Promised Sands

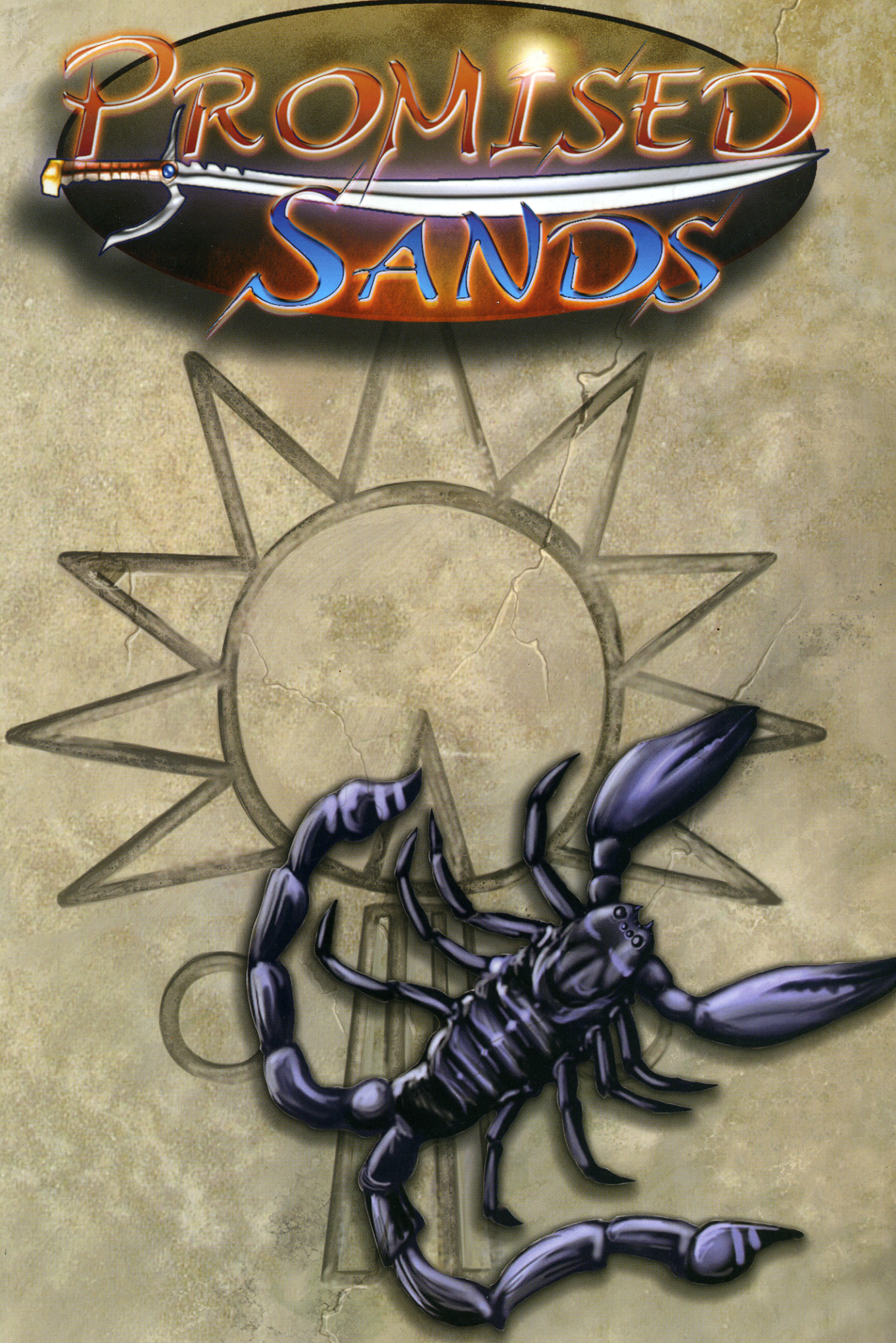


Table of Contents

Chapter 1
T'nah At A Glance 1
A False Step 1
Introduction 5
A Word About ...
Realism 5
Prejudice, Race, and Culture 5
Our Philosophy on Gaming
Game Basics, Dice, Skill Resolution, Success Value, Skill Rolls, Skill Levels, Opposed Tests, Attribute Rolls 6
DIS, Legend, Epic, Character Basics, Attributes, Skills, Qualities, Contacts SEC, Lifepath, Advancement 7
At A Glance 7
Maroc and Ido 8
Rusahni and Qai 8
Survival 8
Whereabouts 8
Glacial Wastes 9
Ouri Corridor 9
Drachen Wastes 9
Jaan Lands – Krellar 9
Aij'ak Lands – Kahl Gok 9
Tv'ahr Plains 9
Equin Pampas 9
Thalve Woodlands 9
Ch'ak Lands 10
The Spire 10
Koyormun Pass 10
The Grange 10
Mining Guild 10
Trade Guild 10
Remnants of the Renizant 10
Ashik's Anvil 10
Sylvan Steads 10
Zev'Kolsu Keep 11
Other Locations 11
The Pits 11
The Mines of Azwit'ahr 11
The Scorchlands 11
Weather, Fado 11
Guilds and Orders 11
The Trade Guild 12
Mining Guild 12
Grangers 12
Guild of Five, Hand of Five 12
Kheem Houses 12
The Daughters of Yai 13
Ch'ak Columns 13
The Synod of Water Bearers 13
Maroc Orders 13
Blackwings 14
The Red College 14
Tuners 14
Rusahni Sects 14
Azili, Qyen 14
Temiz, Wilders 15
Gimme That Ole Time Religion 15
Yethite Emissaries 15
Keepers 15
Municipal Administration 15
Government 15
The Rule of Law 16
Economy 17
Souqs and Vahnas 17
Accommodations and Services 20
Currency 20
A Note on Currency 20
Commodities, Water 20
Recycling the Dead 21
Kahf, Salt, Animals 21
Slavery 22
Perfume, Spices 22
Chapter 2
Character Generation 25
Questions 25
Character Creation Summary 26
Racial Heritage 27
Andw'ahr 28
Suv'ik 29
Syl 30
Ebon Syl 31
Troog 32
Human 33
Rolen 34
Numid 35
Halfbreeds 36
Bh'ir 37
Druhn 37
Mehti 38
Sunna 38
Talik 39
Loshad 40
Myrlihk 42
Cultural Heritage 44
Aij'ak 44
Azili 44
Ch'ak 44
Dry Denizen 44
Dusteen 45
Dyevan 45
Equin 45
The Guild 45
Jaan 45
Kel 45
Kheem 46
Rahn 46
Kon'ahr 46
Myrshal 46
Noma 47
Qyen 47
Renizant 47
Shnahn 47
Skulae 48
Sylvan 48
Temiz 48
Tv'ahr 48
Wet Denizen 48
Yethite 48
Socio-Economic Category (SEC) 49
Favors 49
Social Standing 49
Attributes, Qualities, and Skills 50
Attributes 50
Flesh 50
Mind 51
Will 51
Special Attributes 51
Qualities 52
Quality List 52
Additional Attributes 52
Additional Skills 52
Aggression 53
Alertness 53
Ambidexterity 53
Appearance 54
Articulation 54
Awareness 54
Communication 54
Deftness 55
Demeanor 55
Direction 55
Empathy 55
Empathic Effect 56
Empathic Influence 56
Faith 56
Ido Mentor 57
Maroc Stone 57
Nimbleness 57
Presence 57
Qai Ability 58
Qai Expressions 58
Reaction 58
Self-Control 58
Socio-Economic Category 58
Technology 59
Tonality 59
Toughness 60
Vanity 60
Assets 61
Acute Hearing 61
Acute Smell/Taste 61
Additional DIS 61
Berzerker Rage 61
Bizarre Fate 61
Claws 61
Dermal Shading 61
Eagle Eyes 61
Enhanced Senses 61
Hooves 61
Leaping 61
Low-Light Vision 61
Peripheral Vision 61
Sensitive Touch 61
Tenacious 61
Tusks 61
Water Caches 61
Willful 62
Worldly 62
Detriments 62
Physical Imperfections 62
Digestive Difficulties 62
Disease Carrier 62
Transmission 62
Lost Limb 62
Missing Tongue 62
One Eye/Poor Depth Perception 62
Overweight 62
Sensitive Skin 62
Slurred Speech 62
Troog Package 62
Mental Illnesses 63
Braggart 63
Compulsion 63
Conceit 63
Greedy 63
Manic 63
Obsessive 63
Phobias 63
Pride 63
Psychotic 63
Rebellious Nature 63
Schizoid 63
Sucker 63
Unstable 63
Acts of the Will 64
Cold-Hearted 64
Covetous 64
Detached 64
Disrespectful 64
Flirtatious 64
Judgmental 64
Lazy 64
Lustful 64
Miserly 64
Pacifist 64
Spendthrift 64
Ungrateful 64
Fields and Occupations 65
Apprenticeships 65
Training Focus 65
Availability of Equipment 65
Length of Apprenticeship 65
Promotions and Adv Occupations 65
Beginning Play 65
Contacts 66
Advancement 66
Artisan 66
Blacksmith 66
Novice 68
Criminal (Gangster) 68
Escaped Slave 68
Footpad 69
Myrlihk Outkast 70
Punk 70
Criminal (Thief) 71
Beggar 71
Crook 72
Hustler, Scavenger, Snitch 73
Entertainer 74
Player 74
Prancer, Recitalist 75
Slattern 76
Kril 77
Aij'ak Kril—Hutcher 77
Bowman 78
Bravo 79
Ch'ak Kril—Grunt 79
Ch'ak Kril—Mule 2nd 80
Ch'ak Kril—Waterscout 80
Dyevan Kril—Skulker 81
Insurgent 82
Jaan Kril—Stabler 82
Jailer 83
Kon'ahr Kril—Tunnel Fighter 84
Loshad Kril—Bushwalker 85
Myrlihk Kril—Huntress 85
Pit Fighter 86
Scout, Squire 87
Watchman 88
Maroc 89
Tuner 89
Weaver 90
Merchant 91
Fortune Teller, Peddler 91
Noble 92
Gentle 92
Rusahn 93
Rusahni Sects, Qyen Pledge 94
Azili Pledge, Temiz Ralla 94
Servicer 95
Animal Trainer 95
Caravan Gopher/Ship Servant 95
Dusteen Retainer 96
Pall Bearer 97
Servant 97
Vangel 98
Disciple 98
Hermit, Initiate 99
Neophyte 100
Vhzine 100
Drafter, Student 101
Politician (Vhzine) 102
Assistant (Politician) 102
Clerk (Politician) 102
Searcher (Vhzine) 103
Questor, Wet Denizen Pioneer 103
Medic (Vhzine) 104
Caregiver (Medic) 104
Doula (Medic) 104
Quack (Medic) 105
Worker 106
Bearer 106
Field Hand, Fisher 107
Rat Catcher, Runner 108
Slave, Trapper 109
Archetypes 110 - 132
Tunnel Fighter—Blacksmith 110
Sensitive 111
Peddler 112
Bushwalker 113
Footpad 114
Scavenger 115
Scout 116
Outkast 117
Maroc Apprentice 118
Noble—Artisan 119
Pallbearer—Thief 120
Political Assistant 121
Retainer—Servant 122

Pit Fighter—Escaped Slave 123
Qyen Pledge 124
Entertainer 125
Weaver 126
Neophyte 127
Fisher—Student 128
Gopher—Rat Catcher 129
Bowman 130
Doula 131
Grunt 132

Chapter 3
Trinary System 135

Skill Resolution 135
Success Value (SV) 135
Effect Die (ED) 135
Difficulty 135
Critical Success/Failure 135
Failed Rolls 136
Alterations 137
SV90+ Rule 137
Opposed Tests 137
Cumulative Rolls 137
Assisted Rolls 137
Dissonance (DIS) 138
Combat 138
Combat Turns 138
Initiative 138
Iniative Ties 139
Combat Action 139
Free Actions 140
Modes 140
Surprising Actions 140
Missile Combat 140
Modifiers 140
Basic Damage Resolution 141
Shock Damage 141
Head Trauma 141
Flesh Damage 141
Blood Capacity 142
Overflow Damage 142
Damage Summary 142
Adv Damage Resolution 142
Injury Zones 142
Overflow Damage 142
Bone Damage 142
Nerve Damage 143
Blood Damage 143
Damaging Effect 143
Pain Modifiers 143
Types of Damage 143
Encumbrance and Fatigue 144
Handedness 144
Skills 144
Success Value 144
Prerequisites 144
Unskilled Use 144
Cascade Skills 144
Related Skill Use 144
Cascades 144
Specializations 145
Skill Lists 145 – 162
Languages 163
Archaic Tongues 163
Rikkan, Spanglish, Deutshan 163
Renizant Languages 163
Dihl, Surrawl 163
Scratch Languages 163
Danaic, Egualan, Gahl, Tchin 164
Unique Tongues 164
Ebo 164
Prinr, Quinay, Trune 165
Hybrid Languages 165
Kharne, Rusarin 165
Familiarities 166
Proficiencies 166
Ido 166
Maroc Stones & Bonding 167
On Channeling Ido 167
The Elemental Knowledges 167
Spinning Mahya 167
Flow 168
Effect and Surge 168
Holding It All In 168
Freeform Mahya 169
Pattern Verbs 169
Elemental Knowledges 170
Fixed Mahya 171
Qai 173
Expressions 173
The Dream 173
Qai Mechanics 173
Expressing Qai 173
Sustaining an Expression 173
Activation 174
Activation Time and Durations 174
Taint 174
Absolving Taint 174
Qainos 174
Crystal Blades 175
Qai Expressions 175
Discerning 175
Appeal 175
Bad Vibes 175
Break Illusion 176
Combat Edge 176
Detect Life 176
Detect Qai 176
Empathy 177
Enhanced Sense 177
Ignore Pain 177
Inflict Pain 177
Overwhelm 177
Psychometry 178
Qai Tracking 178
Sense Dreamgate 178
Bonding 178
Command 178
Detect Lie 178
Dormancy 178
Fortify 179
Invisibility 179
Mental Barrier 180
Mind Reading 180
Mind Wipe 180
Probe 180
Project Emotion 180
Shared Senses 181
Stimulate Growth 181
Taint Transfer 181
Wither 182
Transforming 182
Adaptation 182
Bone Armor 182
Bone Weapon 182
Calcify 183
Camouflage 183
Destroy Pathogens 184
Killing Field 184
Knit Flesh 184
Repair Body 184
Restore Health 185
Sterilize 185
Synaptic Discharge 186
Meta Qai Expressions 186
Dream 186
Control Dream 186
Dream Form 187
Dream Walk 187
Enter Dreamsite 187
Stride 187
Manifesting 188
Qai Blast 188
Qai Blade 188
Transcending 188
Luck 188

Chapter 4
Care and Training of Your T'nahran 191

Healing 191
Self-Healing 191
Specific Care 191
Holistic Care 191
Enhanced Healing 192
Illnesses and Diseases 192
Mental Illness 192
Crippling 192
Spending Wisdom 192
Skill Advancement 193
Attribute Advancement 193
Attribute Steps 193
Attribute Thresholds 193
Elemental Knowledge Adv 194
Learning Mahya 194
Bonding Maroc Stones 194
Qai Increases 194
Legends and Epics 194
Social Rewards 195
Respect 195
Renown 195
Infamy 195
Legend Points, Epic 196
Acquiring Qualities 196
Improving Qualities 196
Quality Reduction 196
Detriment Removal 196
Proficiencies and Familiarities 196
Gaining and Improving 196
Advanced Occupations 198
Character Fields 198
Entry Requirements 198
Terms of Service 198
Promotions 198
Contacts 198
Age 198
Journeyman Plateau 199
Artisan 199
Dilettante, Smith 199
Criminal (Gangster) 199
Brigand, Thug 199
Raider, Rustler 200
Criminal (Thief) 200
Burglar, Grave Robber 200
Cutpurse, Charlatan 200
Smuggler 201
Entertainer 202
Dancer, Escort 202
Street Performer, Fabler, Jester 202
Jongleur, Minstrel, Mime 203
Kril 203
Aij'ak Reiter, Jaan Sky Rider 203
Archer, Soldier, Ch'ak Growler 203
Bounty Hunter, Slave Hunter 204
Loshad Bushfighter 204
Brawler, Ganger 204
Ch'ak Rager 204
Berzerker Rage 205
Gladiator 205
Militiaman, Mule 1st 205
Warden, Warrior 206
Maroc 206
Hedge Wizard, Theurgist 206
Wizard 207
Merchant 207
Huckster, Medium 207
Vendor, Water Seller 208
Noble 208
Aristocrat, Patrician 208
Rusahn 209
Awakened, Qyen Traveler 209
Azili Watcher, Temiz White 209
Servicer 209
Domestic, Valet 209
Dusteen Bondservant 209
Mourner 209
Wagoneer 210
Vangel 210
Acolyte, Cleric Imam 210
Missionary/Yethite Emissary 211
Vhzine 211
Designer 211
Herbalist, Midwife, Nurse 212
Scribe, Herald, Tutor 213
Politician (Vhzine) 213
Advocate 213
Delegate, Alderman, Councilor 213
Envoy, Deputy 214
Searcher (Vhzine) 214
Analyst, Examiner, Explorer 214
Worker 214
Farmhand, Game Keeper 215
Gang Boss, Herder, Handler 216
Messenger, Muleskinner 216
Porter, Prospector, Sailor 217
Woodsman 217
Adept Plateau 217
Contracts 217
Artisan 218
Artificer, Artist 218
Criminal (Gangster) 218
Brute, Pirate, Robber/Bandit 218
Criminal (Thief) 218
Agitator, Bawd, Charlatan 218
Counterfeiter, Tomb Raider 219
Entertainer 219
Danseur, Musician, Gleemaker 219
Actor, Singer, Buffoon 219
Courtier 219
Kril 219
Cavalier, Charioteer 219
Duelist, Guardian, Bodyguard 220
Marine, Mule, Targeteer 220
Trooper, Mercenary 220
Road Warden 220
Wing Leader, Dragoon 221
Maroc 221
Savant, Spinner 221
Merchant 222
Crafter, Diviner 222
Shopkeeper, Caravaner 222
Funeral Director 222
Noble 222
Lord 222
Rusahn 223
Qyen Defender, Azili Lurker 223
Temiz Marked, Rusahn Revereen 223
Servicer 223
Beast Trainer, Falconer 223
Chaperone, Warder, Chauffeur 223
Vangel 224
Monk, Rector, Vicar, Deacon 224
Vhzine 224
Barrister, Builder 224
Political (Vhzine) 224
Liaison, Diplomat 224
Representative 225
Secretary, Administrator 225
Searcher 225
Detective, Interrogator 225
Orator, Wiseone, Teacher 225
Cataloguer, Speaker 225
Pharmacist, Intern, Mesmerist 225
Renizant Thinker 225
Spy, Mole 226
Worker 226
Farmer, Foreman, Miner 226
Rancher, Ranger 226
Rider, Courier 227
Seafarer, Navigator 227
Adept Plateau 227
Artisan 227
Master Crafter 227
Criminal (Gangster) 227
Enforcer 227
Highwayman, Slaver 228
Torturer 228
Criminal (Thief) 228

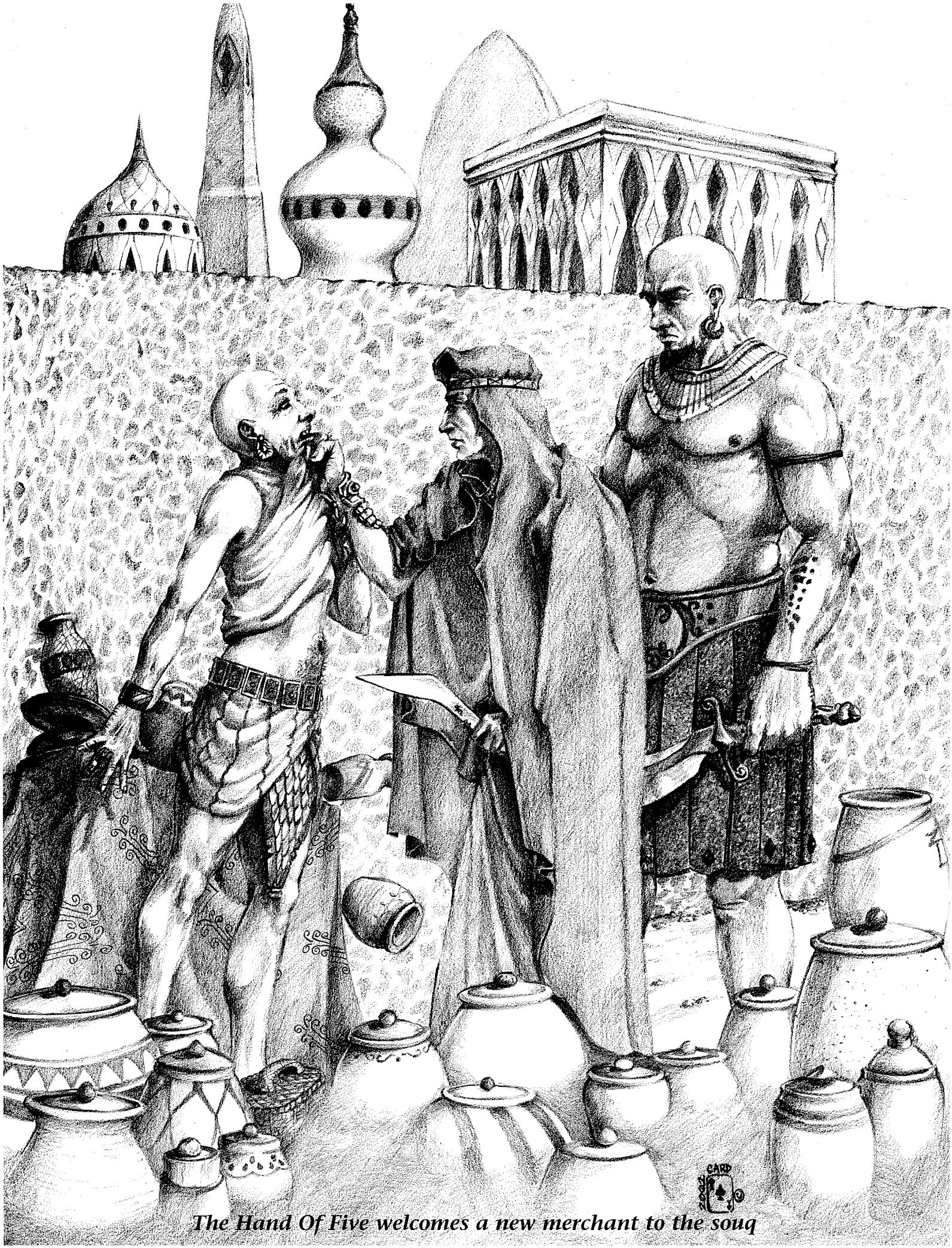
Forger, Gambler, Grifter 228
Rogue 229
Entertainer 229
Soloist, Thespian, Troubadour 229
Kril 229
Armsmaster, Fadon 229
Commander, Knight, Charger 229
Sky Marshal, Krellen 230
Slayer, Sniper 230
Maroc 230
Magus 230
Merchant 230
Trader 230
Noble 230
Baron 230
Duke 231
Rusahn 231
Qyen Protector, Azili Prowler 231
Temiz Gray, Rusahn Guru 231
Servicer 231
Seneschal 231
Vangel 231
Priest, Pastor, Preacher 231
Soothsayer 231
Vhzine 231
Ambassador 231
Astronomer, Demagogue 232
Governor, Magistrate 232
Minister, Senator 232
Healer, Reaper, Alchemist 232
Instructor, Professor 232
Master Builder 233
Scholar, Pontificator 233
Searcher 233
Infiltrator, Inquisitor 233
Investigator 233
Worker 234
Boat Pilot, Driver, Helmsman 234
Overseer, Smelter, Steward 234

Chapter 5
On Being A Bard 237
The Art of Barding 237
Fun, Memorable, and Focused 238
Descriptive Immersion 239
NPCs and Contacts 239
Playing NPCs 239
World Conventions 241
How To Run Promised Sands 241
Pacing, Conflict 241
Types of Conflict 242
Events, Staging 242
Player Relations 243
Motivation 243
Problem Players 244
Pitfalls 245
Dehydration 245
Dehydration Rolls 245
Salt Deprivation 245
Deprivation Penalties 245
Armor and Heat 245
Sun Poisoning 245
Heat Exhaustion & Heat Stroke 246
Heat Tests 246
Spiders and Scorpions 246
Diseases and Ailments 246
Legends 247
Arywan's Harp 247
The 8rethren 247
The Canyon of Fire 247
The Cave of Renz 248
The Cave of Truth 248
The Children of Thar 248
Evertree 248
The Five: A Hand and a Guild 248
Haramesh's Corruption 249
Legend of Barrakez 249
Lost Palaces of the Hasmin 249
Marocai, The Obsidian Mask 250
The Pillars of Teytha 250
The Remembrance of the Trees 251
Renizant Hothouses 251
Sarnon Fortress 251
Scarlet Sisters 252
The Shrine of the Cup 252
The Sisters of Fire 252
Spirit Mountain 252
Stairs of Cor'ai, Sulfa Springs 253
The Synod of Water Bearers 253
Tomb of Kings 253
People 254
Ahrgeesa the Evil One 254
Grandma Glys 254
The Crying Man 254
Kadeshi Youssef Osman 254
Lovelorn the Harpist 255
Sheriff Morre 255
The Shorn 255
Contact Archetypes 255
Andw'ahr Kheem, Armorer 255
The Barfly, The Bartender 255
The Beggar, Bodyguard 256
Bureaucrat, The Caravan Driver 256
The Ch'ak Mercenary 256
Ch'ak Rusahn, Crime Boss 256
Criminal Enforcer 256
Criminalist, Denizen Rebel 256
Denizen Soldier, Denizen Spy 256
Djezinti Hunter 256
Dusteen Recruiter 256
The Explorer, Escaped Da'Mete 256
Fan, Fire Fighter 257
Former Military, Gadgeteer 257
Healer, Kel Engineer 257
Kheem Joygirl 257
The Maroc Warrior 257
The Musician 257
Myrlihk Peacekeeper 257
The Porter, The Quartermaster 257
Qyen Missionary 257
Scribe/Historian 258
Slave, Store Owner 258
Storyteller, Street Urchin 258
Sylvan Maroc, Sylvan Warrior 258
Wisdom 258
Awarding Wisdom 258
Individual Awards 258
Team Awards 259
Flora and Fauna 261
Anklebiter, Avci Gagahl 261
Beavers 261
Baphir 262
Bloodwings, Bruckbird 263
Buzzards, Cirrakahl, Condors 263
Delfin 264
Desert Hare 264
Devourer 265
Djezin, Dhiv 265
Gaitzik, Guhnkaar 266
Hkort, Liz'ahr 267
Slijj, Xith 268
Dogs, Drachen 269
Falcons, Frost Wolves 270
Ghul, Granya, Gumash 271
Hoary Ones 271
Ido Bees 272
Iph 272
Iph Kael, Iph Kon 272
Iph Raeen, Iph Tvan 273
Katahli, Keshi-Teke 274
Kirin, Black 274
Killer Bees 275
Koyun 275
Kutul 275
Lurker Coral 276
Manticore 276
Maridh, Pedahv 277
Pompa Rat, Purgen 278
Rockmaw 278
Sailor's Grief, Sand Mole 279
Sand Worm 279
Sihlot, Skrok 280
Snakes, Snargs 281
Snntok, Trunkfish 281
Uzmek ("Ogre") 282
Wait-A-Minute Vines 284
Wraith 284
Yol'kashak, Zevik 285
Zikthorns 285
Riding Beasts 286
Donkey, Horse, Jugal, Kamel 286
Nok 287
Ox, Phah'lok 288

Chapter 6
The World of Tnah 291
History: Wet Denizen 291
History: Kel 293
History: Ch'ak 296
History: Compilation 299
Qai 300
Jaan 301
Ch'ak Hegemony 302
Yethu and the Andw'ahr 302
Rise to Power 303
Shattering Peace 303
Waning Years 303
Fall of the Renizant 304
Cultures 305
Aij'ak, Ch'ak 305
Dusteen 307
Denizens, Dry Denizens 308
Wet Denizens 308
Deep Denizens, Dyevan 309
Equin 310
The Guild 311
Jaan 312
Kel 313
Kheem 314
Kon'ahr 314
Myrshal 315
Noma 317
Rahn 318
Renizant 319
Rusahni Sects, Azili, Qyen 321
Temiz 322
Shnahn 322
Skulae 324
Sylvan 325
Tv'ahr, Yethite 326
Religions of Tnah 328
Dyevan, Equin, Kel 329
Kheem, Kon'ahr, Myrshal 330
Noma 330
Renizant 331
Skulae 332
Sylvan, Tv'ahr 333
Yethite, Maschan 334
Gazeteer 335
Cultures of Prosperity 335
Beyg'ahr 335
Wahdo 336
Heeko 337
Ferra 338
Vit'ahr 339
Zhamin 339
Sephas 340
The Grand Agora 342
Baphem's Exploding Shop of Powders 343
Ariz and Rainoz 343
Uvah 344
The Citadel 346
Bh'awlt 347
The Mess at the Top of the World 348
Drachen Wastes 348
Tower of Tuad'amon 349
Krellar 349
Other Jaan Iali Jhar 350
Kahl Gok 351
Shi'kohl 351
Other Aij'ak Iali Jhar 352
Bareesh 352
Kitheed 353
Uythal 354
Thulh 355
Wall of Sorrows 356
Tn'ahr 357
Equin Pampas 358
Koyormun Pass 358
Oase, Arrika 359
Towering Tankard 360
Wounded Wall 360
The Pits of Shara-shaan 360
Jhevarrah 361
Orthay's Drift 361
Devron's Library 361
Al Kanar 362
The Towers of Al Kanar 362
Denton 362
Red Roan Inn 363
Kafa Tower 363
Vargas 363
The District 363
Ashik's Anvil 364
Sylvan Steads 365
Tnahran Life 365
Pit Fighting 365
Welcome to the Pits 367
Mines of Azwit'ahr 367
Gateways 369
Water, Water Customs 369
Animal Urine, Kamel Urine 369
Zevik Urine, Fragrances 369
Drinks, Teas and Kahf 370
Kahf Recipe, Other Drinks 370
Drugs and Alcohol 371
Alcoholic Beverages 371
Recycling the Dead 371
Salt 371
Grains 371
Sahli Wheat 371
Fruits and Nuts 371
Meats 371
Dairy Products 372
Other Foods 372
Sweets 372
Honey 372
Date Sugar 372
Fig Urine 372
Smoking Herbs 372
Mizwak 372
Azwit'ahr Mucus 372

Chapter 7
Equipment 375
Melee Weapons 375
Missile Weapons 378
Armor 379
Shields 379
Otec and High Tech 381
Ammunition 381
Maroc Stones 381
Everyday Items 383
Farm Animals 384
Riding Beasts 384
Tack Packages 385
Food 385
Drinks 385
Traveling Gear 386
Tools 386
Medical Kits 386
Clothing Types 387
Clothing 387

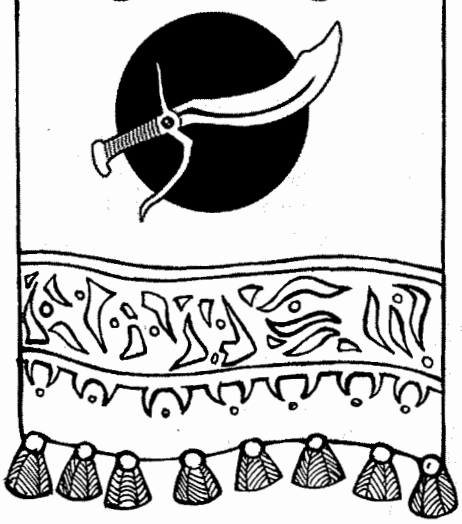




The Hand Of Five welcomes a new merchant to the souq

Chapter 1

T'nah At A Glance



A FALSE STEP

This was the greatest game of all; highest stakes, highest pay.

The air was hot and dry and the sun pounded on his bare head like a hammer on an anvil. Even as light punished him for his foray into the souq, the wind carried both coolness and the smells of the marketplace to him. Jasmine and sandalwood, cooking meat and strings of fresh garlic, unwashed sweat and the musky smell of animals were all brandished like a club, used to greet the crowds of people looking to commence trade. Joash meandered through the throng with his eyes downcast, but at the edge of his sight he caught brilliant colors of the fresh goods for sale: melons and jewelry, flasks of sparkling water and steel swords. All of them belonged to men richer than he, but any of them could become his at any moment. The very thought made his pulse quicken and his heart leap gleefully inside his chest.

With a practiced hand, he distracted a nearby merchant. A moment later, Joash was lost in the crowd again, this time bedecked in a checkered ghutra and a simple, twisted—cloth agahl—the flowing ghutra covered his bare head and neck while the rope-like agahl held it firmly to his head.

Marda was wearing a ragged djellab typical of a beggar, dressed much as he was. He glanced across at Marda, making sure she knew where he was. Her fingers twisted briefly in the 'all clear' signal he expected, but he could tell she was angry at his 'careless ways,' as she called them. Her shoulders were tense, her movements stiff and hasty. To look at her, no one would guess at her Sylvan nature, nor either of their larcenous hearts. They blended into the marketplace invisibly. No one paid attention to beggars, lest meeting their eyes give way to mercy; the bane of profit. Nevertheless, they had to be very careful for to a rich man every beggar was a thief, and so while no one paid looked at them, there were many eyes taking notice, any one of whom could call the guards. People crowded into the souq from a hundred foreign lands, but the one constant visitor to any and every marketplace was death. With a backward toss of her head, she pointed out a Guilder standing nearby—but the Guilder was looking away.

The rising thrill of the chase filled Joash, and he had no intention of stopping.

"Too easy," he muttered to himself. He slipped a chunk of sela root from another stall. It was a largely valueless item, but he just couldn't resist. He sidled away and had spotted another mark when he noticed a Guilder looking at him intently from one of the elevated walkways. Joash dropped his eyes to Marda, who pointed surreptitiously at an alleyway before disappearing into a group of children.

Joash feinted toward a stall, then used an awning for cover and dashed into the alley. He ripped the ghutra from his head and shoved it deep into his clothing, slouching to change his posture and limping slightly to one side. From behind appeared not a checker-hooded boy but a smaller, bareheaded cripple. Halfway down the alley, he ducked behind a rain barrel to hide. After stealing, one should not, cannot run. Running means you are guilty, so unless you hear them already chasing, you have to take it slowly. Still, he would rather have run, it was less exhausting. His hands shook, his heart ready to burst from his chest. He closed his eyes and tried to block out the fear, taking deep steady breaths. His pulse had finally begun to slow when something blocked the heat of the sun from his face. He looked up, seeing the thin, bearded face of an old Rolen.

"If you continue as you have been, every Guilder in town will have your description. And you'll be exiled without your hands." The man's voice was soft and deep, with an educated tone. He was not the Guilder from the walkway, but he smelled of trouble, all the same. Joash wanted to deny the man's words, but the Rolen's eyes showed the truth: he would not be easily fooled.

A silent shadow moved across the ground behind the man as Marda prepared for trouble. The man showed no signs of having seen the Sylvan girl, and Joash was heartened—until the Rolen's next words addressed her. "Your companion and I were discussing the sad state of morals in today's society, young lady. Would you care to join the conversation?"

Marda straightened, frustration and disbelief warring in her gaze. She stepped forward then and went to Joash's side, cautiously helping him to his feet.

"My name is Udan." He inclined his head toward her, a surprising gesture of respect for a Vhzine to give to a beggar woman. "The sun is quite warm today, and I find that my throat has become parched with the dust of the street. If you would care to join me, I shall be happy to provide water for you both as well." The Rolen whispered, "If anyone asks, you are my students."

A ghost of a smile curved Marda's lips at the thought. Udan reached out his hand to Joash, resting it on the boy's shoulder. Joash stiffened for a moment, then nodded. The Rolen smiled, then turned and guided the pair down the alley and onto the street.

They walked only a short distance into the western souq, a marketplace known for its amenities. Several times they were passed by Guilder patrols. Joash was sure he was spotted when he recognized the Guilder who had stared at him. One glance at Udan, however, and the Guilder looked away and moved on.

The souq was alive with the bustle of a typical Trade Guild settlement. Shopkeepers in various stalls lined both sides of the narrow street; some were made of poles and blankets, others completely open, and still others built into the walls of the surrounding homes.



At the edge of the western vahna, a place set aside for eating and drinking while shopping, the aged Vhzine came to a halt. He looked around for a moment, then located a small shop with fresh fruits and water jugs in the front. He walked to it, leading the pair through the low doorway and into the shaded room beyond.

A tall and darkly bearded Denizen approached them. In one hand he bore a small basket of shniz, doughy bread fried in butter and salt, and in the other a bowl of only slightly brown water. He wore the common attire of a shopkeeper: a linen djellab over a pair of salumak, with a rugged kusak around his waist. Several sturdy pouches and a purse hung from his kusak. He smiled upon seeing Udan and hurried forward.

"Welcome, Udan, welcome! I have water and refreshing air for you in the back. Would you care to step in?" His eyes fell upon Joash and Marda in their beggar's attire, and his smile wavered. "And who walks with you?"

Udan took a shniz and nodded his thanks, then dipped his fingers into the bowl and wiped his lips. "Thank you for your hospitality, Derik. These are my new pupils. Please bring three steins of pure water for us." He slipped a small strand of orbs to the shopkeeper, who tallied them up quickly with a broad smile.

"Would you like your water flavored with a hint of lime?"

Udan smiled. "That would be refreshing. Thank you."

Udan directed the pair to the back, where they sat down at a low, circular table with four cushioned chairs around it. Once seated, he reached above their heads and pulled a small cord, opening a small shutter encased in the wall.

Cool air rained upon them like a fine summer mist. Joash started at the sensation. He stared at the vent, lifting his hand to feel the air. Marda took it all in stride, though her eyes briefly betrayed her surprise as well. "How does he make the winter wind in summer?"

"It is a trick the Denizens brought with them long ago." Udan winked and whispered, "We tolerate them for their secrets."

