it detaches and launches its tail-spear. Then, the Fisher "reels" back its tail and seizes the prey with it powerful mandibles.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	4	2	3	2	1

Soak Value	Wound Threshold	Wound Threshold	M/R Defense
6	30	14	2 | 2

Skills: Brawl 3 (⬡⬡⬡◆), Ranged 3 (⬡⬡⬡◆), Perception 2 (⬡⬡◆), Stealth 3 (⬡⬡⬡◆), Vigilance 2 (⬡⬡)

Talents:
- *Adversary 2:* Upgrade the difficulty of checks targeting this enemy twice.

Abilities:

- *Silhouette:* 3.
- *Silver Anathema:* Silver weapons gain Burn 2 quality or increase their existent Burn rating by 1.
- *Skitter:* Can move across walls, ceilings, and spider webs without penalty).
- *Spear Fishing:* When making a combat check with its Tail Spear attack, if the Fisher was able to trigger the Ensnare quality, it can reel its target, moving it to Engaged range. Since the creature generally lurks into the tree branches, this could mean that the target is suspended in the air for the duration of the ensnare. This mean that breaking through the ensnare could result in a dangerous fall.
- *Terrifying:* At the start of the encounter, all of their opponents must make a **Daunting (◆◆◆◆◆) fear check** as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.
- *Unnatural Vitality:* This adversary can be rendered helpless by making it exceed its Wound Threshold. The only way to take it down via Critical Injuries or by inflicting Critical Injuries.

Equipment:
- *Mandibles:* Brawl; Damage 7; Critical 3; Range (Engaged); Pierce 2, Vicious 2
- *Tail Spear:* Ranged; Damage 7; Critical 4; Range (Medium); Ensnare 2, Pierce 3

Witches

Neophyte Witch (Rival)

This profile works best for witches that are not used to their magic yet. They might be children, or simply trying to live a normal life.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

Soak Value	Wound Threshold	M/R Defense
1	14	0 | 0

Skills: Deception 1 (⬡◆◆), Discipline 1 (⬡◆), Skulduggery 1 (⬡◆◆), Stealth 1 (⬡◆), Witchcraft 1 (⬡◆◆)

Talents: None.

Abilities:
- *Silver Anathema:* Silver weapons gain Burn 2 quality or increase their existant Burn rating by 1.

Seasoned Witch (Nemesis)

This profile is perfect for a career witch; one that masters their art and has probably had their share or ongoing curses, crafted vodoo dolls and hex bags as well as a collection of empathic links. This could be a hidden witch well integrated into society, or a recluse witch living in the wilderness.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	3	4	3	3

Soak Value	Wound Threshold	Wound Threshold	M/R Defense
1	10	15	1 | 1

Soak Value	Wound Threshold	Strain Value	M/R Defense
1	10	15	1 | 1

Skills: Deception 3 (⬡⬡⬡◆), Discipline 3 (⬡⬡⬡), Skulduggery 2 (⬡⬡◆◆), Stealth 2 (⬡⬡◆), Witchcraft 3 (⬡⬡⬡◆)

Talents:
- *Adversary 2:* Upgrade the difficulty of checks targeting this enemy twice.

Abilities:
- *Silver Anathema:* Silver weapons gain Burn 2 quality or increase their existant Burn rating by 1.
- *Witch Blood:* Once per encounter, the GM may spend a Story Point as an incidental. If they do so, the witch may voluntarily suffer up to 2 wounds to heal twice that number in strain.

Equipment:
- *Dagger:* Melee (Light); Damage 3; Critical 3; Range (Engaged); Accurate 1
- *Other Gear:* Various hex bags, voodoo dolls and talismans.

Upcoming Content

While this setting document includes everything you need to start playing in the world of Inquisition, more content is coming! Here is a teaser of what is coming up in future releases!

Adventure Modules

While there are more and more settings pouring out there on the web, we still lack a fair amount of adventures modules. I intend to release premade adventures. These are likely one or two sessions long and could be included in any ongoing campaign.

Adversaries

For the time being, this document only includes a few supernatural beings, mostly the witches and one dark creature; the Forest Fisher. As the time goes on, more creatures will make their appearance in the document in future releases.

Gazetteer

As the development of the setting goes and adventure modules comes out, the world will be more and more defined. I intend at some point to have an actual world map and more information about each kingdom and settlements.

Kingdom Building

The land of Eguras is partially explored and colonized. Lords want to populate the land and they need people to settle down. With this upcoming ruleset, players will be able to own land and develop it. This will bring interactions with other lords and so this section will include diplomacy guidelines to introduce them to the political games of the world.

Mass Battles

Closely linked to Kingdom Building, PCs could be brought to lead armies of soldiers to wage war against other lords. These rules will introduce a way to control large groups of NPC into battle with simple yet satisfying rules.

Medieval Fair

A great form of entertainment, medieval fairs are events where people gather, enjoy themselves and test their skills at different activities. This ruleset will include simple rules for thematic activities; archery, duels, drinking games, gambling, jousting, gauntlets. These contests will typically be resolved in a single check in order to keep it fun but not time consuming.

Ships

Not all settlements are on the mainland. In fact, there are few settled islands. Commerce inevitably led to piracy. This ruleset will include different ships as well as their vehicle attachments.

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Appendix 1: Sources Links

Here are the links to the images I used in this document. Note that I do not claim any copyright on them and they were used without permission. The links point to the place I picked up the images and may not be the artist's site.

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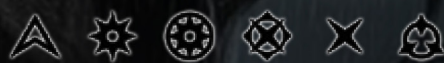https://i.pinimg.com/originals/90/ee/a4/90eea4cead05c67f5c0b6c22a9296539.jpg

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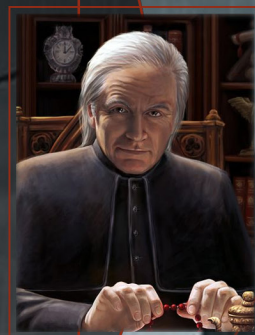
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