Joash sensed that the older man was speaking playfully, revealing a secret known to very few while at the same time telling him nothing at all, but the joke was beyond the poor thief. He ignored it and closed his eyes, allowing the air to cool his fevered flesh. The feeling was more than he had ever dreamed possible. Marda, however, was not so impressed. She leaned back settled into the deep cushions of the chair, away from the unnaturally chilled air.

As they sat, Derik entered the room with their water. Udan and Derik spoke quietly in some, foreign tongue as Joash and Marda drank. Joash immediately slurped up the pure water. As promised, there was a hint of lime in it. The purity was delightful; he had never tasted anything so refreshing. Without thinking, he gulped it down.

Marda was never as impulsive as he was. She carefully examined the huge mug, sniffing the lime-scented water before carefully taking a sip. By the time she had tasted her water, Joash was draining the final drops from his stein.

As he put the empty cup back on the table, Marda caught Joash's attention. Her fingers flashed signs to him from behind her stein, asking the question, "Why?" Joash shrugged, belatedly catching Marda's suspicion and concern. Though only one word, the real query of her signal was: What does an educated Vhzine want with us?

As Joash pondered, and none of the answers—from pervert to slaver—really appealed to him. He glanced around to count the doors and windows, mentally preparing for an escape in case it was needed. Udan glanced over and noticed the empty stein. The old wizened face cracked into a tender smile. Joash tried to imagine what was behind those eyes that looked so kind. What horrors were in that kind-looking head?

"You must have been thirsty. Would you like another?" Joash nodded and flashed a curious glance at Marda. Her expression was carefully blank, revealing nothing. Udan gave the stein to Derik. "Another, if you please."

He sipped his own water as Derik left, only to return a moment later, with more refreshments. As the merchant sat the stein on the table, Joash realized the hefty sum that this luxury cost—a sum Udan seemed willing to pay without complaint, comment, or even much in the way of thanks. A chill washed through him that had nothing to do with the cool air. He took a long slug of water, gulping it down. It was time to go.

With practiced movements, Joash signaled Marda that his next act would be to run. Surprisingly, she shook her head, her lips compressed with impatience. Wait, she signaled back.

Joash glanced at Udan to see if he'd noticed, but he was lost in conversation with Derik. Neither seemed to notice him at all, both speaking a language he had never heard before. Now was his chance. He finished his drink and slipped off the cushioned chair, stepping away from the table.

Pretending to examine his surroundings, Joash looked at the goods on the counters nearby. Marda shifted in her seat, recognizing something in his face. She shook her head and sipped her water, silently urging him to think before he acted. Udan looked his way once, smiled, and went back to his conversation.

Joash eased further away from the table, closer to the door. He noticed a small silver pin on the counter, shiny and unguarded. Before he could think, the object was hidden in his palm.

His reverie was broken by the merchant's voice behind him. "You there! Thief! Put that back!"

Joash started to run. He was almost at the doorway when the light was blocked. He plowed headfirst into something, then bounced off and landed on the tile floor, dazed. He could hear movement behind him, the clang of a stein against the wooden table as Marda and Udan quickly followed.

A man stood in the doorway, barely taller than Joash but easily three times as wide. He was armored from head to toe in a mix of chain mail, plate, and phah'lok hide. A great axe was slung across his back and his spiked gauntlets were intricately carved with skulls. Joash stared up into a harsh face, a pair of tusks protruding from a bristling beard. The stench of him was horrible; like death, sweat, and some things even less wholesome thrown in for good measure. He tried to scramble away but the man easily caught him by the scruff of the neck. Thick fingers grasped muscle and bone, holding him in place as if he had been nailed to the floor. The fingers twitched slightly, sending a wave of pain down his side, both keeping him still and assuring him that there was a great deal more strength that those fingers could exert.

The warrior's voice was deep and menacing, with a growling sound to it that was very unnerving to the boy. "What is this?"

"A thief." Derik stood to the side, arms folded and an unpleasant expression on his face.

"He is my student, my charge." The Vhzine stepped forward. "I will pay for his error."

The warrior looked at the boy again, leaning in close. "I did not hear from...this." He shook the boy roughly.

Joash's mind whirled as he looked for a way out. This had to be a Ch'ak warrior...all the descriptions fit from every street story or legend he'd heard of them. That meant that other aspects of the stories were probably true as well...probably including their vaunted protection of ... what were they called? He desperately needed a friend right now...so he took a chance. "I...I'm...Yethite."

The Ch'ak instantly pulled the boy to his feet. He grabbed Joash's left hand roughly and focused completely upon it—nothing else in all of the world existed, but Joash's hand. After a moment, the Ch'ak released the boy abruptly. He looked away from Joash to the others in the room, positioning his arm across the boy's neck, both commanding and restrictive, but at least a bit familiar and friendly. Joash glanced over at Udan, only to see the old man as pale as a ghost. "Please, good sir," the Vhzine said. "He's dazed...confused. He doesn't...."

"Silence!" The Ch'ak roared, then looked around for a moment, and then back into the eyes of Joash. "What are you?"

Joash stood a little taller, slipping into the role, "I am Yethite." Udan hung his head and slumped his shoulders. Derik's scowl deepened.

The Ch'ak let go of Joash and faced the shopkeeper. "Load my usual provisions. I will send for them. For now, I must take my new charge—my precious da'mete—back to the column. We march with the sunlight. Tomorrow will be an excellent hunt, and my precious da'mete shall hold a position of great honor." His lips curled into a feral smile as he glanced at the boy.

Marda started to move forward, but Udan quickly reached out to hold her back. "Don't." She struggled to keep her composure.

Joash was happily surprised at the change in attitude with the Ch'ak. Apparently, he had outwitted the monstrous idiot and cunningly outmaneuvered Udan and the shopkeeper out of some prize – he hoped it was worth something in the markets. As he was led to the Ch'ak's mount and lifted to the saddle, he stared downward triumphantly. Udan's skin was sallow, and his hands unsteady as he leaned in close to speak with the boy. "Did you hear that? I'm his precious da'mete!"

"Yes," the Vhzine nodded, sadly and slowly, "I heard. Do you know what it means?"

"Of course," he said, looking down at man who had been kind to him with a barely repressed sneer in his voice. "It means I'm his guest of honor."

"No." The old man shook his head as the Ch'ak mounted the horse behind Joash and wrapped one burly arm around him. "It means 'walking dead.' Tomorrow the Ch'ak column will hunt you like a fox."

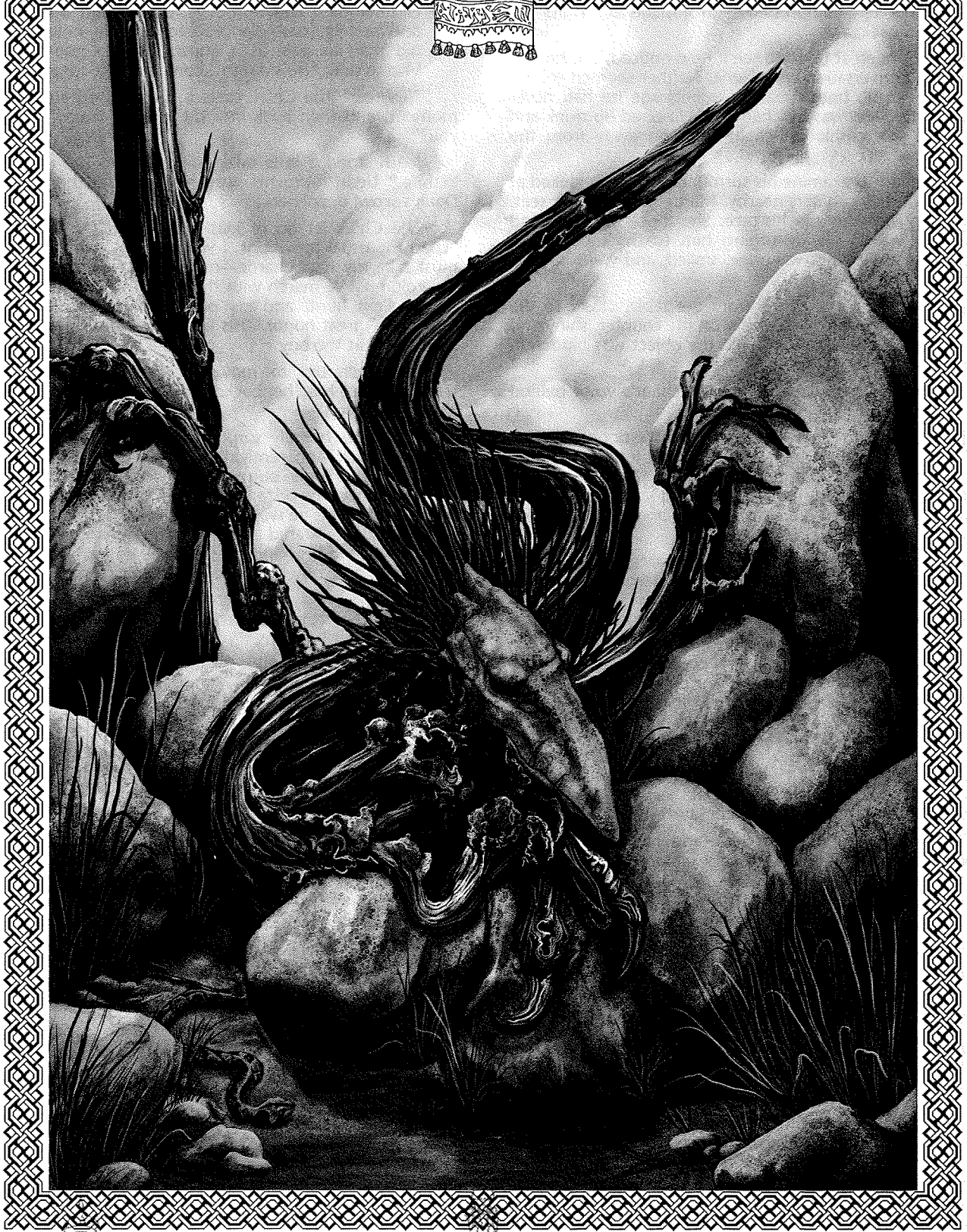
Joash's world spun around him as he looked to Marda. She clung to Udan for support, unshed tears welling up in her eyes. The color drained from Joash's face.

The Ch'ak warrior only tightened his grip and sped away, spurring his steed toward the column and Joash's certain doom.

...and all liars, and all thieves

shall find no rest forever.

— Ancient Renizant Proverb



INTRODUCTION

Ah, welcome, thank you for gracing my humble shop with your esteemed presence. What may I help you with today?

A book, you say? Something to occupy your mind during the long journey across the wastelands? You have indeed come to the right shop, I have many excellent titles to show you, most high lord. Do I detect in you a craving for the exotic? Salim is correct in his poor assumption? You like breathtaking and interesting locales, the challenge of new frontiers, meeting strange and unusual peoples? Do I not detect a gleam of true heroism in your eyes, stalwart character in the strength of your jaw? Mayhap I have caught your attention, oh mighty one?

Oh, let me tell you about this book, for an ordinary book it is not. It was originally owned by my first cousin, a noble soul that died and left a widow and four hungry children behind. Yes, I have the fortune of providing for these treasured relatives.

This is a remarkable book that allows you to take on the role of many exotic peoples within a new and exciting world. You are not constrained to be the mere heroic accountant, computer programmer, or intellectual student that you appear. You do not have to remain in the comfortable surroundings of the world of your birth, for this magical tome has the power to carry you into a fanciful and only slightly dangerous realm where it is not enough just to live ... you must also survive!

Through the humble means of this book, you shall create characters who will travel the sands and roads of the world of T'nah, a desert world filled with fantastic creatures, beautiful people, and dark secrets hidden deep beneath the sands of time. I see by the way you wipe your brow that this appeals to you. But first, let me tell you how to use this book.

You must first acquaint your noble self with the text to immerse yourself in the world. From thence you will need to gather your friends and associates to join you on this journey. One such as yourself will of course easily find others who will flock to you to join in the magnificent quest to learn, absorb, and become a part of the tempting world of T'nah.

Next, you must assemble your friends and together you will select a guide, one who has read this dazzling tome and become familiar with the tales and stories, the legends and secrets of this realm. This blessed person is called a Bard. Your Bard will help you create the story that is the lifeblood of your character—a story that will surely become an epic journey through T'nah.

Once you and your associates have created characters, you will of course need minor and very cheap supplies—which I happen to have right here in my shop! Indeed! Look around you! My shop looks humble, but gems are hidden in every shadow. Do you not see the baubles at the counter? The brightly colored stones made of the mystical material known as 'plastic?' They bear the sigils and marks of numbers upon them and will help generate not only the numerical components of your character, but will even help determine your very fate. And a magnificent fate it will be.

You will only need a D4, a D6, a D8, a D12, a D20 and three D10s—these D10s you will use the most in your adventures. It would behoove sir to ensure that one of the D10s was a percentile and another was of a different color than the rest.

There are but few other, minor, paltry things that you must also acquire. Might I recommend myself once again? Paper and pencil are essential—make not the slight mistake of using a pen, for a pen's marks are more indelible and less able to be fudged. One last thing, you will need a DISk.

What is a DISk? You do not know what a DISk is? Ah, surely you jest with poor Salim. Woe to my poor understanding of highborn humor. Poor, uneducated, and hard working Salim. Surely all good patrons know that the DISk is simply a small object used to interrupt the Bard, the very storyteller himself, to interject a new strand of yarn to the tapestry that fate is weaving for your character. No, you need not purchase a special token or object, although I can of course provide you an officially licensed DISk if you so desire.* May rose petals fall at your feet and never hunt again should you buy one. I will perhaps be able to keep from selling my children into slavery if you favor me so—perhaps even keep my dog out of the cooking pots for another week.

Feel free, O Savior of Salim, to delve into the tome of Promised Sands. To learn, to enjoy, to roleplay your every whim. You will be able to create worlds of unparalleled wonder in your mind. What an excellent and rare way of relieving the stresses of life. For surely your life is stressed, unlike poor Salim's. But even one such as you may find life more enjoyable after reading these well-crafted pages.

I personally vow to cut off one of my skinny fingers, should Sir prove unable to entertain himself with the aid of this magnificent book. Only the best quality is sold at Salim's.

Ah, you bless me and my putrid household with your kindness as you walk this book to the counter and purchase it. Thank you, from the bottom of my honest heart.

A WORD ABOUT...

Realism

In our effort to make Promised Sands as realistic as possible, we have considered much of history in its creation. We are not trying to present an ideal society; we are presenting what we think is realistic given our fantastic twists to reality. For this reason, certain things may grate upon those who yearn for a more ideal world. Since you—the players and the Bards of the game—will have the opportunity to help mold and create the world as it evolves, you can directly influence the future of Promised Sands.

The best method to correct a perceived injustice is to face the challenge and correct it. If you don't like what we present here, then play the game, create a new region and submit it to us for development. We'd love to see what you can do.

Prejudice, Race, and Culture

Many of the races, cultures, and societies we present are not as enlightened as our own modern-day cultures and societies. When we present a culture that oppresses anyone, we do so in a negative light—because we don't agree with it.

Prejudice does exist. It's not pretty. It's downright ugly. We are using this medium to highlight these issues. Please do not take our presentation of certain societies possessing a racial or gender bias to imply our approval thereof. We celebrate our differences.

*By contacting BBRACK Productions, Inc. at www.bbrack.com

For the record, the Earth as we know it has one race—humanity. Skin color, face shape, continental origin, hairstyle, or any other excuse people use to vent their inner self-hatred: these things have nothing to do with race. The skin color of our made-up races—some dark as night, some bright as sun-bleached bone—affects nothing in the game. Likewise, so-called 'racial problems' that our modern societies face are properly defined as cultural differences within humanity. When we discuss different races in Promised Sands, we are talking about vastly different physiologies. Ears on the top of the head, additional sinuses in the forehead, tusks; these are physiologies that define the differences in races on T'nah. Don't equate the fantasy with what goes on in the real world.

Our Philosophy on Gaming

Roleplaying games are all about taking on the role of a character. This, obviously, places incredible focus upon the characters. Characters can only interact when there is a story, and stories require a plot.

These things are, therefore, fundamental to roleplaying games: characters, story, and plot. Our writing will reflect our basic philosophy of roleplaying: that people create characters, which interact in a story-like fashion, which involves a plot.

You'll note that we did not mention dice, charts, tables, modifiers or any other things here, which are sometimes used to toss in a random and unknown element to the story. We didn't mention them because we feel they are incidental. The Trinary System is focused heavily on character creation and development. The game mechanics are deliberately minimal in order to keep the focus on the character—and the stories you create. Have fun.

Game Basics

Most roleplaying games, by necessity, break down and define reality in numeric terms that can be manipulated, randomly modified and then translated back into a story. In order to do this, various classifications and props are used. Below are listed the terms and props most commonly used in the Trinary System game mechanics. Don't be daunted by the terminology. Once you have played the game a time or two, these things will settle into your psyche, becoming the foundation upon which you will compose grand tales and exciting adventures.

Dice

The Trinary System uses three ten-sided dice. Two of these dice are percentile (01-100)—they determine the success or failure of an action—and the third is the Effect Die (1-10). It is recommended that different colors be employed to easily distinguish which die are percentiles and which is the Effect Die.

During character generation, you will also want to have a D4, D6, D8, D12 and D20 available to you. It is sometimes easier to have multiple dice, though a single die of each type is sufficient.

Skill Resolution

Skills are the means through which a character understands, relates, and ultimately interacts with the world around him. A skill is knowledge or training that your character has studied or pursued in life. Development can be in the form of extensive daily interaction or formal education—schools, tutors and training.

Success Value

Success Value (SV) for a particular skill is determined by adding the attribute value and the skill value. Each skill will have its own unique and specific SV. This value is considered to be the percentage of success in an average situation. The Bard will modify the SV as the specifics of the situation demand.

The percentile dice must roll a number equal to, or lower than, the Success Value of the skill in order to be successful. If this occurs, then the Effect Die determines how successful the action was. The percentile dice must roll below the Success Value and the Effect Die must equal at least one (1) (after modifications) for a basic success.

Reading or recording the die roll is done by reading the percentile dice first in normal numerical order (i.e. 25% = 25, 10% = 10) followed by a colon and then the value of the effect die. Stating, "I rolled a 23:7" would indicate percentile dice of 23 and an effect die of 7. It would be notated as '[23:7]'.

Skill Rolls

Skill rolls, sometimes referred to as a 'Skill Check,' are made against the Success Value (SV) for a particular skill. The Success Value (SV) is determined by adding the Skill Level for the particular skill to the value of the controlling attribute. Those two numbers combined provide the Success Value for skill rolls or skill checks.

Skill Levels

Skill Levels are how many points of skill your character possesses. This represents the amount of training and/or experience your character has received. Skill levels must be kept separate from SV for the advancement of skills. When added with the value of the controlling attribute, the SV is determined.

Opposed Tests

Some rolls, however, are contested and require comparison with the roll of another character. Opposed tests are made when one skill is used to counter another skill. These are directly opposed rolls to determine the success of a resisted action. The most common forms of contested rolls are during combat. The attacking character makes a Skill Check against his offensive skill, and the defending character makes a Skill Check against his defensive skill. The results are compared. If both rolls were successful, then the one with the highest ED wins the contested roll. In most cases the ED of the other roll is subtracted from the winner's ED to determine an overall effect. In the event that one of the characters fails their roll, the ED they rolled is not subtracted from the winner's result.

Attribute Rolls

Occasionally, it is necessary to test something very basic about your character. Instead of rolling against a Skill, the dice are rolled against an attribute. Attribute rolls are made against the value of the Attribute. Because most Attributes are seldom above 20, this is a test that is often very difficult to make and fails more often than it succeeds.

Most often, an Attribute roll is given when your character has only a small margin of success and no skills apply to the situation. Occasionally, Attribute rolls are required for an unskilled task.

DIS

Used primarily as an interrupt ability, DIS allows the player to quickly intervene in a particular action. It is a rare commodity. Typically the player will toss a circular object—like a coin—to utilize this interrupt. This is referred to as 'DISsing.' The object tossed is referred to as the 'DISk.'

Legend

The ultimate goal of the player is to create the legend for the character. This is done through both character creation rules and game play. As the life of the character unfolds, the player records the deeds of the character, thus creating the legend. This legend can then be submitted to the developers of the game (BBRACK Productions, Inc.) for public recognition.

At the end of each game session, the character is awarded Wisdom points, which may be used to increase the character's ability, reputation, renown or to otherwise improve their legend.

Epic

Legend points are purchased so that your character can achieve legendary actions, which will help you create the epic story of his life. In the end we are all worm food, and our only chance of immortality is in the legends and the stories we leave behind.

What legends and stories will your character leave behind?

Character Basics

Your character is defined by a number of aspects. Again, these terms are used to break down the specifics of the character into numeric values for easy manipulation.

Attributes

Attributes define the more fixed nature of your character. They are your basic traits. Once established, they increase and decrease slowly. Broken into three primary categories—Flesh, Mind and Will—they are further divided into the three primary aspects of each category.

Flesh is divided into Strength, Dexterity, and Stamina.

Mind is divided into Intellect, Perception, and Sanity.

Will is divided into Charisma, Insight, and Resolve.

Skills

Skills represent your abilities and knowledge. Each skill is based upon an attribute, and combines its total numeric value with its controlling attribute to provide a Success Value (SV) for resolving events. It represents your chance of success to perform a given skill in an average situation.

Qualities

Qualities can be advantages, disadvantages, or both. They are not attributes or skills, but can (and do) modify attributes and skills. Qualities help flesh out the specifics of what you are like and help to define the unique way in which your character interacts with the world.

Contacts

Contacts are the people with whom you have developed some kind of relationship. Usually a contact is a positive thing—like a friend or an acquaintance. You may turn to contacts for support, information, or just a gulp of water. However, friendship is a two-way street, and contacts may turn to you for the same.

SEC

SEC stands for Socio-Economic Category. It is a numerical representation of your standing on the social scale. You will begin generation with an SEC passed on to your character from their parents. From there, it is up to you determine how you advance along your lifepath.

Lifepath

As your character develops and grows, they will begin to carve out their lifepath. Most of the time, this will be done through adventuring and playing the game. Sometimes, however, a character may be left for a time and need to catch up with the others. This is when advanced occupations are open to enhance their lifepath during down time.

Advancement

Advancement is achieved through the earning of Wisdom. Wisdom is awarded at the end of each adventure and can be spent on enhancing attributes, skills, and gaining legend points. Wisdom is also used to increase your respect and renown, which are used to enhance your standing in the world of T'nah.

AT A GLANCE

I wish you could see this. The rolling thunder of the ocean, the gentle lapping of waves at my feet. How different it seems from our normal surroundings. Behind me an endless realm of blue; in front of me a very similar, yet markedly different landscape is unfolding. Gentle, rising waves of blistering sand, the sun hammering on its white surface. My stylus is already warm to the touch, I can feel my skin begin to redden. What an adventure this will be, exploring the unknown regions of our world. Who knows what lies ahead? What cultures will I encounter, if any? Is there life here still? I am about to take the first step that will begin the journey of a lifetime, determined to follow through with a second step, a third, and so on, until I have seen all there is to see. As always, I remain your humble servant,

Culrain, historian and first of the travelers



The world of T'nah is savage. It is a place of unforgiving conditions and vicious life forms. This world has been blasted, shattered, and polluted on every scale. Life has been taken to the brink of extinction and has tenaciously pulled itself from the edge. T'nah is a desolate place, a dry, barren, rocky landscape.

The climate is arid, the air warm, rains scarce. Huge tracts of desert span most of the world. While this is the norm, there are yet a few forests, shallow rivers, and even jungles on T'nah. Most sources of water are found in underground reservoirs and streams. Very little surface water exists. Scrub, scraggly weeds, and thin, sharp, long-bladed grass struggle to survive in any crack or crevice that retains moisture.

The primary moon and her two consorts dominate the skies of T'nah. The larger moon is called Yai, after the Renizant female deity. The two smaller moons are named after Yai's children, T'chai and Murrah. The surface of Yai is visibly cracked and broken with a huge gash torn across her surface. Legends say this is a scar from birthing T'chai and Murrah.



The smaller moons are irregularly shaped and do not orbit in the same trajectory as the larger one. T'chai and Murrah both have highly eccentric orbits. They also orbit much faster than Yai. Sea tides are erratic, with wide and random swings. The moons also wreak havoc with the crust of the planet, continually bending and flexing it, causing unpredictable and sometimes violent geological activity.

Maroc and Ido

One of the great enigmas of the world is the power of Ido. It can only be controlled by a few who have the gift to bond with the maroc stones to become Maroc. These bonded individuals are able to wield and control forces far beyond themselves. They are solitary and strongly individualistic, coming together only when it suits their needs. Ido is the raging torrent, the sound and the fury. It is the light and the radiance of sheer power burst into the world.

Maroc are feared by most for their ability to shape and craft Ido to their will. Some are known for their cruelty and short tempers, others are known to be wise and somewhat kind. Their history, however, is tied to the ancient Maroc Kings who waged bloody wars upon the surface of T'nah for hundreds of years before they were put down by the rise of the Rusahni.

Rusahni and Qai

As night has its day, so does Qai quench the heat of Ido. The users of Qai are named for the first person to use and wield it. Rusahl was a complete unknown until he appeared on history's stage to lead his followers—the Rusahni—to victory over the Maroc Kings.

Qai is the power of life. It is fueled by the living things around it and, in turn, radiates energy, which enhances life itself. It is subtle yet powerful, constantly in motion, like the fluid and insistent flow of a river. Rusahni are those who shape and mold the power of Qai. They are accepted by most communities due to their association with life giving energy and healing—not to mention their history of overthrowing the Maroc Kings. However, Rusahni are no different than any other resident of T'nah. As such, they are susceptible to the same negative qualities as all sentient life. Some claim there is another war brewing between the Maroc and the Rusahni. It is a grudge match three thousand years in the making....

Survival

The chief concern of the cultures on T'nah is survival. Their focus for all of recorded history has been devoted entirely to this purpose. This has served to shape them, their mores, their values, and their way of life. Some of these differences are drastic.

There are cultures that have not been touched by such basic imperatives, but they are few and far between. The vast majority of the people on T'nah are keenly aware of how swiftly death may strike. Your character will be brought up in an environment were lives end swiftly for those who are poorly prepared.

Whereabouts

This book is set in a region a few hundred kilometers from the northern polar cap. Mountains border the sea to the west; rumored lands of plenty may lie to the north, nearer the pole, hidden deep in protected valleys. The plains to the east are a barren land of blowing dust with little cover from the vicious weather. Beyond the plains is the blight known as the Scorchlands.

Glacial Wastes: The Northlands are locked in perpetual winter and covered in a huge, slow-moving series of glaciers. These Glacial Wastes are rumored to contain many creatures and beings of legend. Occasionally these creatures venture down the cracks and crevices to hunt in the more verdant strip of life that exists at the foot of the glaciers. The Glacial Wastes are at once a welcome relief and stark terror to the residents of T'nah: thousands of kilometers of broken, craggy ice that creep slowly southward, only to be melted by the hot winds from the west and the Scorchlands to the south.

Ouri Corridor: Where the glaciers encounter the Scorchlands, they melt to create a small and hotly contested land of greenery. It is here that some of T'nah's most vicious battles for survival take place. Lifeforms struggle against one another for the precious resources necessary to survive. The solitary Qyen, a sect of Rusahni, police this area. Many of the oldest Qyen monasteries are here, and rumor claims the Qyen's greatest treasure lies within a valley at the foot of the glaciers—though no Qyen will ever speak of it.

Drachen Wastes: Sulfurous and dark, this land is worse than most desert wasteland. Wild Drachen seek out any source of protein and prey. Geysers and violent volcanic eruptions are the norm throughout this territory.

Jaan Lands—Krellar: Built upon seven craggy peaks, Krellar is a city of balconies and aeries, wide open spaces and high-flying pillars. A vast network of arching walkways and boulevards spans the intervening gulfs, often connecting the peaks, pillars and aeries. The facades of the buildings are ornately decorated. Inside are huge hallways and high, arched doorways that lead to cavernous chambers within. The Drachen here are treated as equals, flying and lounging throughout the open and airy city.

Aij'ak Lands—Kahl Gok: Carved into the sheer walls that surround a huge valley of plenty, Kahl Gok protects the valley below jealously—primarily because is it the source of their food. The network of caverns behind the carved Drachen nests provides living quarters for the Drachen riders of the Aij'ak. Kahl Gok is enclosed almost entirely within the rock cliffs of the single, semi-circular cliff face. A few buildings surround the hutches below ground, and many openings dot the cliff face, but the twisting passages and carved halls inside the mountain are the true city of Kahl Gok.

Tv'ahr Plains: Low-lying buildings and thatched roofs hide communities from the watchful eyes of the Drachen above. Because of its location, the communities of the Tv'ahr plains are not a typical source of food or produce for the rest of Tn'ah. The Tv'ahr tend to keep to themselves. They are generous, but isolated. Occasional groups of Skulae will trade with border communities, but no major exports of food come from this region.

Equin Pampas: To the west of the Tv'ahr lands is an expanse of high desert, dry and barren, yet covered in high, sparse grasses. It is rumored these are the lands of the Equin. Very little contact exists with those who live in this region. There is as much legend as fact about the inhabitants of these lands, though a few of them have wandered about and solidified the truth of the Loshad.

Thalve Woodlands: There are four primary settlements within the Thalve Woodlands. Each of the cities and towns are situated around the large, freshwater Lake Thalve. Originally founded as Yethite settlements, each has grown and developed into a unique and fascinating place.



Ch'ak Lands: The Citadel is carved into the living heart of a mountain. For thousands of years, this has been the home of the Ch'ak. It is a fortress of such immensity that it has achieved the status of 'immovable object' to fit into the Ch'ak reputation as the 'unstoppable force.' No one who is not Ch'ak is ever allowed to leave. It is rare enough that anyone is invited behind the walls and into the caverns who is not Ch'ak. It is at once an honor and a life sentence to any who receive such a call.

Today I met intelligent life on this barren world. Until now, I have only encountered brief glimpses of life in the form of dying greenery and lizardlike animals. The man, if indeed that is the term, was much shorter than I and immensely warlike in appearance. War is apparently the predominant state of existence for cultured life. How primitive it all seems to enlightened beings such as ourselves. He claimed to be of the Ch'ak, a stocky and hardy breed that rule this land. He asked if I was of the Kels and what my business was on Ch'ak lands. Taking an immense chance, I confirmed his suspicions and claimed to be a wandering bard in search of stories and song. As we assumed, the bards have an important status in the cultures of the present. They are the primary source of news and entertainment, a valuable commodity. On hearing this, my newfound companion agreed to take me to a nearby settlement. There is still life here.

—Culrain, Traveling Historian

The Spire: On the far western coastline, ringed by high mountains, is The Spire. It is a huge mountain peak that rises out of the ocean for kilometers into the air. Surrounding its nearly sheer sides is a small ringlet of black sand beach. The rock of the spire itself is also black and glassy where revealed by the snow that caps it. Ancient legends say that at the summit exists a Maroc stone of incredible power. Weather around the spire is always chaotic. Huge temperature changes, high winds, lightning from a clear sky and a higher than normal incidence of Fados which rip across the water to assault the Spire. Some legends claim that if the Spire ever collapses, the world will die.

Koyormun Pass: This pass to the sea is rumored to be haunted and infested with huge, feral cats that walk like men. The richness of the woodlands is avoided by most due to the rumors. There are many, however, who are willing to risk travel for the bounty of the woodlands and seas.

The Grange: The most active city in the Grange is Beyg'ahr. It is an Andw'ahr settlement that is a trading center between the Ch'ak Hegemony and the Trading Guild—who have no formal relations between them. Heeko is a larger city that is centrally located where the grangers take their grains and produce on the way to the markets in Sephas and Beyg'ahr. While not as large as Beyg'ahr, it is nonetheless a vital spot in the trading of grain for the entire region. Between Heeko, Beyg'ahr, and Sephas is the sleepy town, Wahdo. Many of the people in Wahdo work outside the city in the fields or within the city along the river docks. It is very much a sleepy backwoods community.

Mining Guild: Nestled in the western Seyir Mountains, the Mining Guild supplies mineral wealth throughout the region. Rich strikes of gold, silver, copper, iron, and zhani are found throughout the range. There are three primary settlements and mines located in the Seyir Mountains. The town of Ferra sits upon the shores of Lake Ferra, a mining town, built more into the mountain than on the surface. The city of Vit'ahr would be impressive if anyone could see it; aside from a few fortified entrances, the city is completely underground in the top levels of one of the richest mines in known T'nah. Zhamin is a large town that serves as a transit point between the Mining Guild based in Vit'ahr and the Trade Guild based in Uvah, and is known for its high quality zhani and gold production—both of which are used in the production of Guilder currency.

The Trade Guild: Three cities of the Trade Guild sit on the rim of one of the richest known valleys—Red Vale. At the northernmost point of the valley, where the river Lorad splashes over the rim when the winter rains come is the largest of the valley cities, Sephas. Forming a nearly perfect isosceles triangle with Sephas, and the other two cities—Ariz to the east and Rainoz to the west—sit directly across the valley from one another. Their most precious and protected city, Uvah, lies higher in the mountains above the valley, north and west of Sephas. It is here that the Harmony Gate resides.

The Remnants of the Renizant: Where the Renizant touched this part of the world, they left their mark forever. Not only were the cultures and peoples of T'nah shaped by the Renizant, three cities remain. These cities still display the old culture mixed with the newer inhabitants. Arrika is a primarily Noma settlement, a roofed-over town built on several levels in a small plain. Oase is built up on top of a craggy mountain and is split in two unequal pieces by a deep and treacherous gorge crossed by many bridges and spans to link the two halves of the city together. Jhevarra is ruled by the remnants of the Renizant, but has a mix of racial and cultural elements.



Ashik's Anvil: Ashik's Anvil is an expanse of wasteland and desert. This is where the sun god, Ashik, beats heaviest upon T'nah. Some say there are jungles and verdant life beyond the deserts, but no survivor has ever returned to verify these claims.

Sylvan Steads: Located in hidden and secluded valleys far from civilized settlements, the Sylvan steads are hidden along the eastern slopes of the Ch'ak mountains and the southern woodlands on the edge of the glacial wastes. The only people who might be welcomed into the Sylvan Steads that are not part of their culture might be the Qyen—but even they will not acknowledge if this is true.

Trees! Who would have thought it. There are trees to the east of us. For some reason, my guide will not let us pass near them. He is speaking of something or someone called the Sylvan. Do the trees have guardians? Another mystery.

—Culrain, Traveling Historian

Zev'Kolsu Keep: An old Ch'ak Hegemony keep that was abandoned in their retreats (which they call 'realignment'), the Qyen have restored it and use it as the seat of their power for this area of the world. They routinely patrol the eastern side of the mountains and the Ouri Corridor. It is not uncommon to encounter a Qyen defender anywhere, though they are more common on the eastern side of the Ch'ak mountains.

Other Locations: The Sylvan Steads, the location of the Myrlihk enclaves and many of the hidden cache communities of the Ch'ak Hegemony are left off the map as their location is not common knowledge to the residents of the region.

I have just left a settlement and much to my shame, I must admit that I have been in error. The Ch'ak is not the only culture left. I spent an interesting couple of days among a warm and intricate people calling themselves the Dusteen. I entertained them with some of our oldest songs and in return they taught me songs of their people. How different it all was. How beautiful, sad and almost reverent was their Lay of Morning, their Star Hymn and their Song of Passing. There is much more than war to be found amongst the blistering dunes. So much for us to teach them.

—Culrain, Traveling Historian

The Pits: Some of the most common forms of entertainment can provide adventurers with ample combat experience. Pit fighting is sponsored by nearly every city administration. Criminals may redeem themselves in the pits, and captured prisoners live out the remains of their lives as entertainment for the ravening crowds.

The Mines of Azwit'ahr: Even more deadly than the Pits are the mines in the Azwit'ahr mountains. These mines are the final destination for the most notorious of criminals. The Azwit'ahr mountain range is vented by volcanic gases, which produce various and abundant nutrients that are eaten and absorbed by a bioluminescent mold that grows within the ancient lava tubes. This mold and these mountains are the only source of Azwhit'ahr Mucus.

The Scorchlands: The Scorchlands are covered in a perpetual black cloud. Dark, dead soil fills the territory. Those who travel east beyond the Scorchlands and survive return with a mix of strange and conflicting tales. Some speak of blackened soil that erupts with animate vegetation, which tries to devour the traveler. Others talk about vast swamps where poisonous water kills as surely as the flora and fauna. Still others claim that the fabled 'Valley of Yai' or 'Moon Valley' exists there—a veritable paradise watched over by kind and benevolent people.

WEATHER

The weather of T'nah is as harsh as the environment. Gales and windstorms spring up easily. Thunderous, violent blustering winds filled with dust and debris, thunder, and lightning make the most intense thunderstorms and gales you (the player) know seem like light breezes.

Tornadic winds are common. The furies of a fragmented ecosystem lash out like an angry beast. Woe to the adventurer caught in the midst of such a storm when it is whipped to the full height of the fado.

It is night. Oh, what stars they have. Such blissful cool after a sweltering day. Still, I feel the memory of our clean, white halls weighing heavily upon me. But at the same time I can picture us living here. What teachers we could be, truly we could usher in an age of enlightenment among the savage and uneducated people of this land. Today, one member of the caravan I am following saw me use my stylus to put down my thoughts. He didn't understand what it was or what I was doing!

—Culrain, Traveling Historian

Fado: Fados are rare, but common enough that everyone fears them. It is a slow moving storm system; the tornado epicenter, which may reach five kilometers in diameter, whips winds beyond gale-force. These slashing winds easily uproot trees, rip apart houses, and can effortlessly carry a beast or man—even a phah'lok—into the vortex of the tornado.

As if this were not enough, fados also transfer vast amounts of energy through lightning strikes. The adage about lightning never striking twice does not apply to the fado. Multiple strikes at the same location seem even more common with these systems.

To cap off the nastiness of the fado, for reasons that can only be left to speculation, these storms seem to attract meteor strikes. Meteors streak into and around these storms as if drawn to them. The fado is nature gone mad.

I have found Hell. Around me freak winds and enormous lightning bolts scorch the sands. I am huddled in a small cave with only a guide for company, hearing the meteors striking with ever-increasing malevolence. I will attempt to put everything down with my stylus, as I fear I will not survive. A fado they call it. The end of all life. Nature's revenge. Nothing can exist here, no one can live. Our riding animals were torn apart in front of my eyes by the sheer fury of the fado. Their screams still echo in my ears, their terror so very great in the midst of hell unleashed. My companion is praying to his pagan gods. Strangely, I feel compelled to join in. This is most certainly the end.

—Culrain, Traveling Historian

GUILDS AND ORDERS

The organizations formed by people are most often the binding power in an area. Whether a guild, a military organization, a religious order or a group seeking esoteric understanding, these organizations are the driving forces behind the scenes. Guilds and orders control resources, knowledge, emotional ties, and bonds of loyalty, and weave a tangled web of connection throughout the fabric of every society.

The political landscape is rife with traps and pitfalls for the unwary, uneducated, or inexperienced. An order or guild may claim to be interested in a goal while pursuing different objectives behind the scenes. Secret orders, hidden agendas and obscured meanings are the norm.

The Trade Guild: The Trade Guild is an elitist group that does not let any but their own kind into the inner circles. However, they often employ other races and cultures in the lower echelon of their structure. Always on the prowl for otec (old technology), the Guild is frequently interested in the activities of adventurers and often buys up information and artifacts. Struggling against the Trade Guild for power are several hundred lords and kings throughout the land. They, too, are interested in the discoveries of adventurers. The political climate around and within the Trade Guild is rife with treachery. Ancient legends say that there are passages and gateways that lead back to the old Renizant lands. It is rumored that the Trade Guild is still in contact with the Renizant in a far off land. Rumored to be the last remnant of the old power of the Renizant, the Harmony Gate is an incredible treasure. In order to protect it, the Trade Guild has a standing army that rivals even the greatest lords of the surrounding lands, and alliances that secure their strength with nearly every known kingdom.

At the moment we are travelling through a lush valley, the first I have seen since arriving in this part of the world. According to my companions, we are soon to enter a paradise ruled by something described as the Merchant League. I have great faith in this meeting. Who better to provide the best the cultures have to offer than the powerful princes of economy? I am curious to see if they have pastimes here. Do they Run the Diamond? Do they have sports at all?

—Culrain, Traveling Historian

Mining Guild: Dominated and controlled almost exclusively by the Dyevan mining cartels—which, in turn, are tied closely to the Trade Guild—it is a common, and not wholly incorrect, assumption to lump them together with the Trade Guild. But they are a unique group and operate without direct involvement of the Trade Guild commerce culture. Most of the mountains in the region have been honeycombed and worked by Kon'ahr for millennia. Dyevan control of the Kon'ahr societies is loose, but evident. Few Kon'ahr undertowns exist that are not allied, or in some other fashion connected to, the Mining Guild. The controlling force of the Mining Guild is part and parcel of the Dyevan culture. While there are some members in the middle echelons of Kon'ahr and other cultures, the vast majority of the upper echelons are controlled by Dyevan merchant princes who are allied closely with the Trade Guild. Any mining—the organized digging of mineral wealth from the soil, including smelting—falls under the umbrella of the Mining Guild. Membership is easy at first, with nominal fees for membership and mining consultation. The more productive a mine is, however, the more involved they become, until eventually the entire operation is ruled by the Mining Guild.

If we are to settle here, the valley of the Merchant League is one of the most important places for us to move into. If we can convert them, many of the resources needed will be available. I suggest that travellers after me visit this place and try to learn as much as they can.

—Culrain, Traveling Historian

Grangers: In sharp contrast to the way the Mining Guild dominates mineral wealth and the Trade Guild controls commerce, Grangers are much less domineering. From the outside, they appear to be a loose-knit group of farmers with little or no agreement. In fact, most of the members will undercut one another. When there is a perceived threat, however, Grangers will band together, hoard the stores, and break their resolve only when the perceived threat has ended. Because they command a resource necessary for life, they command an undue level of control, which is coveted by the other guilds.

We passed through a small Kel settlement today, that had been touched by the edges of the fado. Scattered buildings, dying animals, and fresh graves were in plain sight. Still, the people accepted this stoically and were already rebuilding their lives. What spirit and determination they have! Such a contrast to the ennui of our own people.

—Culrain, Traveling Historian

The Guild of Five: Little more than a rumor whispered behind the backs of the Trade Guild is the Guild of Five. Supposedly a band of cutthroats and murderers, bandits and thieves, they are the 'bogeymen' of the Trade Guild's nightmares. Whether the Guild of Five exists or not, it still makes an impact on the world. Shopkeepers are not so anxious to turn in those who seem to represent the Guild of Five to the town guards and councils. It is simply cheaper to write off the expense of 'life insurance' on their books than put such a person to the test. Yes, crime, ever part of the human social condition, is alive and well, despite harsh sentencing and the ever-present threat of the Pit. Clever thieves, who skim a bit here and there, remaining free of greed and bragging, can live a long and healthy life.

The Hand of Five: Far more secret than even the Guild of Five is the Hand of Five. The whispers on the wind and the shadows are among the servants of the Five. The mere mention of their name is enough to frighten people. They are the group behind the scenes; the group that no one sees, but everyone knows is there. Legends claim that long ago, T'nah was a green paradise where no one ever had to worry for food or shelter. Everyone worked and everyone lived, life was good. Then the mighty anger of Ashik was visited from the heavens, punishing those who lived before, turning the world into what it is today. From the destruction of the world came the Five. The Hand of Five, creatures who seek power above all else—every vice, every infraction of law, every cruelty, every corruption comes from them. Only a fool would deal with them, but many do so for the promise of great power, in trade for which they extract a victim's very soul. The Hand of Five is a rumor of a rumor, a legend of a myth. Whether they exist or not, they are feared more than anything else.

Kheem Houses: Entertainment is the name of the game. The Kheem dominate all entertainment forms, from the lowly street performer or dancing girl to the most exclusive stage acting. While the Kheem Houses manage the venues with a loose grip, they do not tolerate others inching into their territory. If there is a Kheem House in a settlement, all entertainers are required to register and pay dues. The policing agency of this registration is completely unofficial. Other members and registrants keep track of those they see performing, and report back to the House. The House is pacifistic when it comes to enforcing its will. Using connections generated through their various activities, including indiscreet liaisons between public officials and overnight 'performers,' the Kheem let local municipals solve their problems for them. When the dues are paid, plus the fines for late payment, the performer is allowed to ply their trade again.

The show must go on!

The Daughters of Yai: Born in the distant past, when infant survival was even more pivotal to the survival of the peoples of T'nah, the Daughters of Yai exist to protect the children. During the times of the Maroc Wars, the first vestiges of the Daughters of Yai began to form. As men and women were pulled into the wars, few remained to ensure the safety of birthing mothers. Someone had to aid them in their most vulnerable time. Originally it was a martial order with an exclusively female membership that took their oath of protection literally, and would defend the mother and child from all threats. Their symbol of protection was a single droplet of blood to symbolize their commitment to sacrifice their own lives in the protection of new life. As the wars diminished and the world stabilized under the Renizant Empire, the order changed and took on a suitable name from within the pantheon of the Renizant culture. Taken under the wing of a priestess of Yai, the Sisterhood was transformed from a martial order into a medical order. The heavy doctrinal elements of the reverence of Yai were emphasized, which specifically reverenced life itself. The first training- and birthing-centers were formed under the gentle and loving care of the Yai priestesses. Over the years, with the collapse of the Renizant Empire, many religious trappings have fallen away. The Daughters of Yai still emphasize the importance of safeguarding children and expectant mothers. They still bear the mark of Yai and her bloody teardrop. They do not, however, still adhere to all the rituals and practices of the reverence of Yai.

Membership in the Sisterhood is restricted to females. Though some men have become midwives in various cultures, the Sisterhood does not recognize men in this role. They consider men inferior and unable to truly empathize with a woman in her travails. Though there is this difference of philosophy, they still treat these errant men as uncomfortable allies in the protection of 'yeni'—their term for 'new life.' When a woman joins the Daughters of Yai, upon completing her training, she is issued a headband and satchel, which bear the mark of the Sisterhood. Along with the badge of her office, she carries with her a responsibility to ensure the safety and protection of child and mother under her care.

The symbol of the midwife is that of Yai (the moon) with a drop of red blood from the gash at the bottom—symbolizing the renewal of life. A woman running through town wearing this symbol and yelling "Yeni!" will instantly find the streets cleared and her path open. The life of the tribe, clan, village, town, or city hinges upon her success at helping the mother birth the child. There are various punishments for failing to get out of the way of a midwife on her mission. It is not uncommon to witness public flogging for someone who failed to yield the right of way. It is universal that anyone who impersonates a midwife on her mission will be punished with the removal of the tongue.

Ch'ak Columns: Ever on the outskirts of the Trade Guild's umbrella of protection, the Ch'ak maintain a constant vigil. Truth be known, the Trade Guild fears them more than any other. The fury and fighting capability of a Ch'ak column are legendary. Ch'ak mercenaries are often hired as bodyguards and mercenaries by the Trade Guild, but still watched carefully. Ch'ak riders sometimes travel with the Yethites on their mercy missions—though seldom more than three riders. No one who desires to remain breathing messes with the Yethites, whether they have Ch'ak riders with them or not. Occasionally a Ch'ak column will ride near a Yethite caravan, but the Yethites do not care for this because few people approach when a Ch'ak column is close at hand.

The Synod of Water Bearers: Known to most as simply 'The Synod,' this group has a jaded past. At one time they openly walked amongst the citizenry of the Renizant Empire, their task a dirty, but ultimately honorable, necessity. It was their duty to determine which villages would live, and which would be reclaimed so that the others might survive. Some say the Synod died out centuries ago. Still others say it is alive and well, using it to explain disappearances. Some have even been caught masquerading as the Synod to strike fear into the hearts of those around them. Whether they still exist or are nothing but a faint memory, they are nonetheless a part of the cultural stories nearly everywhere. Bogeymen and darkfiends, bringers of death, few admit that they owe their very lives to the hard choices made millennia ago by the Synod of Water Bearers.

Maroc Orders: Though regarded much like a hungry lion, Maroc are nonetheless accepted. The Trade Guild often employ Maroc for their many and varied purposes. Local lords and kings tend to have a few on their payroll as insurance against the other lords and kings who also have them on their payroll. Maroc enjoy the fear and awe of the masses—though their employers seldom hold them in such reverence. Most Maroc have achieved their prominence through societies, schools, and orders. While these organizations provide a certain measure of training, they also have requirements for honor and loyalty—sometimes at the expense of the Maroc's freedom. Few of these orders are forthright enough to tell the initiates of their long term requirements or goals, especially where they may be in conflict with the young participant's cultural mindset.

Some of the most obvious orders and societies still maintain a high level of mystery as to their goals and motivations.



Mahri, founder of the original Daughters of Yai

Blackwings: The Blackwings are a cadre of Maroc that sell their services to the highest bidder; they are mercenaries. They have a strict code of honor and have never been known to fail on a contract. The group is both feared and admired for the power they wield and the influence they possess. It is a rare lord or member of a guild that doesn't owe the Blackwings a favor, one that the Blackwings are likely to collect. Nobody looks to join the Blackwings; they find you, and if they find you worthy then you are permitted into the group. Each member of the Blackwings has a maroc stone the color of midnight. This is one method of recognizing a Maroc as a Blackwing, for only they have been able to bond with such stones. The Blackwings are rumored to enjoy torturing their victims,



Ch'ak rider on patrol

though no one has ever provided evidence for this accusation. It is rumored that one desiring their assistance can summon them by hanging the severed wing of a blackbird, crow, or raven from their eaves. In truth, this act will tend to bring only lunatics, lone Maroc, or the town guard to strip down the offending image and toss the summoner into jail. The Blackwings would never answer such a call. The only way to summon the Blackwings is to be a Maroc—and one of significant power. Lords and Guild leaders would send their personal Maroc advisors on a search for the Blackwings. It takes weeks or months to discover them, and then the negotiations can begin. When the Blackwings agree to work for someone, they provide them a banner that carries their emblem. Only those who have hired them are allowed to carry this emblem. Any who carry it falsely have never lived beyond a week of this trespass—and in every case, it was clear that the death was at the hand of the Blackwings.

The Red College: Known throughout T'nah for their healers, the Red College is the place to be if you practice the medical arts. Most powers recognize their skill and often attempt to gain their favor because the only thing guaranteed on T'nah is that life is dangerous. Any wagon or caravan bearing the Red College's mark is accepted almost everywhere they travel. While they still charge for their services they will often only ask for what a person can reasonably pay or trade service for service. At the Red College complex the latest medical techniques are practiced thus allowing them to save countless people. They are true humanitarians.

Tuners: These are the untrained, the inexperienced, or the vagabonds. Tuners are able to tune into the power of Ido, but lack the social connections and the training to reach the upper echelons of society and the halls of power. This is not to say that they lack power personally, however—many Tuners are incredibly powerful individuals. They can wield and focus the forces and elements of Ido as formidably as their organized counterparts. Where a structured Maroc organization may train their participants in a similar fashion, the Tuner spins Ido with a unique or specialized methodology. No two Tuners will draw or form Ido in exactly the same manner—unless they have cooperated together or learned similarly. Tuners tend to be loners. More idealistic than their organized brethren, they are no less assertive or dedicated to a goal than organized Maroc. In many cases, they tend to carry a belligerent chip on their shoulder. This is exacerbated by the vitriolic attitude they receive from members of Maroc organizations.

Rusahni Sects: The Rusahni tend to garner more respect than fear from the populace. Their connection to living things and the life force in general has earned them the reputation of being healers, but this reputation is not always deserved. Rusahni receive political and trade commissions just as Maroc do—and usually for the same reasons. Rusahni organizations are usually less homogenized than those among the Maroc. More often they resemble religious organizations—particularly monkish orders—in their dedication, commitment, and individuality. Within the guidelines of the organization, there is wide variation in perspective and methodology.

Azili: Azili believe that neither the Rusahni nor the Maroc should intrude upon the affairs of mundanes. They are known as marvelous healers, though they will not do anything to attempt curing a non-contagious, terminal condition. This would be considered as interfering with the cycle of life. If a child is determined to be Qai sensitive, the Azili quickly step in and impress the parents to turn the child over to them for training. They do this to increase their membership, but also to prevent the child from joining any of the other Rusahni sects or becoming otherwise dangerous to the natural world. Some of the Azili claim the beginning of the order as far back as 500 years, though this claim cannot be documented. The most common rumor implies the Azili are a branch of the Qyen that broke off to form its own sect. The amethyst knives they carry, which are similar to those carried by the Qyen, support this rumor.

Qyen: The Qyen see themselves as the protectors of the common man. They have interpreted their imperative from Qai, "To live and protect life," to refer to civilization and sentient life. They patrol the wastes of T'nah as marshals of the peace, and it is common for smaller settlements and towns to invite a passing Qyen to act as judge and jury in trying cases. Qyen take these requests very seriously. The basis of their justice is simple: to promote sentient life. Qyen

missions, in the western lands, tend to be the castles, keeps, and outposts that were abandoned by the Ch'ak centuries before. These castles and keeps have been rebuilt and are maintained by the Qyen who occupy them. Their only badge of office, a crystalline knife, identifies Qyen. Many people know the Qyen by their nickname, 'The White Knives.'

Temiz: The Temiz believe that they have been appointed to be stewards of this living planet by Qai, the power of life itself. To this end, the Temiz keep a simple philosophy: "What must be done, must be done." They scour the world of T'nah, seeking out newly awakened Rusahni, and new venues of power. Their ambition is to one day attain enough power to stage a swift and bloodless revolution, thereby gaining control of all T'nah. Once in the seats of power, they will establish their ecological Utopia, and bring all life on T'nah into harmony.

Wilders: These are the Rusahni who have chosen not to follow the path of a particular sect. They are vehemently individualistic and chafe against the rules and structure of even the loose-knit Rusahni Sects. Wilders are completely untrained in their use of Qai or, at best, have been trained by someone who was probably completely untrained in the use of Qai. Some may be able to tap into and control some measure of power. Most are completely unable to do so, having only the most rudimentary understanding of their potential. Most Wilders are either located far away from any kind of organized society or they have gone unnoticed, preferring to avoid connection to the austere lifestyle of the sects. Because the Wilders have no access to tutelage or training, they are often more risky when it comes to taint. Wilders will almost always be more tainted. To another Rusahni, this taint will be very obvious. Every scar, every pock, every alteration from the norm in appearance will speak volumes to an expressing Rusahn as to how tainted the individual is. Without training, the Wilder will also be much less likely to know how to rid themselves of the taint they have collected.

Gimme That Ole Time Religion

Those who are learned and wise always have a welcome acceptance amongst the Trade Guild, the lords and kings, and even the commoners. Vhzines and Vangels are readily accepted within the various societies for their wise counsel. Vangels enjoy the most acceptance amongst the common people—who yearn for some sort of promise that the next life will be better than this one. It has to be better—it can't get much worse.

Most cultures follow their own, individual religious leanings. Few of these religions cross cultural boundaries. This is due to the tribalistic nature of the cultures, as well as the tightly woven cultural customs that are tied directly to the religion. Most cultural religions are similar to one another due to their common source in the old Renizant Empire. There are a few, however, whose influence splashes over and seeps through the dividing lines of cultures.

Yethite Emissaries: Spreading their message of peace and kindness, Yethite caravans often wend their way out of the mountains with a bounteous distribution of their crops and wares. Most often the Yethite simply distribute their bounty and recruit those who seek sanctuary from their harsh and vicious lives.

Any who would desire to join the Yethite return with them—no questions asked. Any who try to harm the Yethite must contend with the full fury of the Ch'ak. They make it their mission in life to destroy any that would harm the Yethite. In fact, most cultures now have social taboos against endangering a Yethite.

Yethite caravans do not travel into the cities, nor do they interact with the lords, kings or with the Trade Guild. Instead, they focus on the common people and alleviate their pain with a little extra food, some warm blankets for the chill nights, finely crafted clothing and remarkably durable and artistically decorated tools.

The caravans only accept donations of broken items that need repair. These same items will be refurbished and given away the next time the Yethite caravan travels. The Yethite receive nothing in return for their kindness, except hospitality, respect and a wide berth due to their proximity to a column of Ch'ak cavalry.

Keepers: Knowledge is power. Understanding gives authority to command. Wisdom, however, is that intangible something that tempers the knowledge, shapes the understanding, and provides guidance in careful direction. The Shnahn were sent into the rest of the world at the end of the Renizant civilization in order to bring this temperance to the world.

They failed.

Wisdom diminished, understanding faded, and knowledge fled away like morning dews in a dry T'nahran dawn. In its wake, the Shnahn struggled to maintain their identity, their purpose. As their Renizant forebears had reclaimed resources, the Shnahn turned to reclaim their greatest resource—knowledge.

The purpose of the Keepers is simple: gather knowledge, disseminate understanding and train wisdom. The day-to-day operations dictate collecting books of any and all kinds. These books are copied in painstaking detail and passed on to a student or traded to another Keeper. In addition to collecting information, the Keepers also create it through extensive recordkeeping and journals. The most prized possessions for a Keeper are his journal and his library. He will guard these with his life and will actively copy all that he has—or take on an apprentice to do the copying—so that his accumulated knowledge can be passed on to others. Although the Keepers began with the Shnahn culture, they are by no means limited to it. Their membership includes representatives of any culture.

Municipal Administration

Most municipal administration is handled by the military, or more appropriately, the para-military, arm of a local lord. Some noblemen with power, vision, or simply the raw power to dominate, hold sway over an area and administrate with their own brand of justice.

Tax collection, town militia, and policing agencies are not only under the same umbrella of leadership, but can often be the same people. Fire protection, medical care, education, and any sort of physical development for a town or settlement are dependent upon the community itself. Few lords or regional powers will sully themselves with such mundane duties.

Government

The government structure most common to the face of T'nah is the feudal state. A local lord gains power and demands the locals to pay him for the right to farm his land. He attracts more people to the area, extends his grip, and

eventually, after a few generations, his grandsons are perceived as the owners and rulers of all that exists within their domain.

These lords hold rule and power over everyone within their territory. Some are diabolical, others are benevolent, some merely want to be more profitable to achieve their goals of leisure and comfort. The style of government is as unique as the lord.

The Rule of Law

Although the lord holds sway over everything and everyone within their territory, most of the lords use the guidelines found in the holy books of their culture. Since so many of the cultures on T'nah were influenced by the Renizant empire and their worship of Ashik, most of these holy books are based, in whole or in part, upon the teachings of Ashik.

There are often conflicts that exist between lords as each struggles to control resources. Sometimes a despotic lord is dethroned by others in the vicinity—usually through a concerted effort of several allies. This is often excused by religious reasons—"He was oppressing his people, in conflict with the will of Ashik"—when, in point of fact, the other lords simply wanted an annoying pest removed, or desired the resources he controlled.

The Rule of Law is complex and variable, depending on who is in control of the territory. In some places it is a crime for a woman to uncover her face. In other places it is a crime not to be married if you are able to produce children. In some places sexual relations are forbidden with anyone to whom a lifetime commitment is not given, in others they may desire to increase the genetic stock of their community and visitors are expected to pay a special 'tax.'

As you travel about, be careful of the local rule of law. It may be vastly different than your character's cultural norm.

In very general terms, these are the laws enforced:

1) Respect, honor, and worship God—Disrespect can cause the loss of a hand, the gouging out of an eye, the removal of tongue or testicles, etc.

2) Murder—Killing of an innocent is typically punishable by death, or a sentence to the Pits.

3) Stealing—Stealing, including the theft of a maiden's innocence (or adultery), is typically punished by sacrificing much more than was stolen. Sometimes this means being sold into slavery. (A maiden is usually defined as an unattached woman who is yet under her father's rule.)

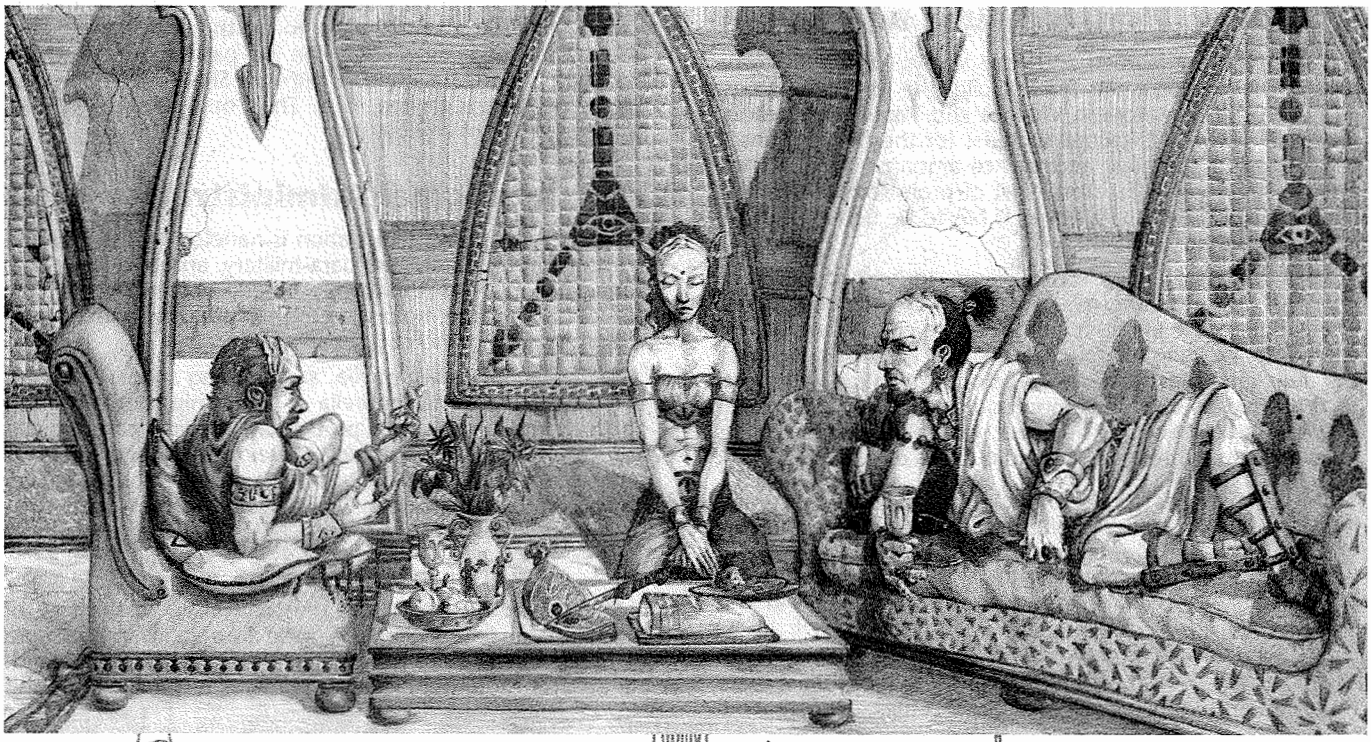
4) Lying—Especially in an official or contractual dealing, lying is punishable by removal of the hand, tongue, or even selling into slavery.

5) The head of the household has absolute authority over the household; activities that would usurp that authority (seducing daughters, fostering disrespect, kidnapping children, etc.) are punished with loss of a body part, the Pits, or death.

Punishments are often severe. Thievery will cause the loss of a hand and/or being sold into slavery. Murder, rape, theft of water, or other serious crime will be punished with death or a life sentence in the Pits. (Fortunately, life in the Pits seldom lasts more than a few years.) Lying, though looked down upon by society, is probably the least punished; it must be proven for even the most mild of punishments. This is why many people have learned to deceive rather than to overtly lie. Deception is misleading someone into believing something without actually telling an untruth.

Jurisdictions for law enforcement are typically an arbitrary border established by the lord of the area. Sometimes it is defined as "All the land visible from this point," or is mapped out and identified with signs and warnings.

The wisest course of action is to enter an area and immediately seek those in power to learn what are the requirements for that municipality.





The Prosecution Rests

Economy

The most common form of exchange is barter. Some cities have instituted their own currencies, and some of them still use the old currencies of the Renizant Empire—where those orbs still exist. Livestock are the most expensive possession, because they are a renewable resource. Young or trained livestock are among the most valuable of commodities.

Precious metals always retain value, though a pound of gold is worthless to someone dying of thirst and hunger. Gems and jewels are also a significant source of value, though often only to the upper echelons of society. They are typically used to decorate items that already have worth.

Items are listed in the value of the Renizant currency, though this is rarely maintained. Negotiation, barter, and haggling are a way of life. Only the very rich, or bad hagglers, pay full price.

A souq is vibrant place. Already, I have been forced to hide my stylus as three different vendors have tried to haggle me out of it. On the up side, I have purchased an old harp and have earned my first cup of water here performing the Dusteen songs I learned.

—Culrain, Traveling Historian

Souqs and Vahnas

The center of life for most of the cultures on T'nah is the souq. It is an old word from surrawl that means 'market-place.' But it is much, much more than simply a place to shop. Set up haphazardly in a central location, souqs are meandering, sprawling districts where vendors of nearly every kind of product set up shops to sell their wares. There is no rhyme or reason to the placement of shops, stalls and corrals. Some are temporary shelters from the sun, built from a few poles and a draped tarpaulin. Others are permanent constructions of brick and mortar. It all depends on the wealth of the shopkeeper—or the image of wealth he wishes to portray.

Ah my friend. Welcome to my humble and most fantastic little shop of meager wonders and unearthly delights. Everything you see before you is personally tested by me. I strive to sell only the best wares in the entire world. Only supreme quality, and if I lie may I cut off a finger in shame.

Yes, yes, my noble sir, I have indeed only nine fingers. But, a waterbottle I sold when I was but very young leaked, and my honor would not be satisfied with anything less than the loss of my finger. Indeed my prince, my honor is the very corner-stone of my little and humble shop. Now, how may a person as lowly as I help such an esteemed and well-travelled man of the world?

A lantern? Aye, I have the very thing for you, fine sir. Here, exquisite Denizen craftsmanship. Nothing like it these days. This particular lantern will never run out of fuel nor will its rich light ever falter. May I cut off a finger if that is ever the case. Yes it is indeed a technological wonder. I would not sell it otherwise, only the best for the best of customers, wouldn't you say? Go on and try it. Press that big button there and, ah you've got it I see. You are most intelligent, sir.

The price, you ask? Well, a rare thing such as this lantern is not for the cheap. A hundred quid sir? Twenty, oh you are ripping my heart out and trampling it in the desert sands like a wild weatherskin. Please sir, do not insult me. I could not consider anything less than eighty, or perhaps a barrel of water kind and noble sir? Thirty or a flask of water? You are a hard man, sir. Stealing the livelihood from a poor, unfortunate soul like me. My mother is old and my wife pregnant again. I beg of you sir. Do not insult an honest trader such as me. Seventy quid and mind you, I will cut off my finger if the quality is anything less than spectacular.

Forty? And I am a ragtag son of a what? You are most cruel. Most vicious. Denizen craftsmanship does not grow on bushes after all. Fifty quid and that is killing myself. Ah, you are most noble kind sir. Fifty it is. May your new and amazing lantern shine on a wondrous future for you and your kin.

—Recording of Salim Nine Fingers

Shopkeepers in the souqs accept a variety of currencies, though the most common form of exchange is barter. It is considered an art form to haggle for the price of an item. Most shopkeepers enjoy the discussions, the tactics, and the ins and outs of haggling. Some will be offended if you do not attempt to haggle over the price of their wares.

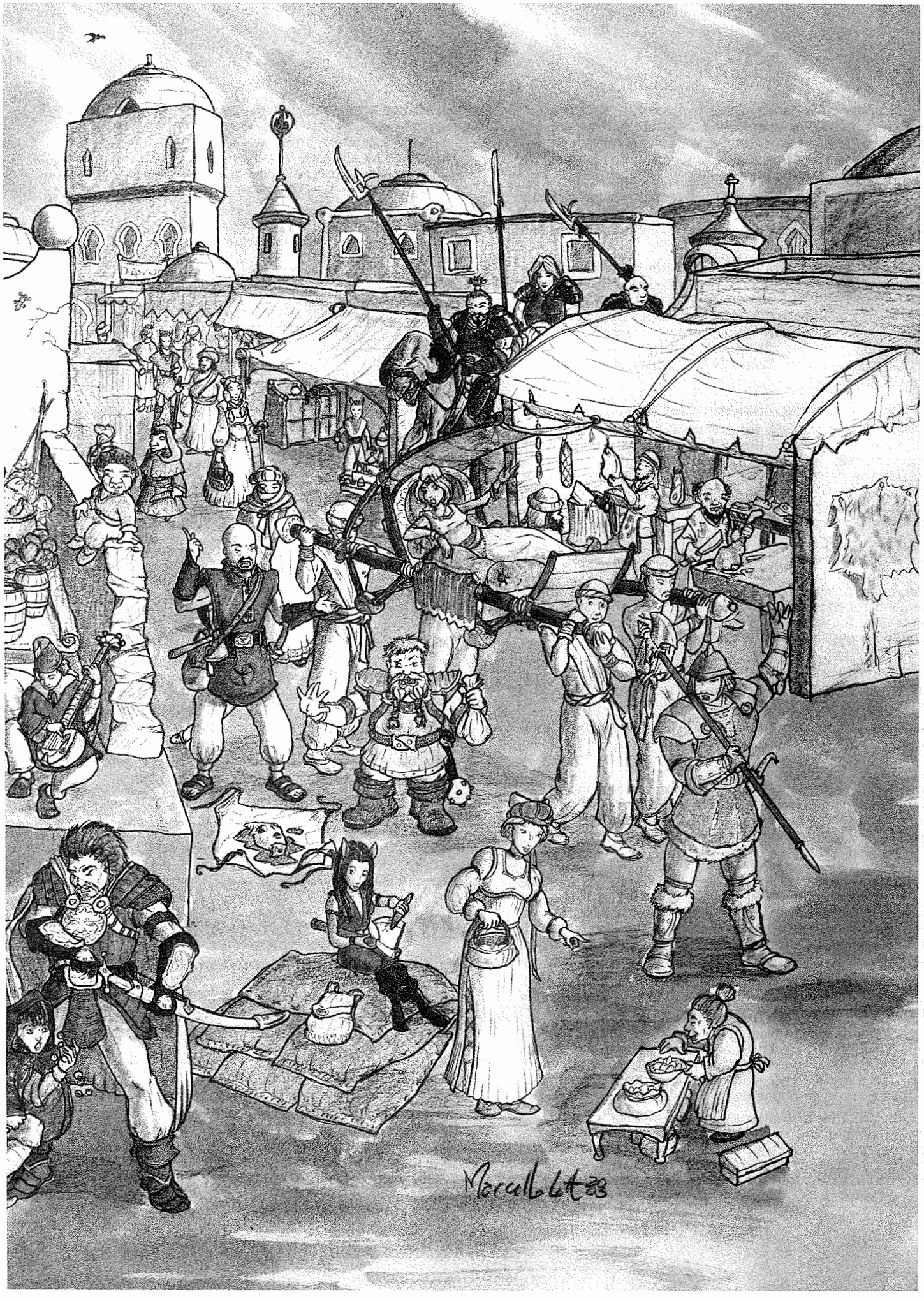
Souqs are more than shopping centers. They are social centers for commerce, banking, and entertainment. Within every souq is at least one vahna ('oasis'). It is usually several shopkeepers who provide food and/or beverages to the shoppers. There are always shaded alcoves, cushioned seating, sometimes even tables and chairs. There are usually porters working for tips who will run between the various food and drink shops to make purchases for those who wish to rest. Larger souqs may have many vahnas within them.

Everything has a price in the Souq. —Salim Nine-Fingers

Vahnas are nearly always rambling locations. They wrap around turns in the streets, push into tiny alleys, sprawl around a well or other water trough. They are filled with alcoves and quiet corners. It is the perfect place for meeting someone, sharing a drink, or gathering together for a night on the town.

For anyone who wants to plot and plan, the vahnas are a near perfect place. It is impossible to keep every part of the





vahna under surveillance. There is a hustle and bustle that prevents easy eavesdropping. In addition, there are alcoves, and private areas draped with blankets that can be secured by a small tip to one or several of the porters who ferry drinks to the patrons.

Many a clandestine plot was born in these shadows. Many shadowy dealings take place every day, all within meters of shopping families, playing children, the commerce and banking of the community.

Vahnas also exist outside the settlements, along the trade routes. A spring, a well, an oasis—surrounding these natural and sentient-made watering holes springs up a community all its own. A local lord, a merchant prince or a small community sometimes controls them. More often than not, however, they are self governed or even anarchic settlements. Water is life. Where there is water, life congregates.

Accommodations and Services

Most towns and villages are small enough that an inn cannot be supported by the traffic. In places like this, it is not uncommon for travelers to pitch a tent in the town square or outside the gates. There is typically a well or other trough, which has water for animals and riders alike. It may not be pure, but it will quench the thirst, even if it does leave a gritty mud aftertaste.

Those towns that can support an inn, or other walled accommodations, usually provide them as an upper room, or the rooftop, of the building. Sleeping is typically communal unless it is an extremely high class location or the demand for rooms is very low. The most common accommodations for animals in a place like this are little more than a hitching post outside the building.

Those places that do have a full-blown inn are frequented as much by the local lords and wealthy merchants as they are by travelers. The atmosphere in such an establishment is often charged with political intrigue and scheming.

Available services in a town or village depend largely upon its size. Larger communities have many services available—including personal entertainment in your room for a small fee. Smaller towns, however, expect visitors to meet their own local customs. Most local customs do not approve of 'in-room service', which forces those in search of nighttime company out into the streets where the criminal element will gladly provide whatever their heart desires, for a price.

Currency

The old currency of the Renizant is the quid, represented by a spherical 'coin' referred to as an orb. It is still used and traded in a few places. The Trade Guild prefers its use because it makes taxation easier to calculate. However, with no more mints, no empire to back its value, and only vague memories of its importance, fewer and fewer people utilize it.

Due to the intrinsic value of the quid—made of a blend of valuable and precious metals—the baubles are still swapped and traded, though pricing is seldom uniform.

Each denomination of quid is a round ball of metal with a hole drilled through it. The size varies based upon the value of the orb. Larger orbs are worth more; smaller orbs are worth less. There are differences in the patterns and designs, too, making them easy to identify by size, weight, feel, and look.

Orbs are a blend of two alloys in every case. One alloy is always a light bluish metal, about the same color as a cloudless sky, called zhani. Another colored metal is blended and marbled with the zhani. The smaller the denomination, the less zhani is mixed into the blend.

Common orbs are literally the most common forms ever encountered. Scarce orbs were extremely rare even when the Renizant Empire was at its height. Whether the rare orbs ever existed is primarily speculation. However, their amounts are mentioned in various old texts and the Trade Guild still uses the names as a reference.

The basic unit of value is called a flask. An average day of work typically earns a commoner about five flasks. In the old days, this was enough money to purchase water, food and a place to sleep for a single day. What it purchases today depends entirely on the local economy.

Old Renizant Empire Orb Currency

	Amount	Quid	Equivalent	Color
Common	Drop	1/100	1/10 Thimble	Red
	Thimble	1/10	10 Drop	Yellow
	Flask	1	100 Drop	Green
	Jug	5	1/2 Keg	Blue
Scarce	Keg	10	2 Jug	Bronze
	Cask	25	5 Jug	Silver
	Drum	100	10 Keg	Gold
Rare	Barrel	1000	10 Drum	Black
	Vat	10,000	10 Barrel	White
	Well	100,000	10 Vat	Clear

A Note on Currency...

The Trade Guild has been trying for years to institute a regular currency to ease their tax accounting. Because they lack a centralized governmental structure, it has been nearly impossible. Instead, most people still use the old Renizant calculations and values. But more and more places are beginning to fall away from this system and institute their own forms of currency. Coins, chits, blanks, and marks are beginning to show up in every little town and hamlet. Most use the basic division of 10, but some resort to their own strange accounting.

As your character travels about the world, it is certain you will encounter a hundred different currencies in fifty different places. Regardless of the types of currency and exchanges you find, however, there will be one common exchange rate for all: barter. The most ancient of currencies—'this for that'—is alive and well on T'nah.

Commodities

The world always has some kind of tradable valuables and assets. These are the more important sellable items that are necessary for life to continue. In some instance, they are luxury items, but mostly they are the core products, services, and consumables necessary for the continuation of the society.

Water

Pure water is incredibly scarce. Drinkable water is the next rarest. Most beverages are served with some tea or another herb to hide the taste of the impurities that are permeating the water. Only if you specify 'pure water' could you expect to receive something with nearly no impurities—and if any is available, you'd better have real orbs to pay for it.

Water is the all-consuming thought on this world. It is always hot. Always dry. Clean water is a commodity and a medium of currency. Indeed, the sharing of any kind of beverage with someone, regardless of their culture, seems to endebt them to you as though you had shared a blood oath.

—Culrain, Traveling Historian

Recycling the Dead

In the harsh climates that permeate the world of T'nah, reality and the needs of life have dictated practices that may be considered distasteful. However, they are the facts of life in the barren wastelands and deserts. The humanoid body is made up predominantly of liquid. The dead have no use for this liquid; the living do.

Most wasteland cultures have developed some means to recycle the fluids of humanoids and beasts. These cultures, by and large, still consider the direct consumption of bodily fluids and flesh of humanoids to be taboo and distasteful. There are a few exceptions, which are culturally or religiously based. Properly refined and reclaimed, however, these fluids are considered no more taboo or distasteful than drinking from an open stream or a culvert.

Because the entire body is often recycled and reused for the good of the community, most societies find a method of remembrance other than interment. Often these ceremonies revolve around memories and feasts, which feature the artifacts created from the departed. Cultural values are reemphasized in these events, as the community draws together for the common emotional good as well as societal survival.

Kahf

As a social convention, the consumption of the dark, pungent liquid known as kahf is nearly universal. There are many different types of kahf and each serves a specific purpose. Most cultures recognize the importance of sharing fluids, represented by the kahf.

Salt

Few people really understand the importance of salt in retaining water in hot and dry climates. It is a vital substance required by the body to sustain the processes of life. Many peasants will work backbreaking labor in order to earn enough salt, drink, and food to survive for the next day. In hot and dry climates, the body flushes itself of salts and water in an effort to stay cool. These must be replenished regularly for survival and continued good health. Lack of salt in the body results in various symptoms, including fatigue, headaches, shortness of breath, and blackouts. These symptoms become more severe as the levels of salt continue to decline. Eventually, heart attacks, aneurysms, and other serious health problems will lead to the reclaimer. Deals are universally sealed with salt. If someone does not offer salt at the end of the deal making process, the deal is not concluded or they do not expect to uphold their end of the bargain.

Animals

Most animals in T'nah are valued for their ability to survive in the wasteland. Some are meat animals, others are riding animals, and some simply keep the balance in check.

The kamel is a stubborn, obstinate, cud chewing beast with a propensity for biting and spitting. It is a dromedary, with thick wool, a hump on its back for storing fluids and nutrients, and wide-splayed feet for better traction on shifting sand. The sole redeeming value of the kamel is its remarkable ability to survive without food or water for up to three weeks after it has engorged itself. With this ability it has earned the reputation as the 'ship of the wasteland.' Kamels are also edible, and their urine can be used to slake the thirst. Some cultures and religions consider kamel urine as a necessary component in the diet.

Bruckbirds are common fowl, prized for their meat, eggs, and feathers.

Katahli are prong-horned beasts that resemble deer or antelope. They are fast and skittish creatures. When cornered, however, they will only back down from the most dire of situations. They are excellent as meat animals and their leather is highly prized for its softness.

Koyun are the most common herd animal found on T'nah. Their thick, heavy wool is used for many purposes, primarily to line the clothing and provide warmth during the cold wasteland nights. This wool has varying degrees of softness and value increases in direct proportion to the softness of the wool. Most koyun have some form of horns.

Keshi are the next most common herd animal. Not only are they used for meat, but for their milk and hides. The wool from keshi is not highly prized and used only by the lowest echelon of peasantry and slaves. However, one exception is the teke, the male keshi, which grows an exceedingly fine and soft beard beneath its jowls. This beard is highly prized for its softness and to make fabrics, threads, yarns, etc. It takes years for a teke to grow a beard of any length, and many teke beards are needed to produce a single garment. The price for these garments is not listed anywhere. If you have to ask how expensive the garment is, you cannot afford it.

Zevik are bovine animals with dromedary qualities. Much like the kamel, it can store fluids and nutrients in a hump between its shoulder blades; however it lacks the endurance of the kamel and, subsequently, its value. All zevik, regardless of gender, have a large, menacing set of horns, which tend to curve out and forward from the sides of the skull. These horns are used in mating rituals, defense, and attack. The meat and milk are widely used, though not as extensively as that of the keshi or koyun. Zevik are prized for their horns and leather when slaughtered, but the most common use of the zevik is pulling a plow or a cart, as they are quite docile when domesticated.



Slavery

In many places, slavery is a way of life. In other places, it is the rudest form of oppression that could exist. The cultural mindset is the sole determining factor in these attitudes. Some cultures will only use 'indentured servitude,' which is a form of contractual employment that carries with it certain rights for the servant. Other cultures will practice cross-generation slavery based upon various social conventions, which typically strip the slave of their human rights. Those cultures that utilize slaves tend to become dependent upon them. This dependency will eventually drive their economies. Even a small change in the dynamic of their slaving industry can have serious repercussions on the entire culture.

Perfume

As may be expected in a world where water is limited, heat is oppressive, and living with livestock is a way of life, perfume is a highly prized commodity. Most perfume is created from the pungent musk glands of animals. This musk is diluted and pleasing scents added. Many perfumes combine and use the same spices as those used for foods. Often, the spice and perfume trades mingle in transport and sources. A spike in the price for spices will affect both industries.

Spices

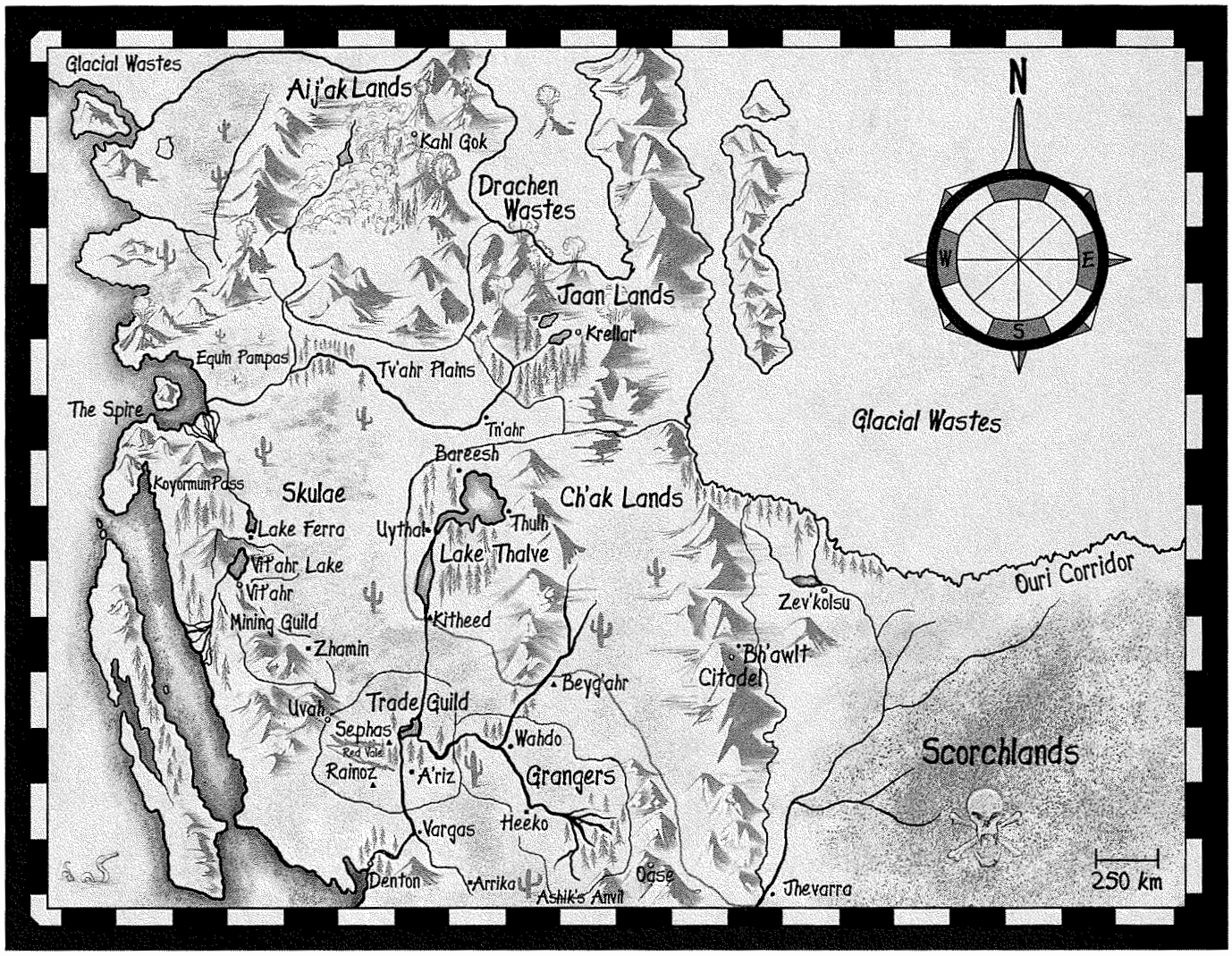
Spices are more than simply an enhancement to the flavor of foods—they are often the very herbs and preventative medicines that keep people healthy. Those who can afford more than one meal a day will add spices to that meal before they would add an additional meal. Spices are used in nearly every aspect of life, from cooking to religious practices, from perfumes to medicinal ointments. Because they are such an integral part of the societies and cultures, a small change in their prices can affect nearly every other commodity. Only the most severe economic crisis can affect overall spice production. While many spices originate in plants, thus controlled by Grangers, there are a significant number that are mineral based and controlled by the Mining Guild.

We all die.
Rich or poor, we all die.
If the rich could pay the poor to die for them...

...then we'd all make a decent living!

—Street proverb





...O ye dry bones, hear the word of the LORD. ...
Behold, I will cause breath to enter into you, and ye shall live....
— Yethite Promise

Does your character have any restrictions? Taboos? What will you simply refuse to do for love or money? These can be cultural accouterments, familial mores, or just personal choices.

What is your character's moral code? Will you kill? Kill an innocent? Steal? Will you violate marital restrictions? Belch in public? The moral choices you make for your character will define the central core of their personality. Character is what you do when no one is looking.

Does your character have any goals? Even if you want to do nothing more than sit on a padded couch fanned by nubile Talik, everyone has a goal.

What is your character's personality? How do you perceive the world? How do you react to adversity? How do others perceive your character? Does a spilled drink lead to a fight, or another round with joyous laughter? Do you have a sense of humor? The personality of your character cannot be quantified with numbers and statistics on a piece of paper. It is a fluid, changing, evolving aspect that grows and develops with the character—by you, the player. Sometimes in ways you'd never imagined!

What (or whom) does your character hate? Love? Do you have a secret love? A secret enemy? Are you a patriot? Do you get nauseated at the scent of phah'lok jerky? Do you love swords, but despise knives? Is there someone who despises you? Why? The reasons for these can be perfectly logical and obvious, such as a child who loves their caregiver. They can also be obtuse, dark, and incomprehensible.

What special quirks or Qualities does your character possess? Maybe touching your nose with your tongue could be a valuable skill. Are you able to plan well? Can you think on the fly? Do you cry over spilled milk? Can you implement a plan and see it through to completion—or do you grow bored easily and move on to the next task?

What is your character's name—does it have special meaning? Is your name a legacy, or simply a handle? Names can have many meanings, both to you and to others. Is it something that describes you? Is it something you feel you need to live up to? Is it an honor that needs to be protected, defended and avenged? What's in a name? A rose, by any other name, would smell as sweet—or would it? Ask Pee Wee Herman. Ask Rip Torn. Ask John Crapper.

What's in a name? Everything.

Write a wise saying and your name will live forever.

— Anonymous

Why has your character sought adventure? If you can't answer this, you're playing the wrong game. There is no treasure buried in the deep, mazelike caverns. Those caverns populated with hordes of nasties just waiting for the next dungeon-delver do not exist on T'nah. So, why have you sought adventure?

Now that you have considered these questions, you are ready to begin character creation for Promised Sands. Follow the steps below to create your character. Don't forget your answers to the questions above.

Talent develops in quiet places,
character in the full current of life.

— Johann Wolfgang von Goethe

CHARACTER CREATION SUMMARY —STEP BY STEP

Follow the steps listed below to create your character. You may need to refer to other sections of the book during this process.

Step 1: Choose your character's Racial heritage. This step provides the first die value for each of your Attributes. It will also provide you with some basic Qualities. Make a note of the die values associated with each Attribute and the Qualities, Quality points, Assets, and Detriments listed.

Step 2: Choose your character's Cultural heritage. This step provides the second die value for each of your Attributes. Notate this die value beside that which was given for your Racial heritage. Additional Qualities may be given; however, the bulk of your Cultural heritage will be providing your character with their beginning skills. This is where you also determine your character's initial SEC, which will dictate what fields and occupations are available to you.

Step 3: Choose your character's Qualities, Assets, and Detriments. Because the Qualities, Assets, and Detriments may have some bearing on your choices for occupation, make your choices based upon your character concept. You are not required to spend all your quality dice or points at this time; however, they must be spent before Step 6 or they are lost.

Step 4: Choose your character's Apprenticeship. The first apprenticeship will provide the last die for each Attribute. At this point, all the dice that you can use for Attributes is complete. Notate the value with the other die values from Racial and Cultural heritage. They will be used in Step 5. Your apprenticeship is the basis upon which you will develop your entire life. It is possible to become an apprentice later in life, pursuing another occupation, but you will never have the same degree of training and accomplishment as your first apprenticeship, nor will you receive any Attribute dice for any additional apprenticeships. The time spent as an apprentice varies and may be extended if you fail to promote, or change occupations.

Step 5: Determine your character's Attributes and Skills. Once all the life choices have been made, you may roll the dice for each Attribute, totaling their numbers and notating these as the 'current value' on your character sheet. Also add up the totals of the maximum value for the dice, and notate these as your character's Attribute maximums. You may be able to increase your Attributes—but you will never be able to increase them beyond the maximums.

Step 6: Equip your character. You begin the game with the accouterments of your occupation. Depending on the culture and occupation, this package of equipment and money will be different. You may spend this money as you see fit on other items. Any money remaining after you have purchased equipment and before actual game play begins is lost, unless you are from the Merchant or Noble field. Personal wealth is based upon what you own, not how loudly your purse jingles.

Step 7: Begin play! Welcome to the world of T'nah. You may now begin to play the role of your character.

RACIAL HERITAGE

The genetic heritage of your character's background is defined by your racial choice. This will provide you the initial die value for determining the character's Attributes. It may also provide you with some Qualities and/or special abilities.

It is through Racial heritage that your character inherits their basic biology and physiology. Some races may have a different method of thinking, a completely different process, which will be reflected through their Racial heritage. Most often, however, different mindsets will be reflected in the next section, Cultural heritage. The racial effect on a character determines their basic genetic background. This primarily affects their Attributes and Qualities—Skills are not conferred until the child develops through their culture. This represents only that which is conveyed to the character from conception to infancy.

Qualities are also provided through Racial heritage. They most often involve physical or physiological differentiation. These Qualities are typically fixed and finite values with little variation.

RACE DESCRIPTIONS

The world is a very different place than the old records revealed. It is inhabited by a plethora of different genotypes. Cataloguing each of these will require many years of study and is beyond my abilities. Those that I have listed are the most common types in this area of the world, though certain legends have indicated that other types may exist elsewhere. It appears that most of the racial types are variations on a theme, though some are obviously not from the same genetic tree.

There are two races that have been described to me that seem naught more than a legend. They are an enigma. They are both radically different from the rest of the races and from one another. For quite some time, I thought them only legends, but recently, I was fortunate enough to encounter some members of these races. One of them is called the Equin. They are, essentially, bipedal horses. The one that I saw was dead, but it was clearly a strong and capable individual. Its body was huge, powerful and muscled. The specimen that I saw was covered in wounds from bladed weapons and, apparently, claws. Which brings me to the other race.

The other race is called the Myrlihk. There were three of them found with the body. Two of them were near death and subsequently died. The third one recovered and is beginning to learn the local language. I have high hopes of interrogating this one to learn who and what it is.

Physically, the three were strikingly different. One was much larger and striped with loud and colorful gashes of color. This one was nearly dead when it arrived. The other one that died shortly after the first was tan, with roundish black spots all over its body. Both of the dead Myrlihk were obviously female. Their figures are human enough to clearly indicate the female from the male. Were it not for the fur, in fact, one might find them quite appealing. The third—and surviving—Myrlihk is black all over. Smaller than the other two, more wiry and also a slighter frame, it appears this one was responsible for making the kill.

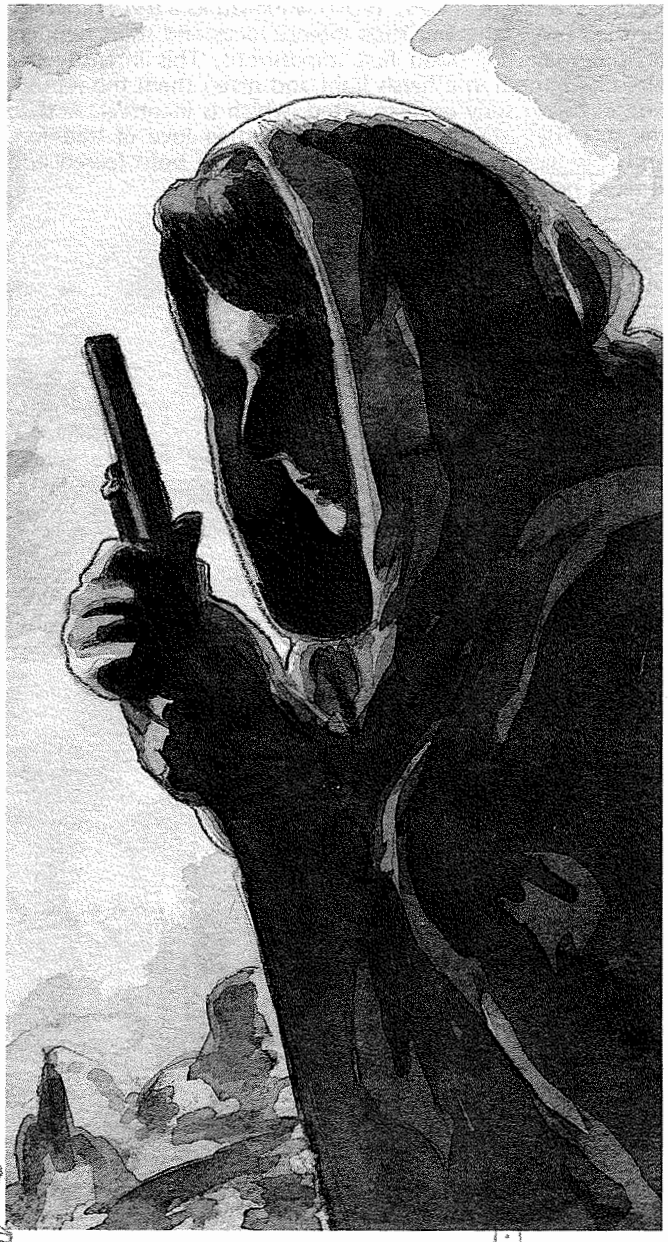
—Culrain, Traveling Historian

Most of the humanoid races hearken back to their original human stock. Some have developed alterations in their appearance, and in many cases their genetic code has been significantly altered—but they are still members of the species homo sapiens.

Some of the races presented are not—nor have they ever been—members of the human race. Though they have the basic form and shape of humanity, they do not share the genetic code. These races have a much more exotic background that can only be guessed.

Many of the races are able to interbreed with one another. This has resulted in a few unique Halfbreeds. These Halfbreeds are often sterile—though they can sometimes breed with their progenitor races to produce a pure-strain child. Occasionally, they will produce a continuation of the Halfbreed line, but most often this is not the case.

It should be noted that it is uncommon for races to cross-breed. These are rare and unusual individuals who have no true 'people' and are often ostracized by the societies in which they are born. Players should carefully consider the ramifications of choosing their race when creating a character.



Andw'ahr

Andw'ahr are short of stature—standing, on average, a mere 1.2 meters in height. Though they are short and stout, they are solid, strong and sturdy of build. They measure nearly to three-quarters of a meter across the shoulders. They are known to be fiercely loyal to clan and are formidable warriors. Most are pale-complected and dark haired with bulbous features. Small tusks project from the mouth. Sometimes they resemble extended canines—upper, lower or both. They are thicker than typical canine teeth. Hair growth is thick everywhere on the body, with the males displaying trademark beards. Depending on cultural bias, sometimes the females, too, are bearded—though they typically shave their faces smooth on a regular basis.

Andw'ahr are known for their pragmatic perspective on life, their short tempers, and their intense focus on the job at hand. They are hardworking and industrious, seldom idle—seeming to use their hard, brutal workload as a sort of therapy for their short tempers. Their intense focus and short tempers do not make for good first impressions. This intensity has often cast them in a harsh light and given them the reputation of being surly or introverted, which is incorrect. Add to the mix their standoffish nature and their love of tradition, and it is easy to understand why they are both feared and revered by the people around them.

Yet they do have a joy and zest for life. Indeed, the first time one hears an Andw'ahr laugh or tell a joke, it is shocking and somewhat surprising. But these stout-hearted people are still from human stock—they feel and express the full range of emotion (though they would rather cut off their own fingers than cry).

Most who would cast them in a bad light call them 'dwarg'—a reference to the old images of other short, bearded beings from legends. This is the equivalent of a racial slur to the Andw'ahr. While they may laugh with some whom they know and trust over the name—and even use it amongst themselves—it is not a word with which to trifle. References to the way the Renizant relegated them as miners or calling them 'dwarg' does not sit well with the average Andw'ahr.

Andw'ahr Race		
Attributes		Dice
Flesh	Strength	D8
	Dexterity	D6
	Stamina	D10
Mind	Intellect	D6
	Perception	D6
	Sanity	D6
Will	Charisma	D4
	Insight	D6
	Resolve	D6
Qualities		Tusks
Quality Dice		D4
Quality Points		+2



Suv'ik

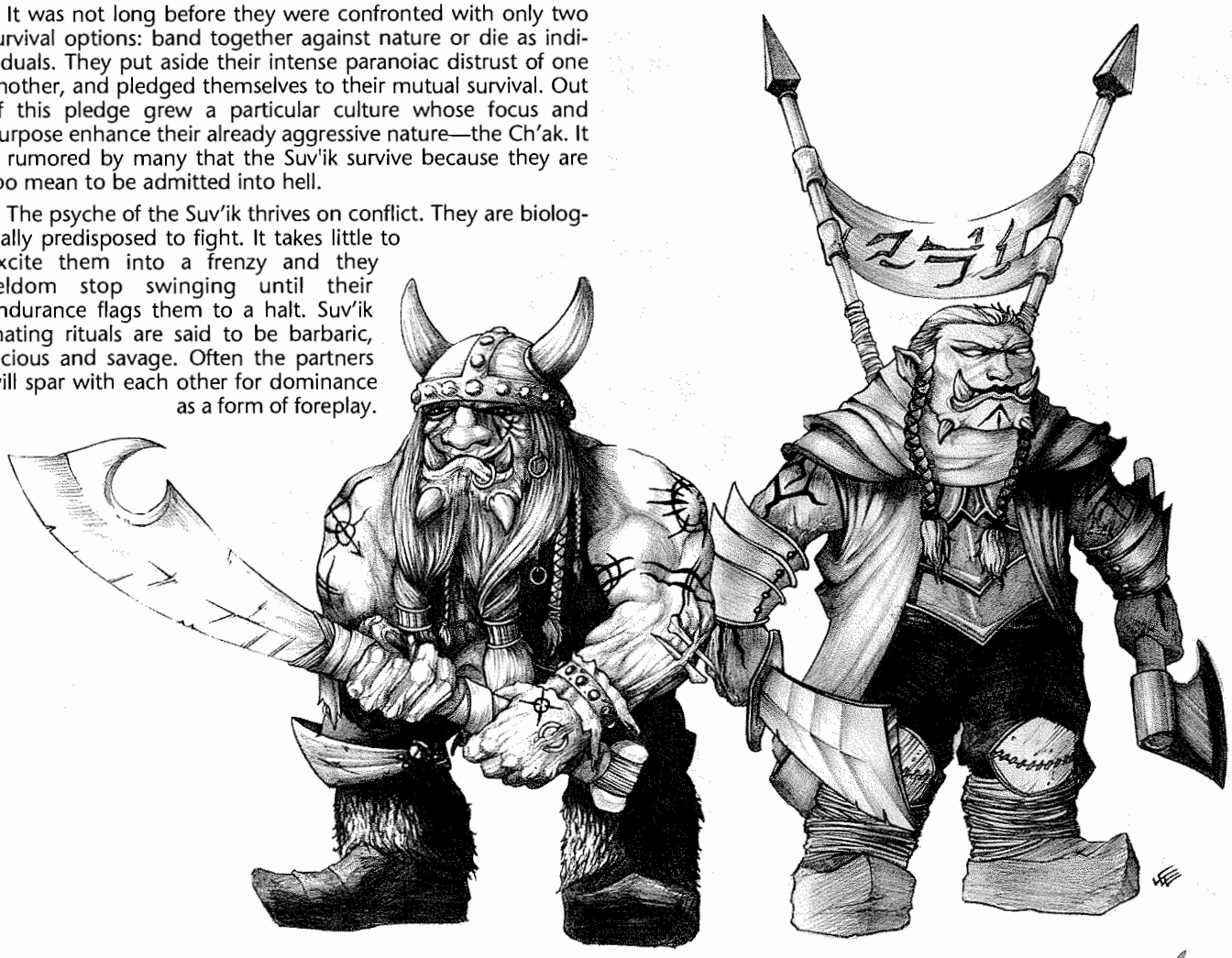
The Suv'ik are the progenitors of the Andw'ahr. They are taller than the Andw'ahr norm—1.35 meters tall and seldom less than three-quarters of a meter wide. Heavily muscled, squat, and fierce, the Suv'ik are close to the perfect example of an 'immovable object.' The harsh environment has honed and shaped their race into the epitome of strength and endurance. Paler than normal from hiding in the caves, yet covered in a carpet of dense, coarse body hair, the Suv'ik look savage. Their strength and endurance are dramatically enhanced through many years of continuous battle against the elements, each other, and much larger and deadlier creatures. Their thickly tusked faces are harsh and cruel—even their smile looks like a grimace of hatred. Nearly all Suv'ik have the same style of tusks—they jut up from just below the outside of the lower lip, like a wild boar and from either side of the chin.

When the Rain of Death began, there were large numbers of people called 'survivalists' who left civilization for the remotest regions of the planet. Many of these people took shelter deep in the mountain caves. After the bombardment, those who survived dug out to face the brutally dangerous conditions of their new environment. As their bodies hardened, so did their psyches.

It was not long before they were confronted with only two survival options: band together against nature or die as individuals. They put aside their intense paranoiac distrust of one another, and pledged themselves to their mutual survival. Out of this pledge grew a particular culture whose focus and purpose enhance their already aggressive nature—the Ch'ak. It is rumored by many that the Suv'ik survive because they are too mean to be admitted into hell.

The psyche of the Suv'ik thrives on conflict. They are biologically predisposed to fight. It takes little to excite them into a frenzy and they seldom stop swinging until their endurance flags them to a halt. Suv'ik mating rituals are said to be barbaric, vicious and savage. Often the partners will spar with each other for dominance as a form of foreplay.

Suv'ik Race		
Attributes		Dice
Flesh	Strength	D10
	Dexterity	D6
	Stamina	D10
Mind	Intellect	D6
	Perception	D6
	Sanity	D4
Will	Charisma	D4
	Insight	D6
	Resolve	D6
Qualities		Tusks (2 Sets)
		Presence D8+2 (Negative Aspect)



Syl

Syl stand 1.5 meters in height on average, and are slightly more slender than a human of the same stature. They are quite capable at using their agility and slender forms to gain the advantage over a larger, more bulky opponent. Syl are trim and lithe, but they lack the waiflike appearance of the Troog. Where coloration is concerned, the Syl are original. Their skin is normally a mottled brown, mimicking sunlight dappling through leaves, or the appearance of tree bark. In an urban environment, the shading of a Syl's skin will change to more traditional flesh tones, though still tinted faintly green. These alterations are imposed subconsciously—the Syl have little or no control over the shading of their skin. In its normal state, the Syl's skin will look like a young oak, vibrant and slightly green. Syl hair is less varied, tending to be dark, however, some sport auburn or dusk colored hair.

Their facial features are long and thin, with small, pointed ears high on their heads, but they do not have the deer-like appearance of the Troog. Rather, it is a graceful, angular look that many people of all races find attractive. Syl are known for their striking good looks. They are not known for their diminutive personalities.

The Syl and Troog are related, even more closely than Syl and Ebon Syl. The similarity of their appearance, however, is due to more than an analogous set of common ancestors. The environments that have shaped the Syl and Troog are remarkably the same. While the Syl and Troog are forest dwellers, the Ebon Syl prefer the depths of the earth, far from the scorching rays of the sun.

Though vegetarians by nature, Syl do not have the problems with the digestion of meat that the Troog have. This has tended to influence the cultures dominated by Syl toward a respect for nature, while still placing themselves at the top of the food chain. Respect for the plants and animals of the wild does not prevent them from defending their lands, however. The Syl can fight quite effectively. It is not unusual to see a remarkably skilled Syl blade master amongst a throng of mercenaries, and Syl archers are greatly sought after.

Syl have a wild, untamed, and smoldering disposition. They tend to be aloof and carry themselves with an air of superiority that speaks more of confident ability than arrogance. While the Syl are capable of expressing the full spectrum of emotions, they are renowned for their harsh and sometimes savage temperament. It is not unknown for brutal and ruthless Syl with a violent and destructive nature to roam the world seeking to satiate their sadistic appetites.



Syl Race		
Attributes		Dice
Flesh	Strength	D4
	Dexterity	D8
	Stamina	D6
Mind	Intellect	D8
	Perception	D6
	Sanity	D6
Will	Charisma	D8
	Insight	D6
	Resolve	D6
Qualities		Empathic Effect (D6)
		Demeanor (D4-1)
Quality Dice		D4
Assets		Dermal Shading

Ebon Syl

Ebon Syl are nearly identical to their Syl brethren in size and shape. They stand 1.5 meters tall on average with the same slender build. Ebon Syl facial structure bears a subtle resemblance to that of a rat. Their noses are long and incredibly sensitive. Their ears, wide and scooped, sit on the top of their heads. Their eyes are round and dark—solid black—to catch every photon of light. They even have a slight buck-toothed appearance.

Over the years, their eyes have adjusted to their primarily dark environment, allowing them to see superbly in dim lighting. They are even able to provide a vague shadowy sight in pitch darkness. But in the light of the sun, they are nearly blind. Their eyes are aimed more forward than a typical Syl—and much more so than the Troog.

Their skin is alabaster white with very little variation. Their fair skin is ill suited to the harsh climate of T'nah, which tends to drive them into darker confines like caves and covered cities. Their hair color is also light blonde, platinum blonde, or even white.

Underground life has changed their diet and their way of life. They are remarkably skilled at mining, excavating and culling underground cave streams for nutrients. These nutrients, combined with the fish from dark, cavern streams and the occasional cave beast, completely satisfy the dietary needs of the Ebon Syl. Ebon Syl do not suffer the same slurred speech effects of their Troog cousins.

Ebon Syl Race		
Attributes		**Dice**
Flesh	Strength	D4
	Dexterity	D6
	Stamina	D4
Mind	Intellect	D6
	Perception	D10
	Sanity	D6
Will	Charisma	D6
	Insight	D8
	Resolve	D6
Qualities		Low Light Vision
		Empathic Effect (D6)
		Claws
Quality Dice		D4
Quality Points		+2
Detriments		Sensitive Skin (Extreme)



Troog

The Troog are trim, lithe, almost waiflike, shorter and thinner than the average human. They tend to have darker skin tones and fair hair, as they have an almost genetic preference to be outdoors. They also have a decidedly gazelle-like appearance to their faces. The Troog stand 1.4 meters in height on average, but they are more slender than a human of the same height.

Their elongated ears are higher on the head than those of a human. Troog are able to control the direction in which their ears are aimed, to better hear the approach of predators. Highly sensitive, Troog ears are capable of scooping up even the faintest of sounds. Their foreheads are wide and smooth, and their almond-shaped eyes are closer to the sides of their heads like most herbivores. Due to this placement, Troog have poor depth perception at close ranges, but enhanced depth perception at longer ranges.

Troog jaws lack certain teeth necessary for eating meat and have, in their place, teeth more appropriate to grinding vegetables and grain. Coupled with a wider mouth and tongue, this affects their language-speaking ability—making the Troog language unique, and non-Troog speakers stand out instantly.

The Troog race tends to be slow to anger and genetically predisposed against killing. And after 3500 years of brutal life on T'nah, it is amazing to see that this has not changed. Violence tends to affect the Troog mentally in the same manner that meat affects them physically. The Troog are ineffective fighters to say the least.

Lovers of nature and the wild, they are most at home in the sparse forests of T'nah, but they may be encountered in virtually all lands. The relationship a Troog has with nature is remarkable. As if sensing their non-predatory nature, other herbivores are less inclined to run from a Troog and are much more easily trained by them. To watch a Troog train one of these animals is like watching a fellow creature sharing an understanding rather than a master training a pet.

Due to their light, airy attitude, their lively, energetic pursuit of life, and their deer-like features, most tend to cast the Troog in a kind light. But it should be noted their hearts and souls are no less free of temptations and lusts than any other. They are capable of the full range of emotions. The true difference lies in how they must deal with those emotions.



Troog Race		
Attributes		Dice
Flesh	Strength	D4
	Dexterity	D10
	Stamina	D4
Mind	Intellect	D6
	Perception	D8
	Sanity	D6
Will	Charisma	D6
	Insight	D6
	Resolve	D8
Qualities		Empathic Effect (D6)
		Empathic Inf (D4)
Quality Dice		D4
Quality Points		+3
Detriments		Pacifism (Mild) Troog Package*

* Troog Package
- Cannot Eat Meat
- Enhanced Peripheral Vision
- Poor Depth Perception
- Heavy Accent
- Enhanced Hearing

Human

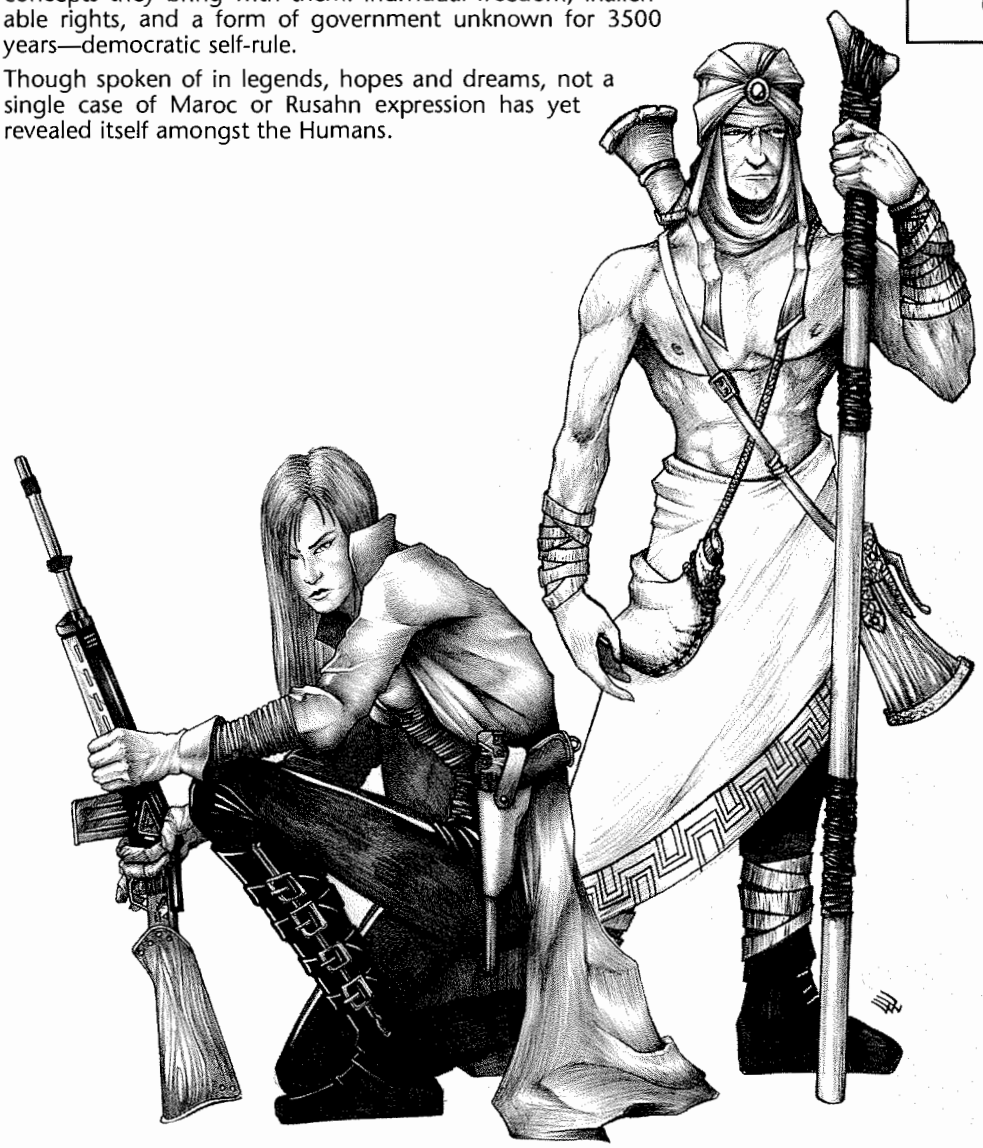
Humans from the old, pre-catastrophe, world are just now emerging from the seas. They stand 1.7 meters tall and weigh about 80 kilos on average. Some have been on the surface for almost 200 years, but the bulk of humanity is just beginning their exodus from the deep. Many of them have lived in controlled environments and under strict diet conditions for generation upon generation. The conditions that afflict an affluent society, such as obesity, are completely non-existent.

Human technology and perception is different from the other societies of T'nah. Humans consider the world theirs. They even call it by a different name.

They are not as careful as the surface dwellers with every resource, which earns them the reputation of being needlessly wasteful. By surface standards, they are ludicrously sentimental about death and the dead. But the most striking difference in perspective between the humans rising from beneath the waves and surface dwellers are the Old World concepts they bring with them: individual freedom, inalienable rights, and a form of government unknown for 3500 years—democratic self-rule.

Though spoken of in legends, hopes and dreams, not a single case of Maroc or Rusahn expression has yet revealed itself amongst the Humans.

Human Race		
Attributes		Dice
Flesh	Strength	D6
	Dexterity	D6
	Stamina	D6
Mind	Intellect	D6
	Perception	D6
	Sanity	D6
Will	Charisma	D6
	Insight	D6
	Resolve	D6
Quality Dice		4D4
Quality Points		+4



Rolen

Rolen are the closest to the old world humans that remain on T'nah. Their name, in fact, means 'traditional.' Rolen are larger, hardier and more endurant than their forebears, due primarily to the deadly nature of T'nah. They stand 1.8 meters tall and weigh 100 kilos on average.

Often, the Rolen will refer to themselves as 'men' or even 'mankind,' which serves to cause confusion among those who have had encounters with the human Denizens. Indeed, the Rolen are the closest genetic stock to the Humans on T'nah. They are also the only other race with which Humans can interbreed with ease.

The most distinguishing characteristic that separates the Rolen from old world humans is quite subtle. Externally, Rolen and Humans are very similar, except perhaps that the Rolen tend to be a bit larger with a more developed musculature. Internally, they are nearly identical as well—the only exception exists in their brains. The Rolen have a larger pituitary gland and the two halves of their brains are connected more solidly to one another.

Though still not common, there is a higher incidence of Rusahn and Maroc amongst the Rolen than the humans.

Rolen Race		
Attributes		Dice
Flesh	Strength	D8
	Dexterity	D6
	Stamina	D8
Mind	Intellect	D6
	Perception	D6
	Sanity	D6
Will	Charisma	D6
	Insight	D6
	Resolve	D8
Qualities		Self Control (D6+2)



Numid

Many forms of life have developed since the great catastrophe. The Numid are the most uniquely adapted sentients on T'nah. They are almost perfectly adapted to live in arid climes, where water is scarce. No other species of humanoid has undergone more extreme physiological changes.

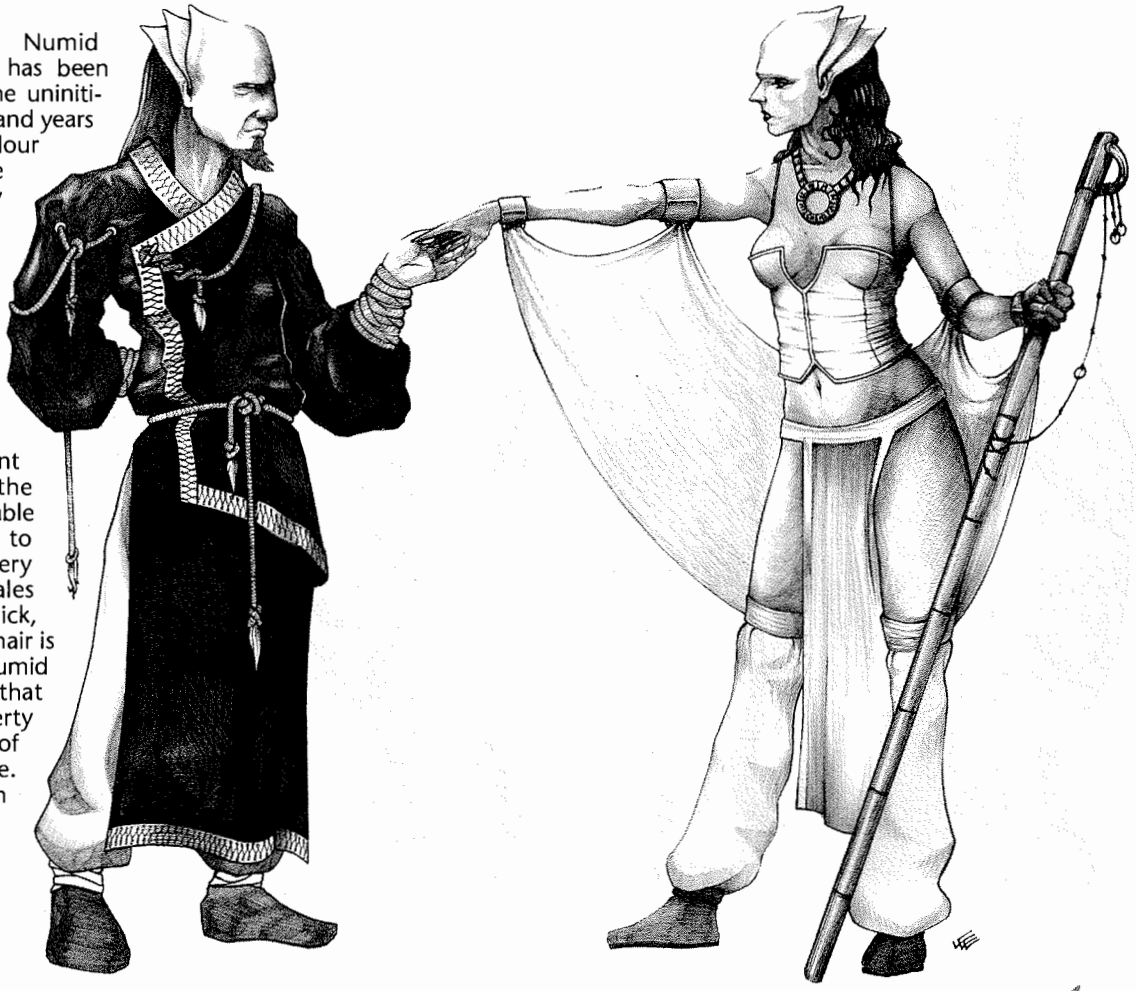
The average Numid is 1.9 meters tall. Compared to their human progenitors, Numid males weigh slightly less than a male human of the same height. On the other hand, Numid females are slightly heavier than their human counterparts. For enhanced desert survival, a Numid's body stores additional vital fluids in bladders inside the abdominal cavity.

In comparison to humans, the Numid has an enlarged brain case. The Renizant are more pronounced than the Noma or the Shnahn. The Numid's most distinctive feature is a series of bony ridges, extending back from the upper forehead. These run from temple to temple across the top of the skull. This feature has earned them the slur of 'bonehead.' Underneath is an intricate system of biological heat sinks. Air is circulated through a series of bony vents and passages, cooling thousands of little veins of blood in the process. The ridges alternate inhaling and exhaling, though there is always at least one venting. Among the entire Numid species, there is an absolute minimum of three ridges. The Renizant, 'purebred' Numids, have the most ridges—and the largest brain.

The sound of a Numid 'breathing' this way has been known to unsettle the uninitiated. With great skill and years of training, a troubadour may develop the ability to 'sing' by passing air through its ridges.

Numid hair growth is restricted to the sides and back of the head. The cranium is always bare in both males and females to prevent interference with the airflow. It is fashionable for Numid males to keep their hair very short, while females tend to favor a thick, luxurious coif. Facial hair is common amongst Numid males—virtually all that have reached puberty have some form of beard or moustache. The style of such things depends on clan membership.

Numid Race		
Attributes		Dice
Flesh	Strength	D4
	Dexterity	D6
	Stamina	D4
Mind	Intellect	D8
	Perception	D8
	Sanity	D6
Will	Charisma	D8
	Insight	D8
	Resolve	D6
Qualities		Water Caches
		Empathic Effect (D6)
Quality Points		+2



Halfbreeds

When the first Halfbreeds appeared with the joining of the Andw'ahr and Syl, the Renizant gave them the name 'Mehti,' or 'mixed blood.' For many years, this name referred to any Halfbreed. It has come to mean, however, the specific pairing of Andw'ahr and Syl. Halfbreeds were perceived as a curiosity at first, but they quickly became an abomination to the Numid sensibilities.

The first Halfbreed born into the Renizant Empire was Xandra Mok'lee. She was, in fact, the first known Halfbreed in history. Her mind was agile and quick, questioning every tradition and every taboo. She introduced new philosophies and theologies into the Renizant culture. Many people swarmed to her side and became her avid devotees. Xandra's genius and mechanical intuition provided many new advances and improvements on old devices. Her modifications and enhancements also heralded a new age of scientific exploration, innovation and experimentation. But, at the height of her popularity, she and her cult of followers were discovered performing horrific acts that shocked the Renizant Empire to its core.

After she was arrested and sentenced to death, the Triark of the Renizant Empire issued an emergency edict that banned the existence of all Mehti. Enforcing this edict sparked a wave of enforced segregation. All Halfbreeds were declared illegal under penalty of death, and no interracial marriages were allowed for any reason. Renizant cities and towns established sectionalized living areas for each race in an effort to keep the bloodlines from mixing. With the passing of the Renizant Empire, however, these unions are becoming more common. Few are alive that remember the details of past horrors.

The other Halfbreeds were given their own unique names as they appeared. The names presented here are the Renizant names for the races. It should be noted that in some cultures, they go by other names. For instance, the Kon'ahr and Tv'ahr cultures refer to the Druhn as Rol'ahr, the Mehti as Syl'ahr, the Sunna as Ro'syl, and the Talik as Kyepets. Attitudes toward Halfbreeds can vary widely, even within a culture. Most cultures accept them. Some cultures despise them. Only one culture, the Yethites, truly embraces them. They represent a new racial diversity, which many cultures are struggling to resolve. To their benefit, their numbers are few, so they amount to little more than an oddity in most places.



Bh'ir

It was bound to happen: a union of Suv'ik and Troog. Their proximity and the Ch'ak veneration of the Yethites led to the joining of these two very different races. Melding the deer like features of the Troog with the harsh, bony, tusked visage of the Suv'ik presents a shocking image. It is at once delicate and heavy, aquiline and brutish. Their ears are smaller and less sensitive than the Troog, and fixed in position. Their eyes are also more focused toward the front, as with the Suv'ik. Bh'ir stand as tall as a Troog—1.4 meters—but they are built more heavily. Thick muscles knot under their flesh and their girth is wide, though not nearly as wide as the Suv'ik and, therefore, they are not as strong or tough as the Suv'ik.

The most striking oddity of the Bh'ir is not their significantly odd appearance. Rather, their minds, continually struggling with opposite biological imperatives, are strained beyond reason. On the Suv'ik side, they are continually urged toward the adrenaline rush of fighting and combat. The Troog influences, however, urge them to calm and peaceful pursuits. This constant internal struggle has an effect of twisting their minds.

They are far too violent to remain within the Yethite culture, but the Ch'ak, who consider them to be 'blessed' by the Troog influence, accept them with open arms. Their violent tendencies are nowhere near as intense as the Suv'ik. However, their twisted and odd way of thinking is often used in the creation of new tactics, surprising strategies, and unique engines of war.

Whether the Bh'ir are insane is really quite open for debate. At the very least, bipolar disorder, psychosis, and even schizophrenia are common ailments. In the Ch'ak society, a psychotic serial killer may be perceived more as a leader and someone to be admired than insane.

Druhn

Born of a Rolen/Andw'ahr pairing, Druhn are shorter and stockier than a Rolen, with enhanced strength and endurance due to their Andw'ahr blood. They stand just a little shorter than the average human—1.6 meters. With their stronger, stockier build, they also tend to weigh 20 kilos more than a human of the same height.

Druhn tusks are no less prominent than those of their Andw'ahr cousins. However, they seem to stand out more distinctly on someone who looks like a stocky rolen.

With their genetic propensity toward short temper, intense focus, and pragmatic hard work, they fit well within the Kel culture where they developed. Though born typically to Kheem parents, the Druhn are nearly universally drawn to the philosophies of the Kel. Hard work. Building a new tomorrow. More hard work. Yes, this is the culture for them! This does not mean they will not choose another lifestyle, but the majority of Druhn who are born to the Khem migrate into the mainstream Kel culture at an early age.

The Kel culture is most suited to reward their natural tendencies. The overly hospitable Kel disposition, their single-minded focus on building, and their ease at accepting others who are different satisfy all the basic needs that a Druhn craves. They are ill suited to the lifestyle of entertainers where most of them are born, but it is not unheard of for a Druhn to entertain. In fact, they make excellent buffoons.

Bh'ir Race		
Attributes		Dice
Flesh	Strength	D6
	Dexterity	D8
	Stamina	D6
Mind	Intellect	D10
	Perception	D8
	Sanity	D4
Will	Charisma	D4
	Insight	D6
	Resolve	D4
Qualities		Empathic Effect (D4)
		Empathic Influence (D4)
		Tusks
Quality Dice		D4
Quality Points		+3
Detriments		Pacifism (Mild)

Druhn Race		
Attributes		Dice
Flesh	Strength	D8
	Dexterity	D6
	Stamina	D8
Mind	Intellect	D6
	Perception	D6
	Sanity	D6
Will	Charisma	D4
	Insight	D6
	Resolve	D8
Qualities		Tusks
Quality Dice		D4
Quality Points		+2

Mehti

Mehti is the name applied to children of a Syl/Andw'ahr couple. They are nearly a true melding of the two races. And therein lies their problem. Mehti look like a more muscular version of a Syl, but with more hair and small tusks. At an average of 1.5 meters, they are still as tall as most Syl, though they lack the lithe and trim physique. They have more of the sturdy build of the Andw'ahr.

The Andw'ahr have a genetic predisposition toward focused concentration and careful, steady—often brutally hard—physical exertion. The Syl, as a race, tend to be more emotional and intuitive in their dealings with the world. Syl are wild and emotional, sometimes even feral. Because of these diametrically opposed tendencies, a Mehti can quickly swing from peaceful contemplation to bloodthirsty rage in a matter of seconds.

A frequent problem among the Mehti is acute bipolar disorder. Mehti are not insane —they simply have a different way of thinking. Their minds absorb abstract concepts easily. They think on a different level. Indeed, if any race can be said to be genius, it would be the Mehti.

They are eccentric and strange, challenging the customs and ways of their culture. This has a tendency to put off those around them who are more likely to blindly accept cultural norms. To most non-geniuses, the mind of a mental prodigy is a frightening thing. This label of 'strange' and 'different' seems to be universally applied wherever Mehti are found.

Since the collapse of the Renizant Empire, more Mehti have surfaced. They have a reputation for being twisted and demented in Renizant-influenced cultures. However, in cultures where they are not oppressed, the majority of these hybrids are perfectly normal and live quiet, normal lives, though they do tend to be pariahs within their cultures.

Mehti Race		
Attributes		Dice
Flesh	Strength	D6
	Dexterity	D8
	Stamina	D8
Mind	Intellect	D10
	Perception	D6
	Sanity	D4
Will	Charisma	D6
	Insight	D6
	Resolve	D4
Qualities		Empathic Effect (D4)
		Empathic Influence (D4)
Quality Dice		2D4
Quality Points		+2
Detriments		Unstable

Sunna

The offspring of a Rolen/Syl coupling are called Sunna. Taller than their Syl cousins, Sunna stand about 1.5 meters in height. They are built more similarly to the Rolen, however. Though not as strong as a Rolen, they have great endurance. And if they could be said to lack anything, they make up for it in spades with their vibrant, outgoing, and delightful personalities.

Sunna take naturally to any endeavor where the strength of their personality can shine. Warm and outgoing, expressive and friendly, able to set nearly anyone at ease, Sunna fall naturally into the culture from which the bulk of their number have developed—the Kheem.

Though they still live with the Syl shaped mouth—producing a slightly slurred speech—the Sunna take naturally to any kind of entertainment. They are perceptive and personable, instinctively able to work a crowd, making them a natural 'face' for any operation.

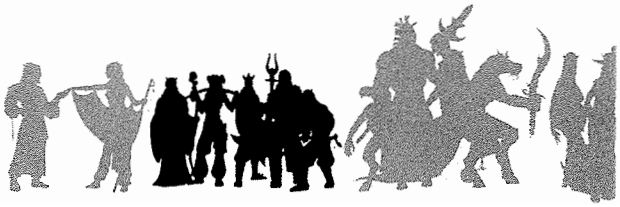
Accepted into nearly any community, Sunna settle in quickly and establish themselves easily. They carry with them a vibrant and infectious zest for life. Instinctively, Sunna are the life of the party.

An enemy is just a friend I don't invite for tea.

—Gilliah Smythe, Envoy

Sunna Race		
Attributes		Dice
Flesh	Strength	D4
	Dexterity	D6
	Stamina	D6
Mind	Intellect	D6
	Perception	D8
	Sanity	D6
Will	Charisma	D10
	Insight	D6
	Resolve	D6
Qualities		Empathic Effect (D4)
		Empathic Influence (D4)
Quality Dice		D4
Quality Points		+1





Talik

In perhaps the oddest genetic pairing imaginable, the tall, head-plated Numid joined with the small, lithe Syl to produce one of the most exotic of the hybrid races. Gaining only a little stature over their Syl cousins, the Talik stand 1.5 meters tall on average. They are of a heavier build than the Syl norm, but not grossly so. The waiflike appearance is significantly diminished, but the overall look is still trim, thin, and lithe.

Talik ears are on the top of their heads, much like the Syl, though bonier and more ridged. They have lost the ability to move their ears. Typically growing between the same breath plates (though not always), their ears still retain a sharply pointed cartilaginous scoop.

Hair is sparse on the Talik body and their head is no exception. Where most Numid have a crescent of hair and most Syl a full mane, the Talik are commonly bald—gender makes little difference.

Of all the races, the Talik are the most empathic. The abilities of the Syl and Numid are enhanced through the blending. Whether due to their strong empathy or some other factor, Talik also have the strong possibility of expressing Rusahni tendencies.

Due to the physiological, ideological, and cultural differences between Numids and Syl, most of these hybrids have been produced through little choice on the part of the Syl. Most were born slaves. Those who are not found within the cultures of the Noma, Renizant, or Shnahn are either escaped slaves or an entirely new generation.

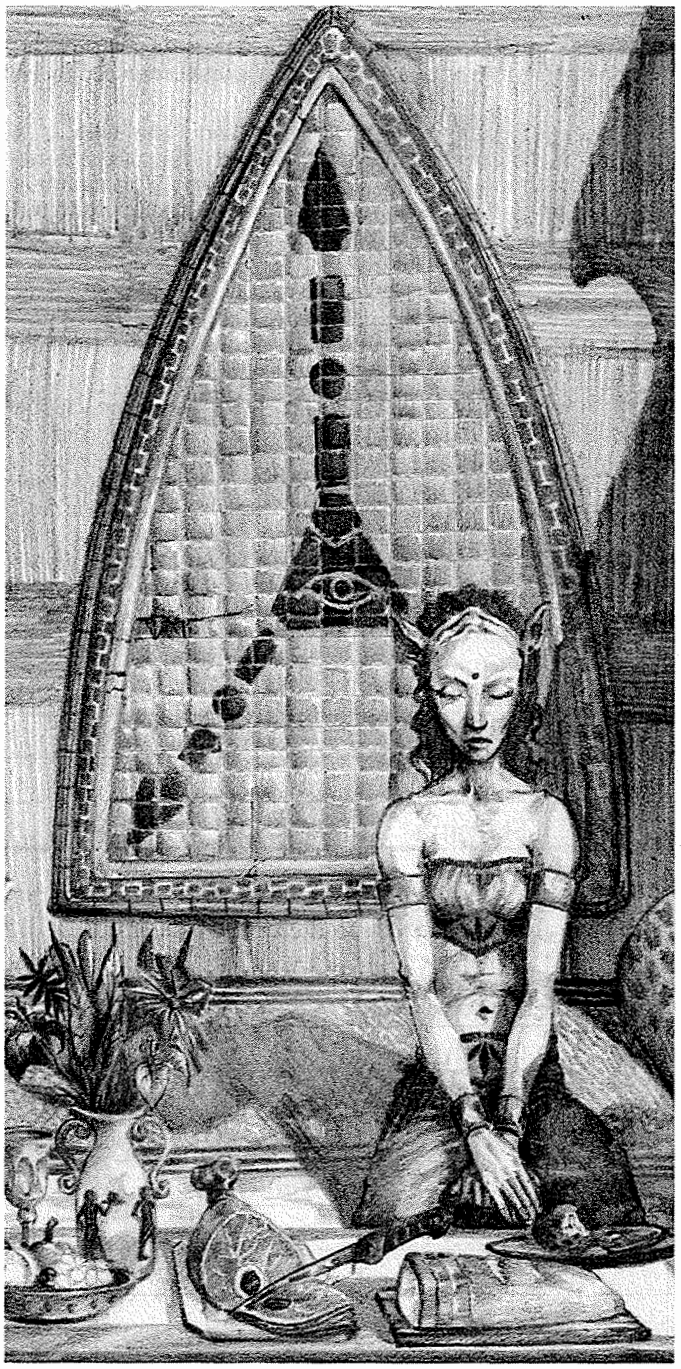
Of all the cultures, the Noma treat Talik with the most contempt. They are highly prized as household servants amongst the Noma—who seem to gain a morbid satisfaction through the enslavement of a former Renizant slave class. While the Noma treat all slaves as property, they consider Talik even lower—commonly referring to them as 'it.'

Talik Race		
Attributes		**Dice**
Flesh	Strength	D4
	Dexterity	D8
	Stamina	D4
Mind	Intellect	D8
	Perception	D8
	Sanity	D6
Will	Charisma	D6
	Insight	D6
	Resolve	D6
Qualities		Empathic Effect (D6+1)
		Empathic Influence (D6)
Quality Dice		D4
Quality Points		+1

The Talik have no specific culture of their own. Instead, they take on the cultural background and training of other peoples. They have little identity of themselves culturally and only a vague identity racially.

Such rich diversities in the peoples of T'nah—for that is what they call this place. I feel I have only scratched the surface in learning the racial diversity. I must delve into and learn the cultures of the peoples.

—Culrain, Traveling Historian



Loshad

Loshad are bipedal horses. They are tall and brawny; their legs have an elongated heel that looks like a backward knee, which ends in a strong, durable hoof. Powerful and well built, their chests ripple with knotted cords of muscles.

Their heads resemble a horse nearly identically, but their mouths are more humanoid. Most Loshad are herbivores, though there are the occational deviants who are not so picky. They do not have pronounced canines, but their teeth are capable of chewing and rending meat.

The glory of the Loshad, however, is their flowing manes and tails, which they groom extravagantly. They take great pride in them. Only members of their fighting orders would consider cutting their manes or tails—and most of these orders simply tie them back.

The Loshad hand is quite unique. Along the back is a remnant of the carapace of a hoof. Beneath that carapace are three thick, strong fingers and a smaller thumb. The thumb is not offset as on the human hand, but is perfectly opposite the middle finger; it can be folded under the fingers when balled into a fist, making their hoofed backhand a formidable attack.

Four distinct breeds express themselves within the Loshad race. Occasionally there is a crossbreed, but these blends are always sterile. It is more typical for cross breeding to result in one or the other of the different parentage.

Arbin: The dominant breed is the Arbin. They are generally the most intelligent of the Loshad. They also possess amazing speed and grace. The Arbin act as judges and lawmakers among the Herd. Coloration tends to be a more intense shade, no matter the color. They are deep black, dark brown, rich auburn and bright white—though the darker colors are much more prevalent. There are no splotches or spots in the Arbin sheen, which they take pride in.

Klystel: The second most powerful faction is the Klystel. They are usually the largest and strongest breed. The Klystel see themselves as the enforcers. They are the most militant faction of Loshad. Klystel have more pronounced manes and tails. They also sport thick hair growth just above the ankles and the wrists. They are nearly always a medium shade of brown and their manes, tails, and wrist/ankle hair is contrasting—light tan, off-white or even bright white. Klystel take great pride in their appearance, primarily their musculature.

Pluceh: The Pluceh make up the main body of the laborers. Being not quite as clever as the Arbin, nor as powerful as the Klystel, the Pluceh represent the middle ground for the Herd as a whole. If there were a single trait distinctive to the Pluceh, it would be their stamina. Long hours of hard labor ("These humanoid slaves are too puny!") have more than prepared them for the long run. The coloration of the Pluceh is the most varied; it is even spotted, splotched, and painted. Pluceh take pride in their expansive variations of color.

Pen Do: The last breed is the Pen Do. They are smaller in stature than their brethren, being close to human height, but possessed of almost boundless energy. Most sentients find it difficult to be near these hyperactives for any great length of time because of their irrepressible need to be going somewhere or doing something all the time. The Pen Do lean strongly toward the coloration of the Pluceh, though it is rare for them to be spotted. In a truly odd twist, Pen Do seem to take pride in their accomplishments instead of their appearance.

As a recent addition to the world of T'nah, their isolationist attitudes and their distinctive appearance, the Loshad do not allow others into their culture.

We know fear like the Myrshal know bathing.

—Brun Longshanks, Bushwalker

Loshad Race					
Attributes		**Arbin**	**Klystel**	**Pluceh**	**Pen Do**
Flesh	Strength	D8	D20	D10	D8
	Dexterity	D8	D6	D8	D8
	Stamina	D8	D12	D10	D8
Mind	Intellect	D6	D4	D6	D6
	Perception	D8	D6	D6	D6
	Sanity	D6	D6	D6	D4
Will	Charisma	D8	D4	D6	D6
	Insight	D6	D6	D6	D6
	Resolve	D6	D6	D6	D4
Qualities		Hooved	Hooved	Hooved	Hooved
		Vanity (D6)	Vanity (D6)	Vanity (D6)	—
Quality Dice		—	—	—	4D4
Quality Points		+2	+2	+2	+2
Detriments		Pride	Pride	Pride	Unstable



We came to this place, we know not how. Our bodies formed of this foreign soil. Our spirits are pure and this gives strength to our sand. Through fire and blood, we keep our spirits pure for The Return.

—Opening litany for Equin council meetings

Myrlihk

The Myrlihk are a matriarchal race of furred, feline-like beings. There is wide variation of form and function within the Myrlihk, who refer to the three major subsets as 'branches' of their 'pride.' Though interbreeding can and does occur it tends to produce offspring of either one or the other of its branch, though a sterile crossbreed is occasionally expressed.

As a whole, Myrlihk are taller than the average human, though more lithe. Their bodies are catlike from the human perspective—furred, retractable claws, and a feline facial structure with sharp, thin, pointed teeth. The average Myrlihk stands approximately 1.8 meters in height, but weighs in at a mere 70 kilos. Their trim bodies, however, are powerful. Their musculature is dense and efficient, making them formidable when evenly matched for weight.

Myrlihk are wild, emotional creatures, expressing their emotions in passionate displays that vary from minor tail-twitches and gleaming eyes to screaming roars. An attentive observer should never have to wonder about the emotional state of a Myrlihk.

Each of the three branches of the pride has its own definitive appearance, lineage, and cultural queues. It is almost as if the Myrlihk are not a single race. Each branch of the pride is as separate and distinct as the races of T'nahran humanity that have developed from the old human stock of Earth. Though they seem to share a common ancestor, each branch is a unique expression of their particular genetics.

Their pecking order is as follows:

Osov: These are stately, royal, lion-esque—they are the rulers of the pride. Their short fur is light tan with little variation. They appear diminutive compared to others of their kind—especially the Voheen. It is in their carriage and demeanor that their stateliness is evident. The males have huge, flowing manes of hair around their head and necks. Osov are known for strategic and tactical expertise, and their ability to command a group instinctively.

Voheen: Brightly colored in garish stripes, these are the largest of the Myrlihk. Their tiger-like appearance enhances an already fierce attitude. The Voheen make up the bulk of the Myrlihk military. They are cold, calculating, methodical strategists. They tend to be loners. Though excellent at fighting and hand-to-hand combat, they lack much in the arena of tactics—preferring the 'scream and leap' philosophy.

Oseek: Smaller than the Osov, the Oseek are typically tan, spotted or black in coloration. This leopard- and panther-esque appearance enhances their tendency to remain in shadow until they choose—they prefer to wait patiently for their prey, and then leap at it in a sudden flurry of claws, teeth, blood and death. They are slim, lithe, swift, and nearly silent runners. Ever vigilant, the Oseek are keenly aware of everything around them. What they lack in size and lineage, they make up for in cunning.

Myrlihk Race				
Attributes		Osov	Voheen	Oseek
Flesh	Strength	D8	D12	D6
	Dexterity	D8	D6	D8
	Stamina	D8	D10	D6
Mind	Intellect	D6	D4	D6
	Perception	D8	D8	D8
	Sanity	D6	D6	D6
Will	Charisma	D6	D4	D6
	Insight	D4	D4	D6
	Resolve	D4	D4	D6
Qualities		Claws	Claws	Claws
		Vanity (D6)	Vanity (D6)	Vanity (D6)
Quality Dice		D4	D4	D4
Quality Points		+2	+2	+2
Detriments		Conceit	Conceit	Conceit



The Myrlihk Song of Union

Different peoples, different faces,
hearts the same, yet different races.

Osov, the leaders, true and proud,
flowing mane, roaring loud.

Voheen, the warriors, fierce and cold,
stripes aglow, ever bold.

Oseek, the shadows, swift and still,
spots hidden, silent kill.

Bone and sinew, tooth and claw,
mane and stripe and spot and paw.

All as one, deep inside,
in our wildness, see our pride.



CULTURAL HERITAGE

The Cultural heritage of your character is a mixture of the traditions, mores, and philosophies prevalent in the society where they were raised until about the age of 10 or 12 years. This is the first training they receive—including language, music, literature, customs, mindset, etc. Modern psychology calls these the 'formative years' of development.

Give me a child until he is ten, and he will be mine for life.
—Socrates

Train up a child in the way he should go, and when he is old, he shall not depart from it. *—Proverbs 22:6*

This is a significant time in your character's life and should not be treated casually; it will serve to define the basis for their psyche.

An additional die is provided for each Attribute from this period. Basic skills favored by the culture are also provided at a beginning level. These will be the cultural emphases, pastimes, and skills necessary for survival within the culture. Basic language skills and cultural Qualities are also supplied.

The Qualities that are provided through Cultural heritage represent specific perspectives ingrained into anyone—regardless of race—who grows up in that culture. Cultures are typically regional and these Qualities represent the type of environment where the culture is based.

Your character's initial Socio-Economic Category is also determined here. Most characters will be from the broad field of servant—the working class—though some may be from higher or lower categories. Remember, however, this is only the base, and can be changed through choices of occupation or Qualities.

Beginning characters receive 10 skill levels for listed skill for their chosen culture—unless otherwise indicated by a different number in parenthesis.

Aij'ak

Typical Race: Suv'ik and Rolen

Composed primarily of Suv'ik, the Aij'ak culture is centered around the raising and training of their Drachen mounts, which they treat as exceptional steeds. Warriors at heart from their origin with the Ch'ak culture, they are still focused upon martial structures. Only the most worthy are allowed to raise and train the Drachen.

STR: D6	**DEX:** D6	**STA:** D4
INT: D6	**PER:** D6	**SAN:** D6
CHA: D8	**INS:** D8	**RES:** D8

Qualities: Alertness (D6+2), D4

Languages: Kharne (50), Ebo (10), and Rusarin (15)

Skills: Animal Handling, Crossbow, Mounted Archery, Mounted Melee, Observation, Ride Beast, Running, Thrust, and Weather

Survival: Mountain; **Etiquette:** Drachen; **SEC:** D6

Azili

Typical Race: Any

Less numerous than their counterparts, the Qyen, the Azili recruit aggressively. Since they have fewer missions, they receive fewer foundlings. The majority of their mundane monks tend to be the offspring of their missionaries. Because of this, they have the highest ratio of Rusahni to mundanes of any of the known sects. Like the Qyen, they only protect the common man from Maroc. How one mundane treats another mundane is all part of the natural order, and really none of their affair.

STR: D6	**DEX:** D8	**STA:** D6
INT: D4	**PER:** D6	**SAN:** D6
CHA: D6	**INS:** D8	**RES:** D8

Qualities: Qai-Ability D6+2, Qai Expressions (D6)

Languages: Rikkan (50), Equalan (25)

Skills: Biology, Domestics, First Aid, Horticulture, Meditation, Observation, Slash, Stealth, Thrust

Survival: Choose; **Etiquette:** Azili/Qyen; **SEC:** Publican (3)

Ch'ak

Typical Race: Suv'ik

Until recently, only Suv'ik could live as Ch'ak. The Ch'ak are focused entirely upon fighting, battle, and warfare, and require the service of another culture to provide its daily mundane necessities. To be Ch'ak is to be the most fierce and feared of all the warriors on T'nah.

STR: D8	**DEX:** D6	**STA:** D10
INT: D4	**PER:** D8	**SAN:** D6
CHA: D4	**INS:** D8	**RES:** D4

Qualities: Presence (Negative) (D4), Toughness (D6+2), and Aggression (D6+2)

Languages: Ebo(50), Trune (25)

Skills: Carousing, Geology, Kick, Leadership, Metallurgy, Punch, Slash, Thrust, Wrestling

Survival: Mountain; **Etiquette:** Ch'ak; **SEC:** Commoner (2)

Dry Denizen

Typical Race: Human

For several generations, the Dry Denizens have lived upon the surface of T'nah. They speak of their history living beneath the waves of the oceans, but few T'nahrans consider these wild tales to be more than legends. Dry Denizens seem to disdain hard work, and like to invent and use machines to make their lives easier.

STR: D6	**DEX:** D6	**STA:** D6
INT: D6	**PER:** D6	**SAN:** D6
CHA: D6	**INS:** D6	**RES:** D6

Qualities: Technology (D6), D4+2

Languages: Spanglish (50), Dihl(25)

Skills: Fishing, Horticulture, Irrigation, Jury-Rig, Literacy, Mathematics, Navigation, Sailing, Swimming

Survival: Coast; **Etiquette:** Denizen; **SEC:** D6

We walk through the dry places,
seeking rest, and find none.
—Culrain, Traveling Historian

Dusteen

Typical Race: Any

This is the primary culture that serves the needs of the Ch'ak. Originally, the Dusteen were their slaves, set free when the Ch'ak embraced the Yethites and became their protectors. This protection extends also to the Dusteen, though they are not regarded as holy, like the Yethites.

STR: D6	**DEX:** D6	**STA:** D8
INT: D6	**PER:** D8	**SAN:** D6
CHA: D6	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Ebo (50), Trune (25)

Skills: Cooking, Dodge, Domestics, Farming, Horticulture, Instinct, Irrigation, Observation, Unobtrusive

Survival: Mountain; **Etiquette:** Ch'ak; **SEC:** D6+2

They worship the drachen,
which gives power unto the beast...

—Ch'ak commentary on the Jaan

Dyevan

Typical Race: Ebon Syl

Composed primarily of the Ebon Syl, they are perhaps the most secretive of the cultures of T'nah. Living below ground in homes carved in bedrock, the Dyevan avoid exposure to the surface world. They dominate the Guilds. They are the power behind the throne. The only guild without strong Dyevan influence is the Grangers.

STR: D4	**DEX:** D8	**STA:** D4
INT: D8	**PER:** D8	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Gahl (50), Dihl (15), Rikkan (10)

Skills: Climbing, Geology, Guile, Insight, Melismatic Technique, Orientation, Singing, Stealth, Spelunking

Survival: Mountain; **Etiquette:** Kon'ahr; **SEC:** D6

Equin

Typical Race: Loshad

One of the strangest and most unusual of all the cultures, the Equin are comprised exclusively of Loshad—the horsemen. They are extremely tribal, yet united on any front, which would threaten them as a whole. They are in a constant state of cold war with the Myrshal.

STR: D8	**DEX:** D6	**STA:** D8
INT: D6	**PER:** D4	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: Toughness (D6+2), D4

Languages: Arbanese (50), Prinr (25)

Skills: Dirty-Fighting, Enigmas, History, Intimidation, Kick, Logic, Oral Traditions, Running, Teaching

Survival: Plains; **Etiquette:** Equin; **SEC:** D6

The Guild

Typical Race: Ebon Syl

The Guild appears to be a loose-knit organization, but is actually a web of intrigue, deceit, backstabbing, manipulation, and greed. Dominated ruthlessly, though near invisibly, by the Trade Guild, this culture is influenced heavily by the values of the Dyevan culture. The Guild accepts any race within the culture, but only Dyevan will rise to the highest ranks.

STR: D4	**DEX:** D6	**STA:** D4
INT: D6	**PER:** D8	**SAN:** D4
CHA: D8	**INS:** D10	**RES:** D8

Qualities: 2D4+2

Languages: Dihl (50), Gahl (15), and Surrawl (10)

Skills: Appraise, Business, Drawing, Forgery, Instinct, Literacy, Mathematics, Persuasion, Rarities

Survival: Streetwise; **Etiquette:** Renizant; **SEC:** D8

Jaan

Typical Race: Rolen

A remarkably beautiful people, the Jaan are known for their tall, strong, striking physiques. The height of their culture and their rulers are the Drachenlords and the Valkyri. The Drachen of the Jaan are treated as equals, not merely steeds. The Jaan and Aij'ak were once united and friendly with the Ch'ak, but have been in a state of hostility, if not open war, with the Ch'ak for millennia. Were it not for their Drachen, the Ch'ak would have conquered the Jaan in the distant past. This is a constant annoyance to the Ch'ak—and a point of pride to the Jaan.

STR: D6	**DEX:** D6	**STA:** D4
INT: D6	**PER:** D8	**SAN:** D4
CHA: D6	**INS:** D8	**RES:** D10

Qualities: Direction (D6+2), D4

Languages: Rusarin (50), Khorne (15), Ebo (10)

Skills: Animal Handling, Archery, Mounted Archery, Mounted Melee, Observation, Ride Beast, Sling, Thrust, Weather

Survival: Mountain; **Etiquette:** Drachen; **SEC:** D6

Kel

Typical Race: Rolen

Perhaps the most hospitable culture on the face of T'nah, the Kel are openly kind and generous. They revere strength and hard work as well as a mind focused upon developing the future. The Kel would prefer to build upon the past, rather than resurrect it from the ashes. They tend to avoid conflict and will be more likely to hire protectors than to mount their own forces. The Kel have spawned two subcultures known as the Kheem and the Rahn.

STR: D6	**DEX:** D6	**STA:** D8
INT: D6	**PER:** D6	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: Self-Control (D6+2), D4

Languages: Rikkan (50), Dihl(25)

Skills: Animal Handling, Carpentry (20), Cooking, Jury-Rig, Horticulture, Lifting, Masonry, Mechanic, Ride Beast

Survival: —; **Etiquette:** Kel; **SEC:** D4+2

Kheem

Typical Race: Rolen and Halfbreeds

The Kheem are the antithesis of the Kel. They are fun loving entertainers who focus upon enjoying life and sharing that with others. Though secretive about their ways, they are open with their performances. All forms of entertainment are the purview of the Kheem, who have little other interest than to enjoy life and entertain others—for an orb, of course!

STR: D6	**DEX:** D6	**STA:** D6
INT: D6	**PER:** D6	**SAN:** D8
CHA: D8	**INS:** D8	**RES:** D4

Qualities: Demeanor (D6+2), Appearance (D6+2)

Languages: Rikkan (50), Dihl (15), Equalan (10)

Skills: Acting (20), Gossip, Guile, Innuendo, Instinct, Misinformation, Persuasion, Psychology, Unobtrusive

Survival: —; **Etiquette:** Kel; **SEC:** D4+2



Welcome to the Kheem house...
What's your pleasure?

Rahn

Typical Race: Rolen and Halfbreeds

Migrant workers with wanderlust, the Rahn roam for work. They are not secretive, but keep to themselves. They are the definitive loners—seeming to only accept their own company. While they will often travel in groups, there is no loyalty to the group. If an individual takes work, the group moves on without them, and neither will mourn the loss.

STR: D6	**DEX:** D8	**STA:** D8
INT: D6	**PER:** D6	**SAN:** D6
CHA: D6	**INS:** D6	**RES:** D6

Qualities: Toughness (D6), D4+2

Languages: Rikkan (50), Dihl (15), Ebo (10)

Skills: Acting, Bemuse, Carpentry, Herbalism, Horticulture, Instinct, Jury Rig (20), Masonry, Mechanic

Survival: —; **Etiquette:** Kel; **SEC:** D4+2

Kon'ahr

Typical Race: Andw'ahr

Beneath the mountains and digging through the heart of T'nah, the Kon'ahr are most at home with a roof of stone over their heads. For many years they were in charge of the Mining Guild. Recently, however, the Dyevan have assumed control of these mines. The Kon'ahr have been relegated low ranking roles. Due to their strong cultural motivation to work, they have not yet realized they are becoming enslaved to the Guild. Almost exclusively Andw'ahr, they are accepting of other races, so long as they work hard.

STR: D8	**DEX:** D8	**STA:** D10
INT: D6	**PER:** D6	**SAN:** D4
CHA: D4	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Ghal (50), Dihl (15), Rikkan (10)

Skills: Climbing, Crossbow, Geology, Lifting, Mining, Observation, Orientation, Sculpting, Spelunking

Survival: Mountain; **Etiquette:** Kon'ahr; **SEC:** D4+2

Myrshal

Typical Race: Myrlihk

Catlike and distant, the Myrshal are comprised exclusively of Myrlihk females. Only one male is allowed to live in the Myrshal cities—he is little more than a figurehead for their queen. Males are banished to live on their own. (Male characters are still raised within the Myrshal culture, only ejected upon reaching sexual maturity.) There is a constant state of suspended hostility between the Myrshal and the Equin—though both sides often take targets of opportunity.

STR: D6	**DEX:** D6	**STA:** D6
INT: D6	**PER:** D8	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: Nimbleness (D6+2), Reaction (D6+2)

Languages: Prinr (50), Arabanese (25)

Skills: Camouflage, Disguise, Domestics, Fashion, Guile, Hide, Instinct, Observation, Stealth

Survival: Forest; **Etiquette:** Myrshal; **SEC:** D6

Noma

Typical Race: Numid

All Noma are Numid. They are the bastard stepchildren of the Renizant Empire, and the reason the empire fell. They are avaricious, lascivious, and hedonistic. Little love is lost between the Renizant and the Noma. Though they cannot be held completely to blame for the fall of the Empire to their care, they nonetheless were in charge when the Trade Guild raped the Empire to death. The Noma consider themselves superior to all others, and treat them as little more than slave labor.

STR: D6	**DEX:** D8	**STA:** D8
INT: D6	**PER:** D10	**SAN:** D6
CHA: D4	**INS:** D6	**RES:** D4

Qualities: Empathic Effect (D4-2), Empathic Influence (D6), D4+2

Languages: Dihl (50), Surrawl (25)

Skills: Body Language, Bribery, Deceit, Guile, Instinct, Lurking, Observation, Negotiation, Unobtrusive

Survival: Desert; **Etiquette:** Renizant; **SEC:** D6-2

Qyen

Typical Race: Any

The Qyen are unique amongst the Rusahni sects. Many of their members began life as foundlings. These foundlings are considered the true epitome of the Qyen, for they have not been tainted by the outside influences of other cultures. Whether they can touch Qai or not, they are still accepted, and sent out as watchers and agents to gather information. They are the keepers of justice within the wasteland; where no law exists, they establish order.

STR: D6	**DEX:** D6	**STA:** D8
INT: D4	**PER:** D6	**SAN:** D6
CHA: D6	**INS:** D8	**RES:** D8

Qualities: Qai Ability (D6+2), Qai Expressions (D6)

Languages: Rikkan, Equalan

Skills: Biology, Domestics, First Aid, Horticulture, Meditation, Observation, Slash, Stealth, Thrust

Survival: Choose; **Etiquette:** Azili/Qyen; **SEC:** 3

Renizant

Typical Race: Numid

Noble, intellectual and proud, the Renizant would have the world believe they were the shepherds and the teachers who brought civilization to the barbarians. The truth, however, is often hard for even the most realistic Renizant to face—they were lazy, selfishly devoted to gaining knowledge, and negligent in the task of guiding the Empire that they created. Few true Renizant remain—and they are ensconced in the cities, retaining as much power as possible. Almost exclusively Numid, the Renizant tend to relegate others into substrata of humanity.

STR: D4	**DEX:** D8	**STA:** D4
INT: D8	**PER:** D6	**SAN:** D8
CHA: D8	**INS:** D6	**RES:** D6

Qualities: Empathic Influence (D6), D4+2

Languages: Surrawl (50), Dihl (25)

Skills: Bluff, Diplomacy, Guile, Instinct, Leadership, Logic, Negotiation, Persuasion, Politics (Renz)

Survival: Desert; **Etiquette:** Renizant; **SEC:** D6

Shnahn

Typical Race: Numid and Halfbreeds

Originally the Shnahn were sent out as emissaries of the Renizant Empire to regain lost territory through generation-spanning education. They have since seen the error of these ways and are seeking to correct the mistakes of the past. They are the teachers of T'nah, using the shepherding of animals as a paradigm to guide other cultures. They accept any race in their culture, though they are still nearly exclusively Numid.

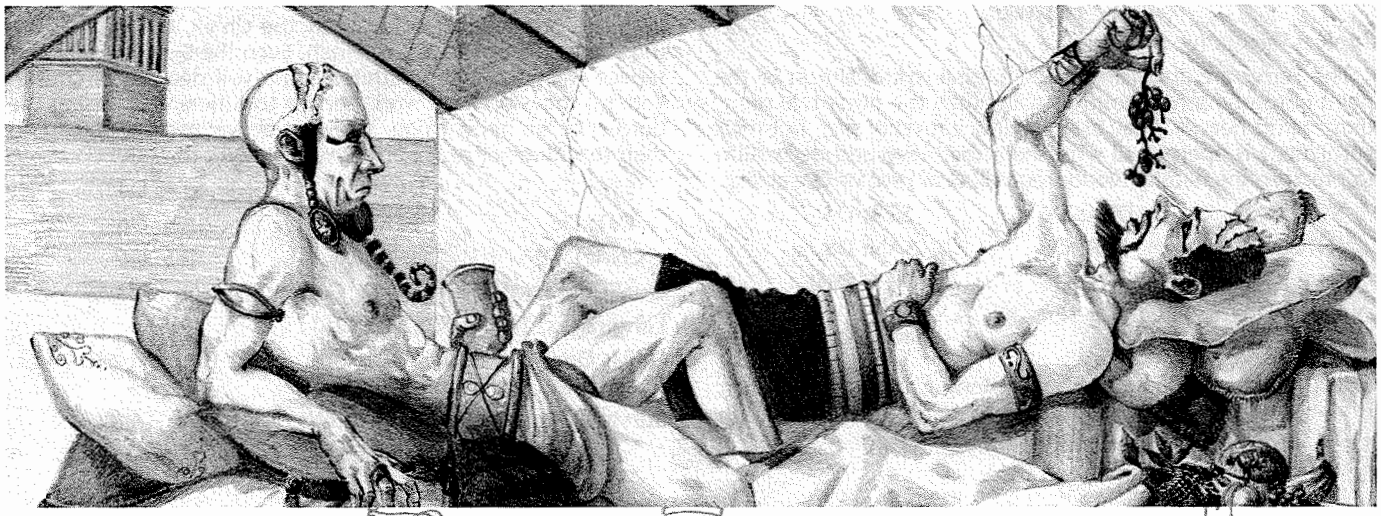
STR: D4	**DEX:** D6	**STA:** D4
INT: D10	**PER:** D8	**SAN:** D6
CHA: D6	**INS:** D6	**RES:** D8

Qualities: Communication (D6+2), D4

Languages: Surrawl (50), Rikkan (15), Dihl (10)

Skills: Animal Handling, Animal Husbandry, Observation, Ride Beast, Sling, Staff, Story Telling, Teamster, Tracking

Survival: Desert; **Etiquette:** Renizant; **SEC:** D4+2



Skulae

Typical Race: Syl and Halfbreeds

Wandering where others fear to tread, living where others die, the Skulae are the soul of the wasteland. The concept of family is foreign to the Skulae, who are far more open with relationships. Skulae wander and travel, seldom with the same group for more than a few years, unwilling to remain in one place for very long. They are ideal as guides, caravaners, and scouts into and through the wasteland. Comprised primarily of Syl, the Skulae consider diversity to be exotic and desired.

STR: D4	**DEX:** D8	**STA:** D8
INT: D4	**PER:** D10	**SAN:** D6
CHA: D4	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Danaic (50), Rikkan (15), Dihl (10)

Skills: Animal Handling, Animal Husbandry, Dodge, Domestics, Leatherwork, Observation, Ride Beast, Tanning, Teamster

Survival: Desert; **Etiquette:** Nomadic; **SEC:** D6

Sylvan

Typical Race: Syl

If the Skulae are the soul of the wasteland, the Sylvan are the heart of the woods—the cold, black, twisted heart of the woods. Forests are incredibly rare on T'nah, and the Sylvan seem to have found them all. They guard the forests religiously and fiercely. Referred to as 'steads,' the Sylvan are known to enslave or kill any others who discover their whereabouts. The only exceptions to this extreme protectiveness are the Qyen, who are welcomed and highly regarded. Sylvan are almost exclusively Syl—though a rare few may have other origins.

STR: D4	**DEX:** D8	**STA:** D6
INT: D6	**PER:** D8	**SAN:** D6
CHA: D6	**INS:** D8	**RES:** D6

Qualities: 2D4+2

Languages: Equalan (50), Rikkan (15), Dihl (10)

Skills: Archery, Camouflage, Carpentry, Hide, Music, Poetry, Story Telling, Singing, Tracking

Survival: Forest; **Etiquette:** Sylvan; **SEC:** D6+2

Temiz

Typical Race: Any

The Temiz are guardians of the natural world, almost to the point of martyrdom. Though smaller than the other two sects, they recruit heavily. They are primarily a rusahni sect, but their enrollment is open to all who share their love and dedication to preserve the natural world, regardless of race or Qai ability.

STR: D4	**DEX:** D6	**STA:** D4
INT: D6	**PER:** D8	**SAN:** D8
CHA: D6	**INS:** D6	**RES:** D10

Qualities: Qai Ability (D6), 1D4+2

Languages: Rikkan, Dihl

Skills: Animal Handling, Biology, Botany, Domestics, Ecology, First Aid, Horticulture, Herbalism, Observation

Survival: (Choose); **Etiquette:** (Choose); **SEC:** 0

Tv'ahr

Typical Race: Andw'ahr and Halfbreeds

Closely related to the Kon'ahr, but living on the surface and dedicated to agriculture, the Tv'ahr 'mine' the surface of T'nah. They farm, garden, plant, and harvest. Dedicated to their labors, these hard-working farmers release their energies in many feasts and festivals throughout the year. Almost exclusively Andw'ahr, they are no less friendly to any other race and accept others with open arms—as they hand them a plow and pull them into the fields.

STR: D8	**DEX:** D4	**STA:** D8
INT: D6	**PER:** D6	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Tchin (50), Rikkan (25)

Skills: Carving, Climbing, Farming, Horticulture, Irrigation, Lifting, Observation, Smithing, Weather

Survival: Plains; **Etiquette:** Tv'ahr; **SEC:** D6+1

Wet Denizen

Typical Race: Human

Only in the last few years have these people begun to surface. They bring with them much more recent tales of living beneath the ocean. They are often quiet, observant people. Wet Denizens nearly always have unusual or unique gadgetry. They have an attitude and demeanor of superiority toward other races and cultures—though they will pay lip service to local lords and barons.

STR: D6	**DEX:** D6	**STA:** D4
INT: D8	**PER:** D6	**SAN:** D8
CHA: D8	**INS:** D4	**RES:** D8

Qualities: Technology (D6+2), Alertness (D6+2)

Languages: Spanglish (50), Deutshan (25)

Skills: Biology, Computer Operation, History, Literacy, Mathematics, Observation, Pilot Boat, Search, Scavenging

Survival: Coast; **Etiquette:** Old Ways; **SEC:** D6-1

Yethite

Typical Race: Troog

The most peaceful, diplomatic, and trusted culture is the Yethite. They are as much a religion as a culture. Revered as holy and protected ferociously by the Ch'ak, the Yethites are thus tolerated by the rest of T'nah. Even the Dusteen will offer service willingly to the Yethites—who will decline, of course. Yethites focus on hard work, service to others, and easing the burden of life upon T'nah. They travel everywhere, spreading their teachings of peace and love wherever they go.

STR: D4	**DEX:** D8	**STA:** D4
INT: D6	**PER:** D8	**SAN:** D6
CHA: D10	**INS:** D6	**RES:** D6

Qualities: Aggression (D4-1), Communication (D6+2)

Languages: Trune (50), Ebo (25)

Skills: Dancing, Hide (20), Horticulture, Literacy, Mechanic, Observation, Philosophy, Sprinting

Survival: Forest; **Etiquette:** Yethite; **SEC:** N/A

SOCIO-ECONOMIC CATEGORY (SEC)

You may not choose the social category from which your character is born. Heredity makes that decision for you. However, if you are born of a higher station, you may choose to lower your standing. If this option is taken, you lose all the benefits of the higher category and gain the stigmas of the lower.

Altering your SEC typically occurs at the same point when you choose an apprenticeship. Until this point, you may enjoy whatever benefits the higher social station provides. Once the apprenticeship is chosen, however, your social standing is established.

Once your initial SEC has been determined through the choice of culture, apply the listed skill modifiers. Then select any occupation that has an SEC restriction equal to or lower than what you have rolled. The occupation SEC that is chosen will determine starting money later in the character generation process.

Example: *Ren rolls up a character with an SEC value of Publican (3). In selecting his initial occupation, he may choose any apprenticeship, which has a beginning SEC restriction of 3 or less. He selects the Hustler apprenticeship. The SEC value of Criminal (0) from the Hustler apprenticeship replaces his birth SEC of Publican (3).*

Do not use starting SEC for money calculations. Also, we encourage you to come up with a background story to explain how the former nobleman that your character was born became a footpad working for a gangster. It is the character story that is all-important in this situation.

Favors

If you select an occupation that has an SEC lower than that conferred through heredity, the difference may be used as favors. There are a total number a favors available equal to the value of your SEC. Once you have spent a number of favors equal to the value of the SEC, it is reduced to the next lower level. This continues until the birth SEC is equal to the occupation SEC. At that point, there are no more remaining favors.

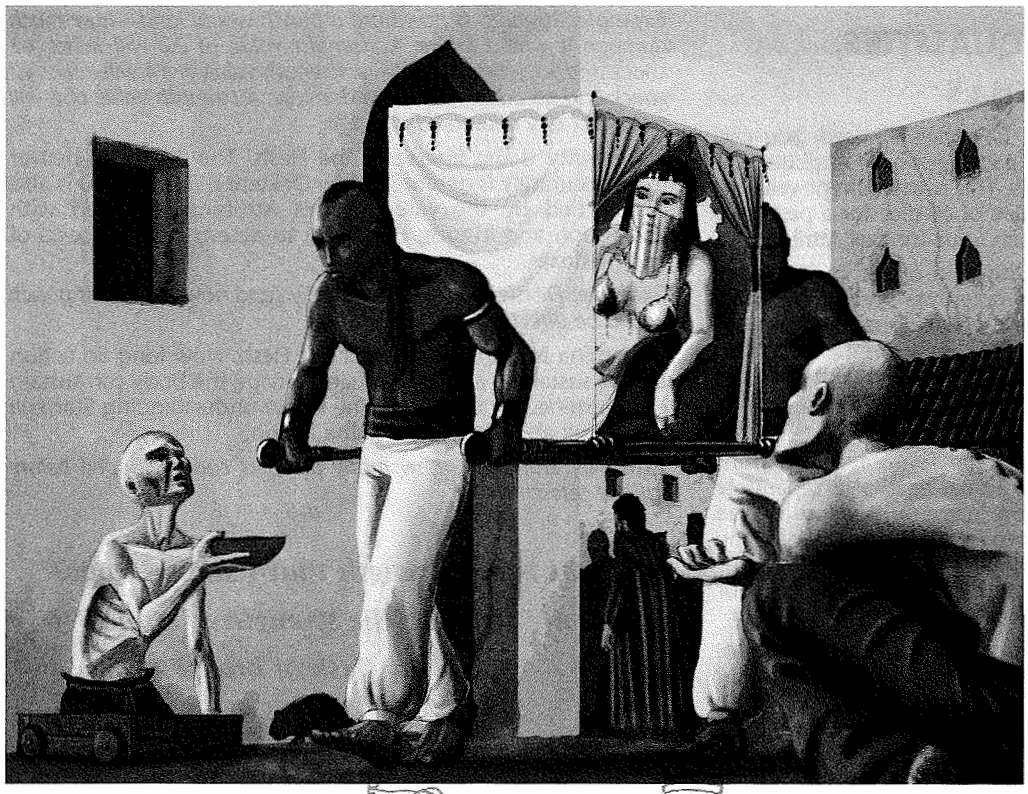
Favors may continue to be used, but when the value is dropped below the level required by the occupation entry requirements, you are forced into demotion. Demoted characters may face criminal prosecution—which may require them to use further favors.

Social Standing

Social standing is a fickle thing. It can change with the winds. One thing is true—the higher you are when you fall, the harder and farther that fall tends to be. Royalty ousted from their thrones will invariably fall straight to criminal status. This may not affect your actual occupation; it is only a change in your SEC. Typically, royalty will have contacts in other nations who will come to their aid—but in their own territory, they are persona non grata. If they remain in their homeland, they would either be imprisoned, executed, or lead a resistance cadre against the ruling powers.

Socio-Economic Category (SEC) Quality

The culture wherein you begin your life provides the base for the SEC Quality. This quality provides no bonus Quality points if you choose to take a lower station. If your character is of a different race than the typical race of the culture, apply a –1 modifier to this roll. If your chosen race is the typical race of a culture with which your chosen culture is at war, you are automatically a slave. You may buy higher SEC with Quality points in exactly the same way as other Qualities.



If you have chosen a culture that does not keep slaves, yet have rolled a slave SEC, then you are at the lowest rung of the social ladder. In fact, the social ladder is probably sitting squarely on your foot. You could be a criminal, indentured servant, or even indebted so deeply that the only possible hope is to strike out into the vicious and dangerous world to seek fortune.

Hmm...now there's a thought!

Just be sure that you remember to go back and pay your debts. Those kinds of things have a nasty tendency to show their ugly face later on in the campaign.

(Are you paying attention to this, Bard?)

Social standing provides the character with a basic package of backgrounds.

1-2 **Slave (0): Indentured Servant, Common Criminal**
Gossip or Streetwise +15SV, Etiquette +15SV, Unobtrusive +7SV, 30 skill levels in languages

3-5 **Servant (1): Liberated Slave, Blue Collar, Nobody**
Gossip +7SV, Streetwise +7SV, Etiquette +7SV, Domestics +15SV

6-7 **Commoner (2): Vassal, Serf, Anonymous**
Shopping +15SV, Domestics +7SV, Etiquette +7SV, Ciphering +7SV

8 **Publican(3): Courtier, Unknown**
Mathematics +7SV, Gossip +7SV, Literacy +7SV, Etiquette +15, SV 30 skill levels in languages

9 **Patrician(4): Merchant, Known**
Fashion +7SV, Music +7SV, High Culture +7SV, Etiquette +15SV, 40 skill levels in languages or Literacy

10 **Noble(5): Hero, Merchant Prince, Famous/Infamous**
Fashion +15SV, High Culture +15SV, Dancing +7SV, 50 skill levels in languages, Etiquette, Politics or Literacy

(For convenience, this information is repeated in the Qualities section.)

SEC: Quid, Savings, and Contacts

0 No quid; 3 former slave contacts, 2 street contacts

1 1D10+3 in purse, 3 street contacts

2 2D10+5 in purse, 4 contacts each owe you 2D10

3 8D10+12 in purse, 3 contacts, 1 owes you 3D10

4 8D10+12 in purse, 5 contacts, all owe you 3D10

5 5D100+100 in accounts, 4D10 in purse, 10 contacts

ATTRIBUTES, QUALITIES, AND SKILLS

Once all stages of development have been passed, you can begin to quantify the character on paper. For each Attribute, roll the three dice and add their totals. This is the current value of your Attributes. The maximum value of all dice for a particular Attribute is the character's maximum value for that Attribute.

Due to the random nature of this kind of Attribute assignment, we would like to make a recommendation: Ask your Bard if you can roll three times for each Attribute, and use the best of the three. This will help your character to be a little better than random chance, while still allowing for the randomness of reality. Remember, however, that the Bard is the final arbiter.

Skills are determined by adding the levels received from each field of development. Write down each skill separately on the character sheet; record the name and value for the controlling Attribute. Add these two numbers together for the Base SV (SV) for each skill. If a Quality modifies the SV, also make note of those changes. Be sure to leave room on your character sheet for notes and details.

Qualities should be recorded in their appropriate location. Any modifiers they provide should be applied as the quality reads. Qualities sometimes provide conditional effects, so be sure to note the trigger events and the details of the effect.

Derived Attributes (Consciousness, Fatigue, Reflexes, Size) are calculated according to mathematical formulae. See the section on Attributes for details of the formulae. Make these calculations after applying changes due to Qualities, as they may have some bearing on the value.

ATTRIBUTES

The Attributes of the character are broken into three main categories, which, in turn, are broken in to three specific functions of that category. There is the Flesh, the Mind, and the Will. The quantity and diversity of these categories is expressed as the force, finesse, and endurance of each category.

Attributes change value over the life of the character, rising and falling as your world shapes and molds you to suit your experiences. However, in general terms, when an Attribute is lowered, it is from some form of injury—whether owing to age, or actual damage. It is also generally true that an increase in an Attribute is due to development—whether through growth and maturity, or continued practice.

Flesh

How you interact with the physical world and whatever affects your physical form is defined by these values.

Strength is the ability of the Flesh to exert a force against the outside world. How much you can lift and how far you can jump is defined by this value. The Strength value can also be used to determine the force of a physical attack.

The amount of additional damage you inflict in a hand-to-hand or melee battle is as follows:

Shock = Strength divided by 7

Lethal = Strength divided by 20

Example: *Strength is how hard a punch would land—how much damage it would inflict. A strength value of 22 will inflict +3 shock and +1 lethal damage. A strength value of 14 will inflict +2 shock and no additional lethal damage. A strength value of 6 will not inflict any additional damage.*

Dexterity is the finesse of the Flesh. The ability to deliver force accurately is determined by Dexterity. Basic speed is also determined by the value of this Attribute. Coupled with Perception and Insight, this helps to determine the speed of your Reflexes.

Example: *Dexterity is how accurately (and how quickly) a punch would be directed.*

Stamina is the endurance of the Flesh. How long an action can be sustained and how much damage the body can sustain is determined by this value. The key to understanding Stamina is to think about duration of the action.

Example: *Stamina is how many punches can be landed before fatigue sets in.*

What is my strength that I should hope?

Is my strength the strength of stones?

Or is my flesh of brass?

—Joab, Yethite Prophet

Mind

How capably you think, and how well you perceive the world around you—processing the information about your surroundings—is defined by these values.

Intellect is the force of the Mind, the raw computing power and seat of intellectual knowledge. How much you know and understand about the world around you is determined by this value.

Example: *Knowing that the sound of a thunderous roar is a jet engine is a function of Intellect.*

Perception is the finesse of the Mind. Your basic awareness of your surroundings and the speed of processing your thoughts are determined by Perception. Coupled with Dexterity and Insight, this helps to determine the speed of your reflexes.

Example: *Hearing the thunderous roar and processing that it is not a naturally occurring sound for the surroundings is a function of Perception.*

Sanity is the endurance of the Mind. It is the ability of the Mind to remain vibrant in the face of an onslaught of mental attack. This can be a shock to the sensibilities of your mind (perhaps seeing a gruesome scene) or upon the shocking experience of fear.

Example: *Never having heard a jet engine, a primitive man would immediately face the fear of something beyond his experience and may struggle with his sanity.*

Will

How solidly you are rooted within your own understanding of the world and how much confidence you possess is a function of your Will. This is your spirit, personality, and ability to function in a social situation.

Charisma is the force of the Will. It is the means by which you will interact with other entities in the world around you. Although it can be influenced and increased with certain other additions (e.g. physical beauty, a harsh appearance, a soothing voice), these are merely bonuses to the raw force of your Will.

Example: *This is the force of the attack that a guard must resist when you attempt to bluster your way through a guarded entrance.*

Insight is the finesse of the Will, your decision-making aspect. This is your judgment and wisdom. It is how well you process your perceptions of other entities and direct your will to interact with them. Coupled with Perception and Dexterity, this helps to determine the speed of your reflexes.

Example: *Knowing how to direct your Charismatic appeal against the guard is a function of Insight.*

Resolve is the endurance of the Will. It could just as rightly be called 'willpower.' This is the raw ability of the Will to maintain a course of action under the attack (or temptation) to change course.

Example: *When the guard challenges back, it is the Resolve that stands firm, forcing you not to break into a run.*

I can afford to be reasonable...
because I'm right.

—Djeff Alhahn, Dry Denizen Caregiver

Special Attributes

Special Attributes are those that are not determined by choosing a die size or making a roll. Rather, they are derived from existing values.

Consciousness is used to make rolls against falling unconscious due to trauma. This trauma is not limited to the physical, but can also include mental attack or a challenge to the will. Consciousness is calculated as the sum of Stamina, Sanity, and Resolve.

Consciousness = (Stamina + Sanity + Resolve)

Consciousness serves several purposes:

Shock: Each time your character receives a stunning attack, Consciousness is reduced by that amount. When the number reaches zero or below, the character falls unconscious. Shock damage will rise and fall rapidly during combat. Each combat turn without additional physical or shock damage to your character restores one point of Consciousness.

Fatigue: Fatigue is how tired your character is. A fully rested character has a full Consciousness rating. As your character performs more activity, fatigue increases. This is indicated by reducing Consciousness. While Shock damage is recovered quickly, fatigue requires resting. The best rest is sleep. Because Shock and Fatigue are restored differently, it is best to record them differently as they are sustained. We suggest using a slash ("/") to record shock and an "X" to record fatigue.

Blood: It represents the total amount of blood loss your character can sustain before unconsciousness. Your character has a total blood capacity equal to his Consciousness attribute.

Blood Capacity = Consciousness

Reflexes is a measure of how quickly a character can respond to a stimulus. It is most often used for combat situations, but uses the awareness of all the character's faculties. Reflexes are calculated taking the average of Dexterity, Perception and Insight (round up).

Reflexes = (Dexterity + Perception + Insight) / 3 (round up)

Size: An abstract calculation based upon the size of the 'average human.' Whether this difference is in the form of stature or girth is entirely up to the player to decide within racial bounds. The value of a character's Size is not race or culture specific. This value will modify the weight and cost of worn items—such as clothing and armor—as well as the amount of food and water required to survive. It will also be a good means of determining how threatening an opponent appears to be. Size is expressed as a percentage. The formula is Strength plus Stamina, divided by Dexterity plus ten, rounding up. The value provides a multiplier to use in situations determined by Size.

Size = (Strength + Stamina) / (Dexterity + 10) (round up)

Example: *Marda the Syl thief has a Strength: 9, Dexterity: 18, Stamina: 10. (9 + 10) / (28) = .67 or 67%. This gives Marda a Size: 67%—providing Marda a 33% reduction in the cost and weight of worn items, and food/water requirements from those listed.*

Example: *Gronk the Ch'ak kril has a Strength: 19, Dexterity: 15, Stamina: 24. (19 + 24 / 25 = 1.72 or 172%. This gives Gronk a Size: 172% requiring from Gronk an extra 72% in the cost and weight of worn items, and food/water requirements from those listed.*

QUALITIES

The Trinary System combines the concepts of Edges and Flaws into a single function called a Quality. Quality effects can be positive, negative, or both. They always have a positive numeric value. Even those Qualities that seem a disadvantage to the character will also have a positive value associated with them.

During character generation, a series of dice will be allocated to the generation of specific Qualities. These dice may be used in any combination to roll on any list chosen by the player. There are stipulations:

1) No more than three dice may be used for a single roll.

2) Only one quality may be taken from a single list.

3) Any value rolled over 10 is lost.

Example: *Ren chooses to roll on the Attention list of Qualities. His character has 3D6 and 1D4 in quality dice with 2 points in his quality point pool. Ren decides to throw 1D6 and 1D4. The dice are rolled and the results are 4 and 3 Respectively—totaling 7. Ren's character receives the quality 'Hair Trigger' and all the associated benefits.*

In addition to allocated dice, additional Quality points may be assigned. Quality points are used to modify the rolls of the quality dice to help facilitate a particularly desired result. Quality points may not be spent directly on a quality in a list unless the character has no remaining quality dice. They are primarily used as a bonus to a die roll.

Example: *Ren was hoping for the result of Focused in the above example. That quality level is 2 points more than his roll. Ren chooses to spend his 2 Quality points as a bonus to his roll, increasing the roll from 7 (Hair Trigger) to 9 (Focused). He now has the quality that he wants for his character and its total cost was 1D6, 1D4, and 2 Quality points.*

Taking a deliberate negative to the Quality die roll can generate extra Quality points. This is usually done after the Quality dice are rolled. Roll the die (or dice), determine the result, choose to take a negative, reduce the roll by the negative value, and add the Quality points to your character's pool for the next rolls.

Aside from Qualities, there are separate factors called Detriments. Detriments are also listed with a positive value—but that value is the number of additional Quality points provided to the character for taking the detriment. It is also possible through game-play to acquire a Quality, Asset, or Detriment.

Detriments are exactly what they sound like. They are significant disadvantages. The point values for the Detriments are listed with a plus sign beside them. This is to indicate that the points for the Detriment are provided to the character's quality point pool. Detriments acquired during play do not provide this benefit, only during character generation. If your character loses an arm, acquires a mental illness, or becomes cursed during play, that's part of the hazards of adventuring!

Example: *Ren decides to provide a little flavor to his character to make him unique. He chooses that the character has lost his hand during some part of his life. This Detriment provides Ren with a bonus of 2 Quality points for his pool.*

Assets are exactly what they sound like. They are an advantage to the character. They are considered a type of Quality and are purchased with Quality points. You may not take an Asset that cancels out or otherwise negates any aspect of a Quality or Detriment already possessed.

Extra Quality points may be spent on Assets, which are not constrained by the restrictions noted for Qualities. For one thing, dice may not be thrown to generate Assets. Any Quality level that the character can afford may be chosen. If a quality desired by the player is contained in a list, he may choose to purchase it directly.

Example: *Ren decides that his character, even though it is not a Numid, has adapted a similar type of water caching system in his body. He chooses to purchase 'Water Caches' for 2 Quality points. Additionally, Ren desires to increase his Attributes. Spending his 4 remaining Quality points, he purchases an extra 1D4+3 to roll and distribute to his Attributes.*

The quality point pool only exists during character creation. Once game play has begun, the pool must be zeroed out. Few players deliberately sacrifice such important resources. One of the last things to do before adventuring the character is to spend these last remaining points on incidental Qualities, Assets or Detriments.

QUALITY LIST

Below is the list of Qualities, Assets, and Detriments.

Additional Attributes

You gain a number of additional points to your Attributes. Spend them as you see fit, in whichever Attributes you desire (as long as they do not exceed your character's Attribute maximum).

1 Add 1	6 Add 1D6+3
2 Add 2	7 Add 2D6
3 Add 1D4+1	8 Add 2D6+2
4 Add 1D4+3	9 Add 2D6+4
5 Add 1D6+1	10 Add 2D8+4

Additional Skills

You gain a number of additional points to your skills. Spend them in new skills or existing skills with the following restrictions:

No skill may exceed 50 skill levels.

No single skill may receive more than 10 of these points.

May exchange 15 skill levels from these points for Elemental Knowledges or Mahya. Qai Expressions may be purchased for 25 skill levels.

1 Add 2 skills at 5	6-7 Add 2D10+2 x 10
2 Add 1D4 x 5	8-9 Add 3D12+3 x 10
3 Add 1D6 x 10	10 Add 4D20+5 x 10
4-5 Add 1D8+1 x 10	

Aggression

This quality determines your overall attitude about fighting and violence.

1 Extreme Pacifism: You must make a Resolve check in order to be involved in any kind of violent act—even self-defense. This includes attempting to block or parry attacks. Even if you succeed, you lose one point of Sanity. If you kill, even accidentally, you lose 1D4+1 points of Sanity.

2 Mild Pacifism: You may defend yourself with Block or Parry but may make no aggressive actions. In order to act aggressively, you must pass a successful Consciousness check. If you kill you lose 2 points of Sanity.

3 Self Defense: You may defend yourself, including performing aggressive actions in that defense, but you are still unable to emotionally resolve killing. You may not initiate combat. You tend to avoid killing blows and will strike to incapacitate unless forced to make a killing blow. If you kill, you lose one point of Sanity.

4-5 Situational Aggression: You may attack and defend as the situation requires. You may only initiate combat if you are directly threatened with violence.

6-7 Violent: You enjoy a good fight and will look for an excuse to have a fight. You like to settle minor disputes with a fist fight where a few words could solve the problem just fine. In order to avoid fighting, you must make a successful roll versus Consciousness.

8-9 Blood Lust: You don't just enjoy fighting, you enjoy making other people hurt. You aren't happy unless you have violently proven you can best anyone. In combat, you must make a Consciousness check in order to avoid killing blows.

10 Blood Thirsty: You are looking not only to injure or hurt others, you want to kill. Every stressful situation requires a successful Consciousness check or you will fly into a rage and try to kill. In combat situations, you may not make anything less than an all-out-attack. You receive a permanent +12 to all offensive actions and –12 to all defensive actions.



Some people would say that Hasim has a problem with aggression...

Alertness

The bonuses listed apply to the Observation skill (unless otherwise indicated) when testing whether you have noticed something in your immediate surroundings—whether accidental or deliberately searching.

1 Impaired senses (All): Provides a decrease of –12SV and –2ED.

2 Loss of one sense: Provides a decrease of –25SV and –3ED when using one sense—pick one.

3 Impaired Sense (One): Provides a decrease of –7SV and –1ED to one sense.

4-6 Keen Senses: Provides an increase of +1ED.

7-8 Acute Alertness: Provides an overall increase of +12 SV and +1ED. Provides an additional +1ED when searching for something specifically stated.

9 Hyper-Senses: Provides an overall increase of +18SV and +1ED. Also provides a +25SV to detect and ambush or premeditated surprise attacks.

10 Preternatural Senses: You receive the benefits of Hyper-Senses and also have a gut instinct about people. Add +1ED when sensing the mood or tone of a person or group nearby. Also provides the same benefit to notice the use of Ido nearby.

Ambidexterity

The ability to perform an action depends entirely upon how one has learned to use their hands. Most people have one dominant hand. A few have the ability, to varying degree, to use their hands interchangeably. Still others have birth defects or wounds from their youth that preclude the use of a hand.

Apply the modifiers listed whenever you attempt to use your off-hand for any purpose. Note that this does include shield blocks and 2nd weapon usage. There are no free water flasks on T'nah.

1 Withered Arm: You cannot use your off-hand at all. It is withered and shriveled, completely unusable. Some may be sickened by it. On a percentile roll of 10 or less, your withered arm is grotesque and deformed. You will receive a -2ED to all social rolls whenever others can see it.

2 Severe Offhandedness: You have an extremely dominant hand; it can be either left or right; roll your percentile dice. On a 75 or lower, your character is right handed. The other hand suffers a –33SV and –4ED. (Most of the world is right-hand dominant. Most tools, therefore, are made for the right hand. The Bard is free to impose a -1ED penalty on any tool you use if you are left-handed. Sorry, southpaws, it's a fact of life.)

3-4 Dominant Handedness: You have a normally dominant hand; it can be either left or right. Pick one. The other hand suffers a –18SV and –2ED. (Note that if you pick the left hand, you can possibly suffer the above penalty of -1ED for right-hand oriented tools.)

5-6 Partial Ambidexterity: You are naturally better with your offhand than most. Pick an offhand, you have a –7SV and –1ED with that hand. (Note that if you pick the right hand as your off-hand, you can possibly suffer the penalties in #2 above for using right-hand oriented tools.)

7-8 Trained Ambidexterity: You have trained yourself to be somewhat ambidextrous. Your offhand suffers a –3SV. (You are not affected by penalties associated with using tools designed for your off-hand. You switch hands and take the -3SV—which is really negligible.)

9 Natural Ambidexterity: You have complete natural ambidexterity. There is no penalty for using either hand.

10 Monkey Boy!: You have natural ambidexterity, as above, and you can also use your feet with a similar grace. Writing, picking locks, sewing, etc., may all be done with the toes. Any advantages conferred to your hands through other Qualities (e.g. Deftness) apply equally to your feet. Due to biological constraints, however, you do suffer a -2ED when using your feet.

Appearance

Appearance is how you look in the eyes of others. Typically for first encounters, general attitudes, confrontational situations, and other social places where appearances could sway the opinions of others, the Bard is free to use these modifiers.

1 Hideous: You are so ugly that you elicit an emotional reaction when you are seen. -12SV and –1ED.

2 Ugly: You frighten young children. -7SV and –1ED.

3 Plain: You are the last one picked for a dance. -7SV

4 Fair: You are the second to last one picked for a dance. -3SV and +1ED

5 Decent: Some find you appealing, others will not. +3SV

6 Attractive: Many find you appealing to gaze upon. +7SV

7 Handsome/Pretty: Most people will find your appearance appealing. +7 SV and +1ED

8 Beautiful: Only the blind will not react favorably to you; the envious have the opposite reaction. +12SV and +1ED

9 Striking: You are so beautiful that you elicit an emotional reaction when you are seen. Envious people will not like you at all. +12SV and +2ED

10 Stunning: Those who find your gender attractive will run into poles, miss steps, and suddenly have the inability to speak when they see you. Envious people will hate you. +18SV and +3ED



Articulation

This is how much control you have over the joints of your entire body and the fluidity of motion. The more articulate your joints are, the more flexible and capable they are at performing various tasks.

1 Frozen Joints: Suffer –12SV and –2 ED to all Dexterity based tests.

2 Arthritic: Suffer –7SV and –1ED to all Dexterity based tests.

3 Stiff Joints: Each day that you awaken, make a test against double your Stamina. If you fail, you suffer a –1ED to all Dexterity based tests for that day.

4-5 Flexible: Gain a +3SV bonus to all Dexterity based tests.

6-7 Hyper Extension: Gain a +3SV and +1ED bonus to all Dexterity based tests.

8 Double Jointed: Gain the advantages of Hyper Extension with an additional +7SV to Escape or any other skill used to free oneself from entanglements.

9 Dislocation: You are able to pop joints in and out of their sockets at will. Gain all the advantage of Double Jointed, but increase the SV bonus for escaping entanglements to +12SV.

10 Contortionist: You can fold your body in ways that Ashik finds disturbing. You may fit yourself into incredibly confined spaces. You also gain all the advantages of Dislocation. Reduce your weight by 50% and your Strength may not exceed 12.

Awareness

The Quality of Awareness modifies how focused or disciplined you are in noticing your surroundings. Unless otherwise stated, all bonuses to SV and ED apply to the skill of Instinct.

1 Oblivious: –10 skill levels—thereby raising prerequisites to 20 skill levels. On the upside, you can't be surprised!

2 Unaware: –7SV and –1ED. You can only be surprised if you fail a Consciousness check.

3 Preoccupied: –3SV and –1ED.

4-5 Edgy: –3SV and +1ED and +7SV to detect an ambush.

6-7 Hair Trigger: +3SV and +1ED and +12SV to detect ambush.

8 Acute Awareness: +7SV and +1ED and may make an Instinct check to counter any surprising actions.

9 Focused Awareness: +12SV and +1ED and may make a Dodge roll against all surprising actions.

10 Sense Danger: As Focused Awareness, plus you are immune to all surprise. You also have a permanent +25 to your Reflexes for the first round of combat.

Communication

The quality of communication is focused on the social and verbal repartee between you and others. It is a mixture of communication and etiquette. Unless specified otherwise, all bonuses apply to language skills.

1 Mute: You cannot speak at all. Period. This can be either a psychological condition or a physical condition at the discretion of the player.

2 Stutter: You speak with a stutter. –7SV and –1ED to all Charisma based skills.

3 Slurred Speech: You slur when speaking. –1ED to all skills that involve the spoken word.

4 Dialect Talent: Within your own language, you may identify and imitate regional and SEC dialects like a native of that area.

5-6 Language Talent: You have a way with languages. +7SV to all languages.

7-8 Pleasant Voice: You have a pleasing voice. Gain Dialect Talent above and +7SV to any skill using the voice.

9 Linguist: Gain a skill level of 20 in Literacy. In addition, you learn any new language to skill level 10 for only 20 wisdom points. Further, the cost to advance a language is halved.

10 Cultural Adapter: Gain the Linguist quality and sound like a native in whatever languages have been learned, to a skill level of 40. The Etiquette skill does not require a specialization; you are fluent in the Etiquette of any culture within hours of encountering it. Any skills provided to multiple Etiquette skills (including Streetwise) may be distributed as you see fit.

Deftness

The quality of deftness affects the fine motor activity of your character. All bonuses to SV and ED apply to the following list of skills: Bowyer/Fletcher, Calligraphy, Carving, Drawing, Juggling, Knotwork, Painting, Pick Locks, Pick Pockets, Sculpting, Tailor.

If you receive a modification to SV, the skill must already be possessed. If you receive a modification to skill levels, this affects the actual learning of the skill.

1 Ham Fisted: Your character is an anomaly of science! He might as well have no fingers or thumbs! –10 skill levels—raising prerequisites to 20 skill levels.

2-3 All Thumbs: Every action looks ungainly and sometimes comical.–7SV but a skill level of 10 is still considered to have fulfilled any prerequisite requirements.

4-5 Deft Fingers: +3SV and +1ED.

6-7 Good Manual Dexterity: +7SV and +1ED.

8-9 Excellent Manual Dexterity: +7SV and +2ED.

10 Prestidigitation: +15 skill levels and +2 ED to listed skills.

Demeanor

This is how the rest of the world perceives you. In most circumstances it is accurate.

1 Insecure: You are pushy, overbearing, and consider compromise to be losing—even though others do not consider it a competition. For you, life is a power trip. You want to be in control but you recognize that you may not have what it takes to be in control, so you will pick on the weakest member of the group in order to assert yourself. You are insecure. To be accommodating requires a successful Consciousness check.

2 Bad Temper: You are irritable and easily annoyed. Any stress at all will tend to infuriate you. When you are irritated and annoyed, you suffer a –12SV to all Perception based skills.

3 Belligerent: You are obnoxiously stubborn and like to get your own way. Because you do not see the point or validity to that which others have suggested, you suffer a –7SV to all Charisma based skills.

4-5 Resolute: You are determined in nature and perceived by some as stubborn, however you will listen to what others have to say. You may not change your mind, but you will listen. Gain +1ED to Resolve based social skills, but suffer a –1ED to Charisma based Social skills.

6-7 Friendly: You are outgoing and personable. Gain +1ED to all social skills.

8-9 Compassionate: You are caring and openly concerned about the feelings, ideas and well being of others. Gain +2ED for all Insight based Social skills.

10 Charismatic: You are likeable and believable. People perceive that you 'feel their pain.' You gain +2ED for all Charisma based Social skills.

Direction

Some people know where they are no matter where they stand, and others get lost in their own backyard. How well you can sense your position in relation to the world around you is determined by this Quality. Unless otherwise noted, this Quality affects the following skills: Map Reading, Navigation, Cartography, Orientation, Geography, Blind Fighting, Spelunking,

1 No Sense: You get lost any time you are out of sight of familiar surroundings and have no concept of straight lines, maps, navigation, orientation, or any other means of finding your way back. You need a guide wherever you go. Suffer a –25SV to all the above skills. In addition, you suffer a –12SV to Swimming when underwater for more than 10 seconds.

2-3 Poor Sense: You can follow directions and use a map, but not very well. Suffer a –12SV to the above skills.

4-5 Good Sense: You are able to retrace your own steps easily and can use the above skills when you are in unfamiliar territory. You receive a +1ED to Orientation.

6-7 Sense North: You instinctively know which way is North—even when underground, underwater and on cloudy days. This provides you a +7SV and +1ED to the above skills.

8-9 Absolute Direction: You always know which way is up, which way is North, and anywhere you have traveled is ingrained upon your memory eidetically. You receive +12SV and +1ED to all the above skills.

10 Absolute Location: You instinctively know your precise location in relation to any place that you have consciously traveled. You will know distance and direction from your present position to any place you have previously visited. You also receive all the bonus of Absolute Direction.

Empathy

Empathy is a reflection of your character's ability to feel the emotions of others. Because your character can feel the emotional state of others, this conveys a certain advantage within the social realm. It can also, conversely, become the source of addiction to those with only minor ability to control the effects.

When determining the empathy of your character, you must roll on both charts for the effect and the influence of the empathy upon your character and anyone nearby. If you have only one die to roll, then you will roll on one chart and take the lowest value on the other.

Empathic Effect

Unless otherwise stated, the Empathic Effect influences all Charisma based skills.

1 Addicted: You must be around people all the time and you feel empty without them. You are a personality leech and suffer a –3ED to resist any Charisma based skills.

2-3 Dependency: You strongly prefer to be around people all the time and suffer a –2ED to resist all Charisma based skills.

4-5 Involuntary Chameleon: You are moved by the emotions of others but have some control over their effects. Suffer –1 ED to resist Charisma based skills, but gain a +3SV to each of them.

6-7 Understanding: You understand the emotional tides of the people around you. Receive a +3SV to all Charisma based skills and gain a +1ED to resist their effects.

8-9 Voluntary Chameleon: You not only understand the emotions of others, but have learned to manipulate them to your own ends. Receive a +7SV and +1ED to all Charisma based skills and +1 ED to resist their effects. Gain 10 skill levels of Cold Read.

10 Instinctive Empathy: You instinctively emote, providing a +7SV and +2ED to all Charisma based skills and a +2ED to resist their effects. Gain 15 skill levels of Cold Read. In addition, gain a +15SV to detect an ambush.

Empathic Influence

Empathic Influence determines the circle of people with whom your empathy carries its influence. The effect of your empathy (the modifiers provided in the previous chart) may only be used with the circle of people listed. Apply the bonuses only in the specific situations mentioned.

1 Own Family: You may use your Empathic Effect with anyone who is a direct blood relation (no closer than one generation).

2 Close Friends: You may use your Empathic Effect with anyone who is a close friend—this is typically defined as someone with whom you come into frequent or extended contact. In addition, you receive a +3SV with your own family.

3 Casual Friends: You may use your Empathic Effect with anyone who is a casual friend, acquaintance or someone with whom you have spent at least an hour. You also receive a +3SV with close friends and family.

4-5 Own Culture: You may use your Empathic Effect with anyone who is within your own culture, even upon a first meeting. You also gain a +3SV with casual friends, +7SV with close friends and family.

6-7 Own Race: You may use your Empathic Effect with anyone who is within your own race, even upon a first meeting, regardless of culture. You also gain a +3SV with your own culture or casual friends. Additionally, you gain a +7SV with close friends and family.

8-9 Other Races: You may use your Empathic Effect with any sentient being outside your own race. You gain a +3SV with those of other races, +7SV with others of your own culture or casual friends. Additionally, you gain a +15SV with close friends and family.

10 Non-Sentient: You may use your Empathic Effect as above, but also gain the ability to use it with non-sentient creatures, thereby gaining 10 skill levels in Animal Handling, Horticulture, and Farming.

Faith

Unshakable faith is a rarity in the world. Even some of the most religious people lack faith. They trust that their religion, their rituals, and their invocations are enough.

Faith is the substance of things hoped for, the evidence of things not seen.

—Hebrews 11:1

1 Faithless: You don't believe in anything you cannot see or touch—and even then you will question it if it violates your personal paradigm of reality. People do not like to be around those who lack all faith. –7SV and –2ED to all social skills.

2 Unfaithful: You have some faith, you just ignore it. You know what you believe, you know that you are ignoring it, and this tends to make you depressed that you cannot be stronger. Most people perceive you as unreliable and react negatively to you. –7SV and –1ED to all social skills.

3 Transitory: Your beliefs fit your needs. Most people will perceive you as wishy-washy and groundless.–3SV and –1ED to all social skills.

4-5 Believing: You generally mold your lifestyle to fit your beliefs. You are accepted and receive a +3SV and +1ED to all social skills when interacting with those who believe like you do.

6-7 Loyal: Even when the rest of the world is against you, you will remain loyal to your faith—even if you hide it away from the scrutiny of others. +7SV and +1ED to all social skills when interacting with those who believe as you do; –7SV and –1ED to all social skills when dealing with those who have a different faith.

8 Devout: Not only are you loyal in the face of adversity, but you will proclaim your faith openly to any who will listen. Most people who believe as you do will accept you readily, but others will be annoyed by your faith and you suffer a –12SV and –1ED to all social skills with them.

9 Consecrated: You have touched the divine, you know it exists, there is no doubt in your mind and you are on a mission to tell the world what you have experienced—whether they will listen or not. Even those who believe as you do will consider you strange. –7SV and –1ED from everyone except those of the same faith and at least Loyal level.

10 Sanctified: Many would call you a fanatic. You proclaim your faith whereever you go. Some may label you a revolutionary and a rabble-rouser. The preaching and teaching of the Sanctified tend to cause social change and upheaval. –12SV and –2ED from everyone except those of similar faith and at least Devout level.

They are a perverse generation, children in whom is no faith.

—Mosheth, Yethite Prophet

Ido Mentor

The quality of Ido Mentor determines the training and background a Maroc has with Ido.

1 None: Gain 3 Elemental Knowledges.

2-3 Recluse: Gain 5 Elemental Knowledges and 1 Mahya.

4-5 Hedge Wizardry: Gain 5 Elemental Knowledges and 5 Mahya.

6-7 Schooling: Gain 10 Elemental Knowledges and 5 Mahya.

8-9 Academy: Gain 10 Elemental Knowledges and 10 Mahya.

10 Master: Gain 25 points to divide as you see fit amongst Elemental Knowledges and Mahya.

Maroc Stone

Your character starts with a maroc stone according to the following:

1 LOST!: You had a maroc stone—but lost it somehow.

2-3 Bonded(1): You have a bonded maroc stone—rating: 1.

4-5 Bonded(2): You have a bonded maroc stone—rating: 2.

6-7 Bonded(2), Unbonded(1): You have two maroc stones—one is bonded, rating: 2; the other is unbonded, rating: 1.

8-9 Bonded(2), Unbonded(2): You have two maroc stones—both are rating: 2; one is bonded, and the other is not.

10 Bonded(2), Bonded(2): You have two maroc stones—both are rating: 2 and both are bonded.

Nimbleness

The quality of Nimbleness affects your gross motor activity. All bonuses to SV and ED apply to the following list of skills: Acrobatics, Balance, Dodge, Escape, Evade, Feint, Rigging, Sail Ride, Sprinting.

If you receive a modification to SV, the skill must already be possessed. If you receive a modification to skill levels, this affects the actual learning of the skill.

1 Clumsy: You're an anomaly of science! You have two left feet and two left hands! –10 skill levels—raising prerequisites to 20 skill levels.

2 Awkward: Every action you do looks ungainly and sometimes comical. Provides a decrease of –10SV but a skill level of 10 is still considered to have fulfilled any prerequisite requirements.

3 Ungraceful: You lack coordination and tend to put too much power into your actions in order to compensate for your lack of finesse. –3SV, but +1ED.

4-5 Nimble: You are agile and coordinated. +1ED.

6-7 Graceful: Every move and action you perform has the grace of a trained figure skater. +3SV and +1ED.

8 Smooth motion: You move like someone imitating a cat. +7SV and +1ED.

9 Fluid motion: You move like a cat. +12SV and +1ED.

10 Natural grace: You don't move. You glide. +10 skill levels to all listed skills.

Her body, it did dance and whirl,
Setting my mind and heart a-twirl.
—Zhamin, Skulae Poet

Presence

The quality of Presence determines how noticeable your character is. At the higher levels, Presence has a positive or negative aspect.

Positive Track: The skills that receive bonuses on the positive track are: Diplomacy, Etiquette, High Culture, Negotiation, Presentation, Socializing.

Negative Track: The skills that receive bonuses on the negative track are: Bluff, Body Language, Incite, Intimidation, Interrogation, Streetwise.

Neutral Track: The skills that receive bonuses on both tracks are: Command, Fast Talk, Leadership and Persuasion.

1 Invisible: You are socially invisible. People see you, but they don't care about you unless you actively do something to attract attention. This confers no bonus for sneaking. –7SV and –1ED to all skills listed in the positive, neutral and negative tracks.

2 Forgotten: You are forgotten by anyone who sees you in a social setting. There is nothing memorable about you. -7SV to all skills listed in the positive, neutral and negative tracks.

3 Negligible: You are barely noticed by people around you in a social setting. –7SV to all skills in the neutral track, –3SV to all skills listed in the positive and negative tracks.

4 Ordinary / Memorable: You are either Ordinary (+3SV to the positive track) or Memorable (+3SV to the negative track).

5-6 Likeable / Annoying: You are either Likeable (+7SV to the positive track and –3SV to the negative track) or Annoying (+7SV to the negative track and –3SV to the positive track).

7 Unthreatening / Threatening: You are either Unthreatening (+7SV and +1ED to the positive track and –7SV and –1ED to the negative track) or Threatening (+7SV and +1 ED to the negative track and –7SV and –1ED to the positive track). Both receive +3SV to the neutral track.

8 Sensitive / Obtuse: You are either Sensitive (+7SV and +1ED to the positive track and –7SV to the negative track) or Obtuse (+7SV and +1ED to the negative track and –7SV to the positive track). Both receive +7SV to the neutral track.

9 Delightful / Odious: You are either Delightful (+12SV and +1ED to the positive track and –12SV to the negative track) or Odious (+12SV and +1ED to the negative track and –12SV to the positive track). Both receive +12SV to the neutral track.

10 Virtuous / Hellish: You are either Virtuous (+17SV and +1ED to the positive track and –12SV to the negative track) or Hellish (+17SV and +1ED to the negative track and –12SV to the positive track). Both receive +17SV to the neutral track. Once per play session, you may use your presence to provide a single roll with a +30SV. Virtuous may only use it with skills in the positive track; Hellish may only use it with skills in the negative track. Either may use it for the neutral track.

Qai Ability

Qai can be fickle and unpredictable, much like life itself. Your interaction with Qai is different than most.

1 Sympathetic Qai: Your Qai works in conjunction with any Qai use in your immediate area. Your Consciousness rating is available to any Qai user within 10 meters as an untainted power pool. Qai used in this manner is not tainted unless used to harm life or against you.

2 No Resistance: You cannot resist any Qai effects. You are unable to use Qai.

3 Soul Blind: You can be affected by Qai, but cannot use it.

4 Mind Blind: You cannot be affected by Qai in any way.

5 Sensitive: You are aware of all Qai use within 10 meters. Gain +3SV to all Qai skills.

6 Expressive: You are aware of all Qai use within 100 meters and all Ido use within 10 meters. Gain +7SV to all Qai skills.

7 Dreamer: You are aware of the emotional overtones of others dreams. Gain +7SV to Dreaming, but you cannot use this skill until your prerequisites have been met.

8 Vivid Dreamer: You are able to more easily touch the dreams of others. Gain +12SV to Dreaming, but you cannot use this skill until your prerequisites have been met.

9 Specialized: Choose a Qai skill and increase it by +12 skill levels and gain +1ED. Reduce all other Qai skills by –3 skill levels.

10 Innate: Increase all Qai skill levels by +7 and gain +1ED to all Qai skill rolls.

Qai Expressions

Those who can touch Qai and have learned to harness the power of life itself need to know how to express this power.

1 Barren: Your ability with Qai is extremely limited. You have learned only 1 Expression.

2 Stunted: Your ability with Qai is limited. You have learned only 3 Expressions.

3 Wilted: You had some initial difficulty developing your contact with Qai. You have learned only 5 Expressions.

4-5 Vibrant: Qai flows through you like a stream. You have learned 9 Expressions.

6-7 Rich: Qai flows into and through you like a river. You have learned 12 Expressions.

8-9 Abundant: You have taken to Qai like a fish to water, you live and breathe in Qai. You have learned 15 Expressions.

10 Flourishing: You are a fountain for Qai. You have learned 20 Expressions.

Reaction

The quality of Reaction affects how you will react in a combat situation.

1 Stunned: Combat causes terror so complete that you can feel it. Apply 1D10 shock damage for each combatant within melee combat range. Each new combatant that enters this range adds to this shock damage. A Consciousness check is required before every Initiative roll.

2 Shock: The gruesome psychological nature of combat causes mental anguish. Take one point of shock damage for every point of lethal damage you inflict on another sentient.

3-4 Combat Paralysis: Acting in combat is difficult. A Consciousness check must be succeeded in order to take every combat action.

5-6 Instinctive Dodge: Without thinking, you will attempt to Dodge any attack directed your way. Add +7SV and +1ED to your Dodge skill.

7-8 Instinctive Block: Without thinking, you will attempt to Block any attack directed your way. Block becomes a free action in combat with a +7SV and +1ED to your Block skill.

9 Reactive Response: You instinctively respond to an offensive maneuver with a sudden, unexpected attack. Gain a free Surprising Action that may be used at any time in the first round of every combat.

10 Combat Reflexes: Whether through intentional training or due to a veteran status, the fighting reflexes are enhanced. Adds +5 to the Reflexes Attribute and provides a +D6 to Initiative, also receive +1 DIS. Additionally, the character can only be surprised on a critical failure during an ambush.

Self Control

In the world of social interactions, everyone is trying to buy or sell something. How well you can keep your head and your wits in this tumultuous environment is determined by your Self Control.

1 Sucker: There's one born every minute and you're it. You will buy oceanfront property in the middle of the desert. –3ED to resisting social appeals.

2 Weak Will: You are easily convinced with very little supporting evidence. –2ED to resisting social appeals.

3 Impressionable: You are easily swayed, but still remember the size of your pocket book, your personal means, or the reputation of the one trying to convince you. –1ED to resisting social appeals.

4-5 Stubborn: You know what you know and it will be hard to change your mind. +1ED to all resistance rolls for social interactions.

6-7 Strong Will: You receive all the benefits of Stubborn, but also gain the same effects when you make social appeals to others. +1ED to make and resist social appeals.

8-9 Iron Will: Just like Strong Will except that the bonus increases to +2ED.

10 Unshakable: You are unbending and unyielding on everything you do. Suffer –7SV for all social skills, +2ED to make social appeals, +3ED to resist social appeals.

Socio-Economic Category (SEC)

The culture wherein your character begins their life provides the base for the SEC quality. This quality provides no bonus Quality points if you choose to take a lower station. If your character is of a different race than the typical race of the culture, apply a –1 modifier to this roll. If your chosen race is the typical race of a culture with which your chosen culture is at war, you are automatically a slave. You may 'buy your way up' but the costs, in Quality points, for increasing your station are doubled.

1-2 **Slave (0): Indentured Servant, Common Criminal**
Gossip or Streetwise +15SV, Etiquette +15SV, Unobtrusive +7SV, 30 skill levels in languages

3-5 **Servant (1): Liberated Slave, Blue Collar, Nobody**
Gossip +7SV, Streetwise +7SV, Etiquette +7SV, Domestics +15SV

6-7 **Commoner (2): Vassal, Serf, Anonymous**
Shopping +15SV, Domestics +7SV, Etiquette +7SV, Ciphering +7SV

8 **Publican(3): Courtier, Unknown**
Mathematics +7SV, Gossip +7SV, Literacy +7SV, Etiquette +15, SV 30 skill levels in languages

9 **Patrician(4): Merchant, Known**
Fashion +7SV, Music +7SV, High Culture +7SV, Etiquette +15SV, 40 skill levels in languages and/or Literacy

10 **Noble(5): Hero, Merchant Prince, Famous/Infamous**
Fashion +15SV, High Culture +15SV, Dancing +7SV, 50 skill levels in languages, Etiquette, Politics and/or Literacy

Technology

How comfortable you are at using technology and how easily you acclimate to its use is determined by this quality.

1 Gremlins: You don't actually have gremlins, but it sure seems like it. If it is technological and you touch it, chances are, it will break, malfunction, or otherwise stop working. –12SV and –2ED with any and all technological devices and skills.

2 Damper: Your complete inability to figure out a technological device hampers its function and ability. You may be convinced that you can operate it, but that is not the case. –7SV and –1ED to the operation of any and all technological devices and skills.

3 Bench Thumper: You have convinced yourself that you can make it work if you just smack it hard enough and in the right place. –1ED to use technological devices and skills; any device you use must make a malfunction test after you have 'bench thumped' it.

4 -5 Comfortable: Technological devices do not intimidate you and you have the necessary Respect for them to avoid damaging them through casual use. +7SV when trying to use a technological device or skill.

6-7 Affinity: Technological devices seem to respond favorably to your touch. You feel totally comfortable around them. +1ED when trying to use a technological device or skill.

8 Talented: You have a real talent when it comes to figuring out technology. +7SV and +1ED when using a technological device or skill.

9 Whiz: You have a connection with technological devices. You seem to preternaturally know how they work and how to get the best results from them. +12SV and +1ED when using a technological device or skill.

10 'The Gift': People refer to your talent as 'the gift.' You think like an engineer. You instinctively know the form and function of a device through casual contact. +12SV and +2ED when using technological devices or skills.

Tonality

How well someone can make Music depends upon how well they can perceive and reproduce musical tones and sounds. The Qualities listed below affect the following skills: Composition (Music), Melismatic Technique, Mimicry, Musical Notation, Music (Instrument), and Singing.

1 Cat Torturer: When you make music, cats flee, roaches die, people cringe and wallpaper peels. –12SV and –2ED to all Music related skills.

2-3 Tone Deaf: You cannot carry a tune in a bucket. –7SV and –1ED to all Music related skills.

4-5 Musical Ability: You have a gift at producing music. +3 skill levels to all Music skills listed above and +3 skill levels in Mathematics.

6-7 Relative Pitch: Using a specific pitch as a point of reference, you are able to find other tones along the same scale easily without an instrument. +7SV and +1ED to all Music skills listed above, +3 skill levels in Mathematics.

8-9 Perfect Pitch: Without a reference pitch, you are able to accurately and repeatedly find any note or pitch. +7SV and +2ED to all Music skills listed above, +7 skill levels in Mathematics.

10 Musical Prodigy: You could rival Mozart, Beethoven and even Bach, if you had ever heard of them. You are an incredible and gifted musician and you have the ability to produce incredible works of music easily. Choose one Music skill and increase the bonuses for that skill to +12SV and +3ED, all other Music skills receive a bonus of +7SV and +2ED. In addition, you possess +15 skill levels in Mathematics.



Toughness

Toughness is your ability to resist or even ignore the effects of pain and wounds from combat.

1 Pain Intolerance: You weep like a little child at the smallest of injuries. Suffer double the normal skill penalties for damage and wounds. A hangnail will ruin your day.

2-3 Weakling: You cannot handle pain well. If you have taken more than 50% of your total Flesh wounds, you will surrender, flee, drop your weapon, or otherwise attempt to end the beating. You may cry. This is not perceived as 'heroic' in any way, shape, or form.

4 Mild Toughness: You may ignore the negative modifiers for the first 10 points of Flesh wounds. After that, all effects are normal, including the first 10 you originally ignored.

5-6 Tough: You may ignore up to half the negative modifiers due to wounds and damage, rounding down.

7 Resilient: You may ignore up to half the negative modifiers due to wounds and damage, rounding down, and this number drops by one point each combat turn. If you take additional damage, total up the negatives and begin reducing from that point on the next round. It is possible to completely negate all damage penalties if combat lasts long enough.



'Tis but a scratch. Now you're in real trouble.

—Arwha

8-9 Pain Immunity: Ignore all negative modifiers from wounds or damage.

10 Impervious: You ignore all negative modifiers from wounds, damage, and shock damage. You also add the value of your Strength Attribute to your Consciousness rating for determining how much Flesh damage you may sustain. In addition, reduce the total damage sustained in a single attack by one.

Vanity

The quality of Vanity affects the appearance, method of dress, and overall perception from others based upon your character's style and appearance. All bonuses to SV and ED affect the following skills: Diplomacy, Etiquette, Fashion, Gaming, High Culture, Innuendo, Leadership, Oration, Persuasion, Politics, Presentation, Scheming, Socializing, Unobtrusive.

If your character receives a modification to SV, the skill must already be possessed. If your character receives a modification to skill levels, this affects the actual learning of the skill.

1 Slovenly: No matter what you do to your clothing, no matter how much time and effort you take, you always look like you slept in your clothes—all week. Provides a decrease of –10 skill levels, thereby raising a prerequisite requirement to 20 skill levels.

2-3 Disheveled: As hard as you try, you always look like you wadded your clothes into a ball before you put them on. Provides a decrease of –7SV, but +1ED.

4-5 Uncaring: You really don't care what you look like and wouldn't notice if you forgot to press your clothing or comb your hair. Provides an increase of +1 ED.

6-7 Tidy: You take the time to coif your hair and press your clothing. Provides an increase of +7SV and +1ED.

8-9 Meticulous: You take extra time to enhance your appearance. Provides an increase of +15SV and +1ED.

10 Pristine: Liberace had nothing on you! Provides an increase of +10 skill levels to all listed skills.

They rejected his statutes and his covenants,
that he made with their fathers.
And his testimonies which he testified
against them.
And they followed vanity and became vain...

Let not him that is deceived trust in vanity,
for vanity shall be his recompense.

—Joab, Yethite Prophet

ASSETS

Assets are changes to the basic structure of the character that are genetically unique. It can be a trait that may exist in their family heredity, but is not common in their race, or it could be a quality that is common in their race, but grossly exaggerated for the character. Either way, it will seem freakish, even to those of the same race. This element of freakishness is mild, but enough to cause a –10SV modifier to all social contacts where the trait would be unusual.

Acute Hearing: 2—Provides an increase of +1ED to Observation tests for hearing and +7SV to Blind Fighting.

Acute Smell/Taste: 1—Provides an increase of +1ED to Observation tests for smell and taste.

Additional DIS: 5/15—To gain a second DIS costs 5 points. To gain a total of 3 DIS, the cost is 15. No character may possess more than 3 DIS.

Berzerker Rage: 1—Provides the following modifiers: -20 to all defense SVs, including parry and the defensive aspect of riposte. Receives +10 to attack SVs, +1 action per turn and automatically succeeds any tests for fear or fleeing. Berzerker Rage must be 'activated,' typically by anger or pain. It lasts 1D10 Combat Turns, and can only be used once per combat. Even if the Rager receives a killing blow, the Bard will take over the character, who will go on attacking anything nearby until the Berzerker Rage is over, at which point the Rager will collapse and die.

Bizarre Fate: Varies—Your character has had a strange background that will change his destiny. It is not typical for his race, culture, SEC, or occupation. This is completely subjective and depends upon your Bard's opinion and approval.

Some examples include:

You are born noble, but pursue a menial occupation: 1

If you have raised your SEC by at least 3: 1

If your race is different than typical for that culture: 1

If your race is different than exclusive for that culture: 3

You are a not a Suv'ik, but you are a Ch'ak: 5

You are not human, but you are a Wet Denizen: 3

You are a human Maroc: 7

You are a human Rusahn: 4

The Bard is free to use these examples as guidelines. The rule of thumb is that the more unlikely the event, the more costly the Bizarre Fate is—reducing the overall resources available to the character.

Claws: 4—You have a set of strong, sharp claws at the end of your fingers. These may be used in slashing attacks for +2ED damage. Claws are on all digits, including feet, and are non-retractable.

For the same price, retractable claws may be purchased, but they only provide a +1ED damage.

Dermal Shading: 1—You have an unconscious ability to alter the shading of your skin tones to match the general coloration of your surroundings. You are a walking, talking mood ring. This asset provides you with +3SV to any attempts to hide or camouflage for each hour your character is in an environment, up to a maximum of +12SV. Additionally, extreme emotional states, activated by high adrenaline levels, will cause you to turn a blackish-green, which is a very disturbing sight to others.

Eagle Eyes: 3—Provides an increase of +1ED to Observation tests for sight. Also adds 3 meters to short range, 6 meters to medium range, 10 meters to long range and 20 meters to extreme range for targeting missile weapons.

Enhanced Senses (individual senses): 2X bonus to sense—Your senses may be enhanced. You must select this for each of the four primary senses: Hearing, Touch, Sight, Taste/Smell. No sense may be increased beyond +3 without purchasing a Bizarre Fate addition of +1.

Hooves: 3—Instead of feet, you have hooves. This provides a –10SV to running and sprinting, but also gives a +2ED for all kicking damage. Special shoes must be worn to avoid a 'clickity-clack' sound when walking.

Leaping: 1—You are able to make particularly impressive leaps while running or standing still. Subtract your Stamina from your Dexterity and add half your Strength, then divide this number by 3 (round down). The result is the number of meters you can leap from a standing, motionless position (half this number can be straight up). If running, multiply this number by 2.

Example: *Arliss the Myrlihk has a STR 14, DEX 17, STA 10. This allows him to leap 4 meters—(17-10)+7 = 14 /3 = 4. Arliss can leap 4 meters from a standing position, 2 meters straight up and 8 meters when running.*

Low-Light Vision: 2—You see extremely well in poor light conditions. Treat low light levels (twilight, candlelight, torchlight) as though they were fully lighted conditions and treat pitch darkness as dim. Low Light Vision will even allow your character to make out the vague shapes of their surroundings even in pitch darkness.

Peripheral Vision: 2—You have a very wide field of view. You can see everything around you except what is located directly behind yourself. This gives you a somewhat 'bug eye' appearance.

Sensitive Touch: 1—Provides an increase of +1ED to Observation tests for touch.

Tenacious: 1—If you fail any roll during a stressful situation where your character believes they must succeed, you may burn 1D10 Wisdom for a reroll. The second roll, no matter what it is, stands. This may only be performed once per action. If you do not possess Wisdom, you may burn 1 Attribute point from any Attribute for a reroll (this does not affect the racial maximum for your character).

Tusks: 2—You have bonelike structures sticking out from your face, typically around your mouth. Each purchase of this Asset provides a set of two tusks. Alternately, the tusks may be purchased multiples times as a single set that are particularly long.

Each set of tusks can be used to cause additional damage in a headbutt. Typical tusks are 4cm in length. You may purchase this asset again in order to lengthen the set of tusks. Each time they are lengthened (to a maximum of 12cm), gain a +1 to the ED for a headbutt. A humanoid head cannot have more than three sets of tusks.

Water Caches : 2—Inside the body of the character are catch pockets for water. These pockets retain water for extended dry periods. Fully engorged, the water caches will hold enough water for the character to go a full week without drinking. After this period, normal dehydration will commence and the character will have no more than three days to live before desiccating.

Additional water caches may be taken; however, a notably bloated appearance and a hump of fatty tissue between the shoulders will develop. Some cultures consider this freakish.

Willful: 1—You are belligerently determined to have your way about things. You gain a +1 ED for all social interactions when someone is trying to talk you into or out of doing something. However, it also nets you a –1 ED whenever you are trying to talk someone else into or out of doing something.

Worldly: 2—The character is well traveled or well read. Negates the negative modifier for any Intellect based skill that the character does not possess.

DETRIMENTS

The Detriments listed below are given for roleplay purposes. These are to flavor your character, their behavior, their actions, and how you portray them to your friends around the table. It is left to the Bard to determine exactly what the game mechanic repercussions may be. Some Detriments may provide examples or guidelines, but largely this is left to the Bard.

Physical Imperfections

No one is perfect, but it is often our imperfections that define our character—or, in this case, your character. Do not be afraid to play a physically imperfect character. You may discover that you can understand others who have physical imperfection a little more through roleplaying.

Digestive Difficulties: +1—For whatever reason, you have difficulty digesting foods and tend to produce gas. These noxious fumes are noticeable to those around you and you must work hard for them not be heard. You suffer a permanent –1ED to all social skills.

Disease Carrier: Varies—You carry a disease. The severity of the disease and the manner of transmission determine the cost of the detriment. You are immune to the disease that you carry, but you spread it to everyone around you.

Transmission:
Airborne: +3
Fluidborne or Casual Contact: +2
Intimate Contact: +1

Severity:
Infrequent symptoms: -1
Continuous symptoms: 0
Debilitating symptoms: +1
Lethal symptoms: +2

Special: Cannot be filtered: +2 (When you die or make your 'community deposit,' your fluids cannot be filtered to eliminate the disease—thus infecting the entire community.)

Lost Limb: Varies—The cost of a lost limb depends entirely on what portion of the limb was lost. The Bard should realize that these will require more work to keep track of the details. We have specifically not listed skill modifiers because the situations are so variable. Use common sense: a two handed sword cannot be wielded by someone missing one hand. A character without one leg will not run a four-minute mile.

Detriment: +1—You lost a hand or foot. (Note: If you lost a hand and it is a nice, clean cut, you may suffer a negative social reaction as a thief in most cultures.)

Detriment: +2—You lost an arm or leg from the knee down.

Detriment: +3—You lost an entire limb.

Missing Tongue: +2—You cannot speak. You have no tongue. You can gabble, but you cannot form intelligible words. You may have been born without a tongue—or it may have been taken from you. If the latter is the case, be glad that you can't speak. Those who lack a tongue on T'nah have probably lost it for a socially damnable reason. If this is the case, you may have an extra +1 point—but you run the risk of being known for your crime. (The Bard is free to inflict whatever social stigmas he chooses upon you.)

One Eye / Poor Depth Perception: +1—You have lost your eye or you were never born with one. There may be social ramifications, and you will face a –15SV for depth perception based skills, such as utilizing missile weapons. The same troubles assail the person who has poor depth perception, but please note that this affects both eyes.

Overweight: +2—Regardless of station, anyone who is overweight on T'nah is considered to be wasting resources and squandering what others could use to survive. Some nobles, high-ranking officers, and even merchants tend to be a little rotund due to their lifestyle and wealth. While this is often overlooked because of their station and their wealth, they are no less ridiculed or despised for their wastefulness behind their backs.

Overweight characters will have problems in the social arena, particularly where food is involved.

Sensitive Skin (Mild): +2—You are incredibly sensitive to sunlight and avoid it at all costs. When you are caught in the sunlight, your skin will blister, burn, crack and bleed. You dehydrate at an accelerated rate and need double the normal amount of water to survive. Each hour that you spend unprotected from the sun, you suffer 1 point of damage on each exposed area of the body.

Sensitive Skin (Extreme): +4—Sunlight will kill you unless you take special precautions. Only complete covering by thick cloth or the coating of the entire body in espihef oil will protect your skin from the onslaught of the sun. Anytime unprotected Flesh is exposed to the sunlight, a Stamina roll must be made. Failure of the roll indicates that the entire amount of the ED rolled is taken as damage on all exposed Flesh.

Slurred Speech: +1—The character lacks the ability to clearly enunciate their words. –1ED is applied to all social interaction involving speech. The Syl have a unique variant of this quality in that their speech is slurred to all save their own culture. Within their culture, this is considered normal and they suffer no negative.

Troog Package: +1

Cannot Eat Meat: Not only do Troog dislike ingesting meat, but if they do, it will cause severe illness, vomiting to expel the food, and can lead to serious long-term sickness.

Enhanced Peripheral Vision: Alteration in the eye position provides Syl with a wider field of vision.

Poor Depth Perception: Ranged combat is modified by the alteration in Troog eye position. Short range is –10SV, Medium –15SV, Long –25SV, and Extreme is -50SV.

Heavy Accent: This is a modification of the Slurred Speech quality. It affects only non-native speakers of the Syl tongues.

Enhanced Hearing: Their ability to move their ears and hone in on even a faint sound is legendary. Troog have +20 to any roll involving their hearing.

Mental Illnesses

These are conditions of the mind that affect the actions. If your character is healed or otherwise treated for these illnesses and is able to reduce their detriment value, they may select any of these that are a lower cost than the one they had before, but they must select from mental illnesses.

Braggart: +1—You have a low self-esteem and a loose tongue. You tell everyone about everything you did—or did not—do. You brag so much that no one can trust you. –7SV to all social skills.

Compulsion: +1—You must compulsively perform an activity. In some cases you must perform your compulsion openly and obviously—i.e. counting tiles on the floor. In other cases, you must brag about what you have compulsively stolen—i.e. kleptomania. If you do not, you will become angry and agitated and must start over. Only when you have completed the task perfectly may you proceed.

This compulsion must be obvious to those around you. If you must count the tiles on the town square before you walk on them, then you must do it obviously, verbally and with gestures. This is not a minor compulsion easily avoided. If the character does not perform the compulsion or can easily avoid it, no points are offered.

Examples: *Counting Things, Washing/Wringing Hands, Habitual Liar, Kleptomania, Completion (must finish a task even if it is rendered moot), Wanderlust.*

Conceit: Detriment +1—Conceit is a milder form of Pride. It is typically self-centered. It is also typically easily bruised—but seldom leads to anger. It tends to lead to depression and hurt feelings. Conceit makes your character more sensitive to insults, but also less likely to fight over them. You will accept an apparently heartfelt apology. –7SV to all social skills.

Greedy: +2—This is a special compulsion to acquire wealth. Any time gain is offered (monetary or otherwise), particularly if it is significant in value, you must make a Consciousness check to avoid accepting the offer. If you fail the roll, you must accept the offer without even hearing the terms. If you succeed, you will still take the offer, but will make an attempt to negotiate for a higher cut! -18SV to any roll to resist where money or gain is offered.

Manic: +3—You are a pendulum and you go more than both ways. You can be happy one minute, sad the next, and viciously angry immediately after, then burst into repentant tears at the drop of a hat. You have no control of your emotions whatsoever. Those around you will find your behavior bizarre and frightening. In most instances, you are not violent, but that is not beyond the scope of a particularly strange swing of your wild pendulum. –12SV to all Social skills due to instability.

Obsessive: +1—You are focused on a particular object, thing, person, animal, whatever. You must be around it and will become agitated and angry if you are prevented. You will rant, rave, fight, and struggle to be with your coveted object.

If you go more than a day without being in the presence of your coveted object, you will become unstable. If you have been without your coveted object for a month, this is a permanent change. See Unstable below for your behavior. –7SV to all Social skills.

Phobias: Varies—This is an unreasonable fear of commonplace objects or situations. It is not something easily handled nor is it something you can face without severe difficulty. You are deathly afraid of the object of your phobia and will be at –33SV to all skills until the source of your phobia has been removed.

Phobia is:
Very Common: +4
Common: +2
Rare: +1

Pride: +2—Pride goes before a fall. You will not back down from a fight. You will not allow the object of your pride to be mocked or defamed. You will become angry and agitated even over playful jokes about the source of your pride and you will carry grudges. You tend to be extremely sensitive to offense and will readily fight when offended.

Once someone has offended your pride, you will mark them in your mind, and no matter what they do or say to appease you, you will never accept it. They will be your anathema for life. –12SV to all social skills.

Psychotic: +5—To all outward appearances, you are perfectly normal. However, you like to hurt things. You like to hurt people. You like to cause mayhem and havoc wherever you go. You enjoy it when people or animals suffer—and if you can inflict that pain, all the better. You are not necessarily sadistic, in that you gain sexual pleasure from hurting people. It is more like you are high on a drug.

Typically the only way that you can be caught is through intense examination or to actually be caught in the process of committing the atrocity. It should be clear that we are not talking about practical jokes—we are discussing actively trying to hurt people and cause severe pain, or even death. It is not beyond a psychotic to eat another person while they are tied up and watching it happen. –33SV to all Social skills if your psychosis is evident.

Rebellious Nature: +2—You despise authority of any kind and will rebel against even the slightest example of it. You don't even need to know the issues at hand; if there is an authority figure, you automatically take the opposite side. This has severe social ramifications, particularly in the strictest cultures. You have probably seen the inside of more jail cells than you have rugs in a souq. Any authority figure or display of authority will earn your ire—they or you will suffer a –25SV whichever makes sense.

Schizoid: +4—Your personality is so damaged that you can literally be perceived as two (or more) different people. Whether you actually have split personalities or not is entirely up to you and your Bard. Anyone who spends even a small amount of time in your presence will realize the severe nature of your mental illness. Others who interact with and notice your detriment suffer a –33SV.

Sucker: +1—If someone were to offer you a time-share at a beautiful lake in the heart of Ashik's Anvil, you'd buy it; a free pass out of the Citadel, you'd be the first in line; headfruit that didn't require the killing of a sentient and you're munching away. There's one born every minute—and you're it. You may never have any money, but you sure do have a lot of funny stories. Suffer a –12SV on all haggling or attempts to resist Presentation.

Unstable: +2—On the outside you may appear to be serene and calm—but on the inside you're a seething cauldron of hatred, indecision, and insecurity. Eventually, these demons of your psyche will emerge and you will lash out. You could fall into a quivering mass—or kill the next shopkeeper you encounter because he's wearing blue. You will plot, you will plan, you will devise fantastic and insane ideas to achieve your goals. Make a Consciousness check every day—if you fail, you suffer a –25SV to all social skills.

Acts of the Will

These are the conditions that affect the actions of your character based upon some choice made by them. They can be changed, but it will take awareness (that the condition exists), training (to learn to avoid the behavior), and time (to allow the training to sink in). Because there is choice involved, these conditions are often harder to break, because they are desired, wanted, or fulfill a perceived need.

Cold-Hearted: +1—You either have no emotions, or you hide them so completely that even you aren't aware they exist. You may actually enjoy some of the more negative aspects of life—i.e. pain—but you would never show it.

Covetous: +1—You want what you cannot afford to buy or possess. You are never content with what you have and always want more. You are constantly trying to keep up with the Hasims.

Detached: +1—You have emotions, but you can turn them off during a crisis situation. While this may seem like an asset, there is a downside. It's very difficult to turn them back on again—and when you do, you tend to relive the horrors that you turned them off to avoid. Detached individuals will swing to the extremes of the emotional spectrum. They are cool under fire, but will fall apart when the crisis has abated. Because the emotions are held in suspension, the emotional after-effects are typically harder to resolve when the crisis abates than they would have been if they had been dealt with as it happened.

Disrespectful: +1—This is disrespect of someone in a higher social position than yourself. It is really a form of envy, wishing that you were in their position. You will backbite, gossip, and tell tales behind the backs of anyone of higher station than yourself. If you are not already dead, consider yourself lucky. If you are Ch'ak, consider yourself blessed by Bh'dit'ak himself! Disrespect is considered a crime in most civilized parts of T'nah.

Flirtatious: +1—You love to flirt. You will flirt with nearly anyone—but especially the gender of your preference. You will do nearly anything to get a response from them. You will seldom consider whether their spouse or significant other is watching—and fuming. This has the potential to get you into a lot of fights. (If you actually intend to follow-through on your flirtations, then you are not Flirtatious, you are Lustful—see below.)

Judgmental: +1—There is a common mistake made by people when it comes to judgment. They consider anyone who tells them the facts, laws, rules, or guidelines to be judging them when they fail to make the mark. This is not judgment, however, it is a warning. Judgment—and being judgmental—is when the person doing the warning holds themselves up in comparison as the standard or epitome of perfection. Judgmental characters will see themselves in a kinder light than they view the rest of the world. If you have a flaw, they will find it and point it out to you, while telling you how perfect they are.

Lazy: +1—You don't like to work. It is not that you can't work, it's that you avoid it like the plague. If there were a job testing mattresses all day long, you might apply. You will cut corners. Whatever the path of least resistance, that's your course. Groups of adventurers have been known to leave lazy party members at the bottom of dry wells. Don't say we didn't warn you.

Lustful: +2—A severe form of flirtation which involves actually following through with your advances, given the opportunity. You will ignore relations, marriage vows, city ordinances, or possible dangers to make a connection with your intended victim. Once you have achieved your goal, you will depart and seldom return, because where is the fun in attaining what you've already had?

Miserly: +1—You do not like spending money. You hoard it. Perhaps you should change your name to Scrooge. Any time you are expected to spend money, you will complain, haggle, debate, and only grudgingly part with your precious commodities. Even when you do pay legitimate expenses, you will pay them as late as possible (without incurring additional charges) and always the minimum necessary. When your character dies, he will be sitting on a mound of gold, eating rats, drinking old, stale water, and freezing to death to avoid spending his precious hoard.

Pacifist (Extreme): +3—You do not hate. You don't experience any of the emotions that would lead to anger. You are at peace with the world around you—even when you watch your family slaughtered before your eyes. You love all creatures and could never harm man nor beast in any way. Period.

Anger is an unknown emotion for you and you cannot understand it in others. You will not only have a hard time in a non-Yethite society, but you will actively promote this general goodwill with others in your group. You will completely disassociate yourself from those who display such negative emotions.

Pacifist (Mild): +1—You cannot kill. You cannot take up arms. You cannot stomach the thought of harming another living, breathing sentient being—extreme cases cannot harm animals, either. You can still be crass, cross and obnoxious; you can even start fights and throw punches—you cannot kill.

Spendthrift: +1—You spend money like there's no tomorrow. Most of your friends and acquaintances think you're completely foolish with money, and you know you don't always allocate your funds properly, but sometimes you have to treat yourself, right? You may believe that, for you, there really might be no tomorrow, so live it up while you can. It's also possible that you were born wealthy, or envision yourself belonging to a higher SEC than you really do. Perhaps you're just thoughtless, and never learned the value of an orb. Regardless, you can't refuse buying anything that catches your attention, if you can possibly scrape the money together. And you'll take it now.

Ungrateful: +1—You expect the world to cater to you and when it does, it is only doing that which it should do. Therefore, you are not grateful. You are receiving your due.

This tends to annoy people.



Fields And Occupations

The first occupation entered by the character is an apprenticeship. If you choose to play a Kril, for instance, you will have the choice of playing a member of the town guard, a squire, or a bravo acting as a lower echelon bodyguard to travelers or minor officials. By the end of this stage of development, you are between the ages of 16 and 18. In some cultures, particularly the Renizant and the Syl, this is more the end of childhood than the start of adulthood.

Each occupation provides a basic template of skills and sometimes Quality or Attribute modifications. Occasionally, the occupation provides numeric Quality points. These may be spent in augmenting the random rolls for Qualities, or you may select specific Qualities, which do not require a random roll (most often, however, Qualities are given as a random roll).

Apprenticeships

From the point your character reaches what modern society calls adolescence, you are shunted into your first occupation. This is referred to by most cultures as 'apprenticeship.' It is the beginning of your professional life.

The chosen occupation will define your initial growth path. It is just as important a consideration as choosing your original heritage and culture. This defines, to the largest extent, the focus of training, knowledge, and ability.

The occupation choice is the third and final segment of Attribute development. Once the occupation is picked, the player knows the three dice that will be rolled to determine the Attributes of the character. The player also knows the maximum development that each Attribute will ever reach (barring any other changes in the life of the character).

Coupled with skills and Qualities, this is the final step defining the character. With these numbers, all the rest of the numerical determinations will be developed. The final step is choosing your equipment, and you are ready for play.

Training Focus

When selecting an apprenticeship, you will be able to spend three different foci. Some fields and occupations have restrictions on which foci may be spent within a particular occupation. It is sometimes possible to spend all three foci within the same occupation. Such a character is not very well rounded, but is very focused on the details of his occupation.

The Primary focus is your 'day job,' your primary occupation that requires the bulk of your time. Some jobs require additional time. These are represented by a requirement to spend additional foci within that occupation. You will only receive the gear and contacts for the occupation in which you place your Primary focus.

A Secondary focus is functionally equivalent to a 'second job.' This is what you do on the side to make ends meet, or the specific aspect of your primary occupation. You receive only the skills, and half the money, from the occupation where you place this focus. You may select two contacts according to the restrictions of the occupation wherein your secondary focus is placed.

Your Tertiary focus is more akin to a hobby or interest. You receive only the skills, and one contact, from the occupation. No money is given for the Tertiary focus (unless specified in the occupation itself). If you choose not to spend your Tertiary focus upon a specific occupation, you may spend 50 skill levels anywhere you wish, but you gain no income, money, or contacts by doing this.

Availability of Equipment

Some occupations allow access to unusual items that would not be otherwise available to the character. If you place any of your foci into a career, you may acquire any specialized equipment associated with that occupation. Note, however, that you must purchase these items, unless they are listed in the gear and this occupation is your Primary focus.

Length of Apprenticeship

All characters enter their apprenticeships at about the age of 12 to 14 years. This is when they are deemed by most cultures to have reached young adulthood. Apprenticeship lasts a minimum of four years, but can last as long as seven. To determine the length of apprenticeship, roll 1D4+3. This is the number of years that you have studied as an apprentice before being allowed to attempt to promote or move into another occupation.

If the particular apprenticeship makes it difficult to move up and you fail your promotion roll, then you must remain in that apprenticeship for another year. You receive no additional resources (skills, money, contacts, etc.). It has simply taken you longer to complete the training.

Unless otherwise stated, you may end character generation at the end of the apprenticeship and begin play.

Promotions and Advanced Occupations

If you wish to play something more skilled than a beginning character, you may choose to extend character generation into the advanced occupations. Please see the "Advanced Occupations" section for details.

Keep in mind, however, that choosing to become an apprentice in another occupation or field will not convey the Attribute gains for being an apprentice. These are only granted to a character that begins apprenticeship between the ages of 12 and 14.

Additionally, instead of receiving the complete skill package of the apprentice, you are given a total of 60 skill levels. You may distribute these skill levels amongst the listed skills only, with the following stipulations:

1) You may place no more than 10 skill levels in a new skill and no more than 5 in an existing skill.

2) Attribute bonuses listed cost 10 skill levels for each +1.

3) Money and Contacts are determined using the "subsequent terms" section.

The time spent in a second apprenticeship is treated just like a subsequent term, on a year-by-year basis. At the end of each year test roll to determine if you advance or remain, determine money, etc. If you do not receive a promotion within 10 years, however, you are considered too dense to amount to anything and will be forced out of the apprenticeship.

If you reach 35 years of age or higher, consult the "Advanced Occupations" section to determine how to modify your character for age during character generation.

Beginning Play

When the final occupation options have been exercised and you are ready for adventuring, you are sent out into the world. Whether this involves picking up your pack and hiking into the mountains with 13 Andw'ahr you've never met before to look for a Drachen, or if you've got a ring that is just itching to meet a volcano, you have to have some gear.

You will receive the gear listed for the Primary focus occupation and for each completed occupation package. In addition to whatever is listed, the SEC of the occupation will provide you with some spending cash.

It should be noted that the cultures of T'nah do not have a stable economic platform. Any amounts listed in quid and orbs are placeholders only. This makes it easy for you, the Player, to calculate the economic might wielded by your character. Cold, hard cash (orbs and quid) are incredibly uncommon and any wealth your character possesses will most likely be in the form of actual goods, or favors owed.

In fact, once you have finished character generation, if you have any orbs or quid left, you lose them. They're gone. Let's say it clearly so the Bard can see it plainly: Any orbs or quid remaining after character generation are completely lost. (The only exceptions to this are Merchants and Nobles.)

Contacts

Each occupation lists the number of contacts gained, as well as what the contact's origin may be. The 'Exotic' line gives the number that must be tied or beaten on 1D10 (checked for each individual contact you just gained) to indicate the contact is exotic. Following this are any notes regarding exotic contacts, such as if they you owe favors, or what you may obtain in 'exchange' for exotics.

Advancement

In order to promote or change careers, you need to possess all the entry requirements for your new occupation or level, and make a roll of some kind. This section will tell you what skill or Attribute must be tested, and what the results for a success, critical success, failure, or critical failure are. Successes and failures, and their results, are not cumulative; always take the single most accurate result of those listed. Other notes regarding exit means and results are also given in this section for each current occupation.



ARTISAN

Artisans are a strange lot, second only to entertainers in eccentricity and weirdness. They are often unsociable in nature. Where their entertainer cousins need and crave an audience, the artisan does not require onlookers to do what they do.

Artisans are often anti-social because their work is their life. Just as with all other aspects of life, if you concentrate too much in one field, other areas suffer and diminish; so is the case with the artisan. Artisans often fall into one of three categories: praised, unappreciated, or reviled. People in this field rarely make much in the way of a steady paycheck—most live hand to mouth. Many do not experience even a modicum of success until they are dead.

FLESH	MIND	WILL
Strength: D6	**Intellect:** D6	**Charisma:** D4
Dexterity: D6	**Perception:** D8	**Insight:** D8
Stamina: D6	**Sanity:** D6	**Resolve:** D6

Detriment: Obsessive.

Skill Increases: Pick 4 Artistic or Craft skills, apply 15 skill levels to each.

Special: Artisans focus upon their craft. If a Primary focus is spent upon an occupation of Artisan, then the Secondary focus must also be spent on the same occupation.

Gear: You have a small, padded, wooden case, sectionalized for various items for different types of artistic endeavors. You also have a basic set of clothing equivalent to your status.

Money: You begin your occupation with 2D10 quid. In addition, roll 1D6.

1-2 You have a set of nice clothes to wear to interviews with possible sponsors of your craft.

3-4 You have a letter of commission from a minor local VIP for a special piece. If completed and approved, you will receive further commissions and 75 quid.

5-6 You have 25 points of Respect as an up-and-coming young artisan, and another 1D10 quid.

Blacksmith: The focus of the blacksmith is in making everyday items—horseshoes, tools, frying pans, etc. This is not an occupation that one typically considers as an artisan. However, many blacksmiths are so accomplished at their craft that people know their skill by the way an item is crafted.

You, however, are not to that point yet. You are beginning. You have completed your basic training in iron working and are starting to make things on your own. You must start out small—spoons, ladles, nails, and horseshoes. You make the basic implements of everyday life. It is not a glamorous job but it is a vital one.

Many in your occupation do not aspire beyond the job. Most hope to make a name for themselves as the best in crafting a certain object or in a certain locale. A few dare to reach a little higher; they work hard and seek training beyond what they now know. They seek to learn the knowledge of how to make better, more desirable, and more profitable items. They attempt, and some even achieve, the knowledge of making weapons or armor. These much-in-demand items are impressive in making a name for yourself.

A select few in your profession aspire to actually become a sculptor of metal, a true artisan in the field of metalsmithing. This takes years of practice and training in order to achieve even a modicum of success.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Strength and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Carving, Domestics, Geology, Heave Object, Jury Rig, Lifting, Locksmith, Mechanic, Metallurgy, Mining, Negotiation, Persuasion, Pick Locks, Slash, Smithing (Daily Items), Throwing (specific).

Gear: You have the basic tools of your trade and not much else. You have a small portable anvil and hammer set. (The anvil could be carried with sufficient strength but is best mounted on a block and toted on a wagon or cart.) You have a leather apron and sturdy thick leather gloves. You have two sets of work clothes; one has many small burn holes in them. The other set is still in decent condition. You have a pair of heavy leather boots. You have a pair of metal tongs. You also have a few other tools; rods and molds appropriate to your work to help shape the metal and work it. You have a sturdy leather case in which to carry these implements.

Roll 1D6 to determine your workmanship you can sell or display.

1-2 You have 2 kilos of refined iron with which you could produce some objects that could most likely sell easily, basic everyday goods like horseshoes, pots, skillets, and nails.

3-4 You have 150 quid in prepared goods ready for sale. Now all you have to do is sell them. Good luck on getting orbs for them, though.

5 You have 100 quid for items you have recently sold.

6 You have a half kilo of raw blood iron.

Money: A blacksmith is one of the higher paid jobs in the standard village. You are, however, typically paid in trade. You may get a side of beef, a month's worth of eggs, or a new leather vest. Overall this isn't such a bad way to live. You rarely go hungry, unlike many others on T'nah. Each term, make a roll using your Smithing skill.

Critical success indicates you saved a number of quid equal to your Smithing SVxED this year.

Success indicates that you have saved a number of quid equal to the ED rolled.

Failure indicates you have broken even—but at least you're not going hungry!

Critical failure indicates that some of your work has broken or failed and given you the reputation of a poor craftsman. You are now an embarrassment in your town and no one will seek your services. You must leave this town, change occupations, or begin play.

Contacts: 1D10+2. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement:
Make a Metallurgy roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain no additional money for this time.

Critical failure indicates that you have been injured. You lose 1D10 points from your Flesh Attributes. You may begin play at this point, if you wish.



Novice: A novice is a beginning level artisan. You have not yet become established in the trade. You haven't decided in what area or perhaps which medium you want to work and be known for. You are still experimenting with your talent and looking for your niche in the world of art. This is the time when you make acceptable popular work and contacts in the art world; later, when you are more established with sturdy contacts, you can make a statement.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: any Artistic skill, any Craft skill, Any Daily skill, Heraldry, Mathematics, Observation, Superstition.

Gear: You have a small, hardened-hide case for your supplies. You have several different types of brushes for painting, several types of drawing instruments (pens, pencils, charcoal, etc.), and some clay jars. You have files for smoothing the rough edges from metals and wood, small wood chisels and sculpting tools, a small palette for painting, and paper for drawing and sketching. You also have a smock to wear over your normal clothes to keep them in their present condition.

Money: Ever hear the term 'starving artist?' Well, it's true. The last time you opened your money pouch, the suction nearly pulled you inside. However there is hope! Roll 1D10 and see what fate has provided for you:

1-3 You have all the needed materials to create a piece of artwork except of one essential component or at least not enough of it. If you can acquire that needed component then you can create a piece worth 25 quid.

4-6 You have a piece of artwork that you have created that is worth approximately 75 quid.

7-9 You have a letter of commission for a local VIP. This letter states that if he is pleased with the artwork that you create, he will then not only pay you 250 quid but will give you a commission for future works. He will also grant a small stipend of 100 quid per year, above what he pays for each future completed piece. Good luck and create well.

10 You are the flavor of the week. You have 1D1000 quid.

Contacts: 1D6. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a skill roll using your lowest valued Artistic skill.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain no additional income during this year.

Critical failure indicates that you have gained a reputation as avant-garde in an anti-social way. Your artwork is ridiculed and you are forced to leave your community to seek less critical admirers.

CRIMINAL (Gangster)

Gangsters are the more violent form of criminals. They band together and act as a unit, making them all the more dangerous. While a thief may only take your money belt, a gangster will beat you up, or even kill you, for your shoes.

Restrictions: May not be Ch'ak or Yethite.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D6	**Charisma:** D6
Dexterity: D10	**Perception:** D8	**Insight:** D6
Stamina: D4	**Sanity:** D6	**Resolve:** D4

Attribute Increase: Resolve or Stamina (Choose one): +1

Skill Increases: Con: 10, Guile: 10, Observation: 10, Stealth: 10

Special: Criminals are not restricted in how they spend their foci. Unless an individual occupation has restrictions, you are free to spend your foci as you see fit. You also gain 1D10 Infamy for each year you are a Criminal.

Gear: Travelling light means you have very few possessions on your person at any time. Thieves typically carry a basic lock pick set, a pair of thin gloves, and a coin pouch. Some, depending on their technique, carry a small weapon. The player may choose a qatar, dagger, or short sword.

Thieves dress in dark colors, to blend in better to the night. They favor the pelerin to hide behind its voluminous hood, though some also wear the ghutra and agahl, looping the ghutra across the lower portion of their faces to hide their features. A djellab with a rope around the waist and a pair of sirwahl are quite common. There is no typical footwear; some prefer barefoot, others siz'me. (You may choose any footwear.)

Escaped Slave: You may have been born a slave, forced into being a slave through debt, crime, or conquest of your people. No matter the reason, you have escaped and are living on the run. You have a price on your head.

You are free, as you were born to be. Free to spend the rest of your life looking over your shoulder and hiding, hoping that no one recognizes you for who and what you are. If you have escaped from one of the cultures that tattoo or brand their slaves, this may be a bit harder than if you had escaped from one that doesn't practice such barbarism. Some have said that gaining their freedom in this manner is like being reborn. If this is true, then Baby you're reborn to run.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Ambush, Camouflage, Domestics, Dirty Fighting, Escape, Etiquette (Culture), Guile, Hide, Instinct, Kick, Observation, Punch, Running, Slash, Stealth, Streetwise, Thrust, Unobtrusive.

Gear: You are an escaped slave. You own nothing but the clothes on your back and the skills and knowledge you possess. Good luck and keep moving.

Money: You are an escaped slave and earn no money. Good luck and keep moving.

Contacts: 1D10. Any occupation except Noble, Snitch, Kril (town guard).

Exotic: 9+. Exotics somehow owe you a favor.

Advancement: There is no way to quit being an escaped slave. However there are two ways to change your status: to be granted your freedom by your former owner, or get captured and return to slavery. Make an Unobtrusive skill test.

Critical success indicates you have managed to buy or win your freedom from your former owner. You are truly free. You must find a new occupation. You may enter any field for which you meet the entry requirements, or you may begin adventuring.

Success indicates you managed to spot your pursuers in time, and disappeared before they found you. Once again you are on the run. The nice thing is that you managed to take funds equal to EDx2 in quid. You also don't lose any of your contacts because of your location change. You may begin adventuring, or change occupations. You will always have to look over your shoulder.



Freedom has a price...

Failure indicates you managed to narrowly escape the slave hunters that are constantly hounding you. You are still free to run, but you have no money. You spent all that you had to help get you out of town unnoticed, or paying someone to mislead the hunters. You may only keep half of the contacts you have made so far in this occupation (pick which ones to keep). You must move to another town to stay ahead of the hunters. You may move to another occupation, but will still spend most of your time looking over your shoulder until you can earn your freedom. You may begin adventuring as an escaped slave.

Critical failure indicates the slave hunters capture you before you are even aware of their presence. You got sloppy. You are again a slave, under your master's doubled cruelty, and must spend at least 1D4+3 years in that occupation before you may try to escape or earn your freedom again. You lose three points from your Flesh Attributes (you determine how to distribute this loss) from the beatings you took when the hunters found you and when you were returned to your master's care. You lose all money, gear, and half your contacts (the Bard determines which contacts you still have).

Footpad: You track down a target, find the right moment to strike, and steal their belongings. You will fight if necessary. You are more patient than most of your fellow criminals. You often spend days, even weeks, scoping out your intended victims and their patterns before you strike. You are willing to track down and stalk your victim for as long as it requires if you think the haul will be sufficient.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Appraise, Ciphering, Dirty Fighting, Etiquette (Culture), Guile, Hide, Instinct, Kick, Observation, Picklocks, Running, Search, Slash, Stalk, Stealth, Streetwise, Thrust, Unobtrusive

Gear: You don't have much. Most of what you gather from others you try to sell as quickly as possible. You do have a few things; a set of dark colored clothing. You have a set of soft-soled shoes/slippers to aid your stealth. You have a large cloak. You have a large bag to hold your loot in, with a rope tie at the top. You also have a set of standard lockpicks.

Money: Make an Appraise skill roll to see how much you have gotten paid for your loot this past year.

Critical success indicates you receive EDx5 in quid.

Success indicates you get EDx3 in quid.

Failure indicates you only get your ED in quid and nearly got caught at your last job. You might want to practice being stealthier before next time.

Critical failure indicates you were nabbed in the act by the town guard. You get no money this term because whatever you had saved you spent keeping yourself from jail and slavery. You have no money or gear at all.

Contacts: 1D4. One must be your fence. Criminal/Gangster, Kril (Town guard), Worker.

Exotic: 9+. Exotics owe you a favor. You may exchange an exotic contact for any standard Merchant, Entertainer, Artisan, Noble, Kril, or Maroc contact.

Advancement: Make a Running skill test. Any success allows you to promote or change careers if you wish.

- Critical success indicates you get additional quid equal to EDx2, and gain an extra contact from any field.
- Success indicates you have done well for yourself this year and get additional quid equal to your ED. +5 Respect, +3 Renown.
- Failure indicates you lose any money you have to keep out of jail, and lose two contacts because you burned their favors trying to cover yourself. -6 Respect, -3 Renown.
- Critical failure indicates you were caught in the act with stolen goods in your possession. You lose all money and gear, and are thrown in jail. You must spend the next occupation as a slave doing community service to atone for your crimes. You must begin play from that occupation and may not choose any other occupation.

Myrlihk Outkast: You are of a proud race and culture. The Myrshal are your people, even if they don't claim you. You have been exiled from the pride to survive on your own—and survive you will. Whether you were cast out because you are male or due to some offense matters little. You are persona non grata in the enclaves of your people.

You must learn to live on your instincts, wits, and skills in the wilds of T'nah, or find your way to a settlement that will allow you to live among them.

Field Differences: The Myrlihk Outkast does not receive the increased Attributes normally associated with the Kril field. Instead of the typical Criminal core skills, the Myrlihk Outkast focus on different areas; exchange these skills for the ones listed for the Criminal field.

Attribute Changes: Flesh Attributes: +2, Mind Attribute: -1

Skill Increases: Observation: 10, Search: 10, Stealth: 10, Slash: 10

SEC Level: 0

Entry requirements: Must be Myrlihk.

Restrictions: Typically male, but some females are Outkast.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Stamina or Resolve by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Stamina by +1 for a cost of 10 skill levels.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Ambush, Camouflage, Charge, Climbing, Disguise, Domestics, Hide, Instinct, Jump, Jury Rig, Kick, Mimicry, Observation, Punch, Running, Search, Slash, Sprinting, Stealth, Tracking, Trail Signs, Traps.

Gear: You don't have much to call your own. You have the clothes you were wearing when they cast you out of the pride and not much else.

Money: As an Outkast you don't make a lot of money. You do, however, manage to make a few quid, here and there, acting as a guide and sometimes guard caravans or explorers traveling through the area. Make a Trail Signs test to see how well you have managed this past year.

- Critical success indicates you receive EDx5 quid.
- Success indicates you get ED quid.
- Failure indicates you receive ED divided in half (round down) in quid.
- Critical failure indicates you get no money this year. You were barely able to survive.

Contacts: 1D4. Myrlihk Huntress, Myrlihk Outkast, Vhzine, Vangel, Merchant, Worker, Maroc, Rusahn.

Exotic: 9+. Exotics owe you a favor. You may exchange two exotics for one standard Noble, Vhzine, Kril, Artisan, Entertainer, or Criminal/Gangster contact.

Advancement: Make a Tracking skill roll. Any success allows you to promote or change careers if you wish.

- Critical success indicates you have somehow convinced either your own people or that of another culture of your true worth, and have been accepted into that society as a protector. Raise your SEC level by one, +5 Respect, +9 Renown.
- Success indicates you have managed to live another year. You receive your ED in quid and one item worth 50 quid (or less) from the equipment section with the Bard's approval.
- Failure indicates you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You also have to remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels spent on any one skill. You receive no money due to your 'illness.'
- Critical failure indicates that during a foray in the wild slavers captured you. You must spend at least two terms as a slave before you may change occupations or try to escape. You lose all your money, gear, and half your contacts.

Punk: The lowest member of an organized crime syndicate, you typically collect the extortion money and beat up those who don't, can't, or won't pay. You are the one that is expected to shake down the owners for an 'insurance' policy and collect the monthly debts owed by each. You are the first line of defense. You are kamel fodder during turf wars. You are also used to help throw the law off the trail of the higher-ups in your organization.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

The exile flees that he may be free, and that he should not die in the pits, nor that his food should fail.

—Kleiben, Alpha-Male of Eyescratchers Tribe

CRIMINAL (Thief)

Thieves are the underhanded sneaks, cutpurses, burglars, and con men of the world. They devote their lives to the love of money. Dirty work is their specialty. They know no honor. Everything is possible for a price.

Deftness, silence and subtle awareness of one's surroundings comprise the art of thieving. This focus provides the thief with the stealth and agility required to relieve others of their valuables. Swiftness is more important than strength to the thief, who is often pursued by the constabulary. Few thieves can resist the temptation and allure of their precious god—money.

A sneaky cutpurse who chose to prey upon his own kind coined the old adage, "Honor among thieves." No one is exempt from their wanton greed. No matter his style, whether an underhanded sneaky scoundrel or a skilled con artist, a thief is never more than a selfish and self-gratifying criminal.

In the world of T'nah, theft of cold hard quid has a short-term appeal. The real value is information; in some cases it is more valuable than an entire vat of water...to the right person.

Gear: Travelling light means you have very few possessions on your person at any time. Thieves typically carry a basic lock pick set, a pair of thin gloves, and a coin pouch. Some, depending on their technique, carry a small weapon. You may select a qatar, dagger, or short sword.

Thieves dress in dark colors, to blend in better with the night. They favor the pelerin to hide behind its voluminous hood, though some also wear the ghutra and agahl, looping the ghutra across the lower portion of their faces to hide their features. A djellab with a rope around the waist and a pair of sirwahl are quite common. There is no typical footwear; some prefer barefoot, others siz'me. (You may choose any footwear.)

Beggar: You are not necessarily a criminal, but most people treat you as one. Most of the time you are incredibly down on your luck, with no means to raise any money to get you back on your feet. However, this rarely happens since most of the money and items you collect, you have to spend just to survive the daily grind of T'nah.

Still there are those who have nothing physically wrong with them, nor have they fallen on hard times, yet still beg for a living. There may be many reasons for this, but usually the person is just incredibly lazy. Some truly are criminals trying to fleece the populace. Whichever class you fall into, honest loser or willing shyster, you are still a beggar.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acting, Appraise, Bluff, Ciphering, Con, Conceal, Deceit, Etiquette (Culture), Gossip, Guile, Instinct, Legerdemain, Persuasion, Psychology, Streetwise, Unobtrusive.

Skill List: Appraise, Brawling, Bluff, Ciphering, Conceal, Dirty Fighting, Escape, Guile, Hide, Instinct, Intimidation, Kick, Observation, Punch, Search, Slash, Sprinting, Stealth, Streetwise, Thrust.

Gear: You have a studded leather jerkin and leather boots. You also have a pair of heavy weighted sap gloves. You carry a large club at your waist. You wear a leather thong about your neck where you keep your boss's protection payments, and a mean look on your face.

Money: Most of the money you handle daily is not yours to keep. It belongs to those in power above you. They do pay you for efforts on their behalf. You are also skimming a few quid per payment for yourself as well, just hope you don't get caught doing so. Make a Conceal skill test to see how much you managed to skim.

Critical success indicates you get EDx5 in quid.

Success indicates you get your EDx3 in quid.

Failure indicates you get half your ED (rounded down) in quid and your boss suspects what you are doing. You must find a new profession quickly, and probably leave town, too.

Critical failure indicates your employer brings in his cousin to explain why stealing from the family is not wise. You lose 1D10 Attribute points (distribute as you see fit) and must choose a detriment from this list: Slurred Speech, One Eye/Poor Depth Perception, Lost Hand or Foot, Digestive Difficulties, or Unstable.

Contacts: 1D10. Criminal/Gangster, Kril, Merchant, Entertainer, Artist, Worker, Vangel.

Exotic: 8+. You may exchange two exotics for a standard Noble, Maroc, or Rusahn contact.

Advancement: Make an Instinct skill roll.

Critical success indicates you get a bonus of EDx5 quid, +8 Respect, +8 Renown, +5 Infamy. You are given a long knife to be more effective at collecting. You gain a contact in the criminal world who owes you a favor. The Respect carries over to your next promotion. You may promote, change occupation, or begin play.

Success indicates you have impressed your bosses and they have rewarded you for your work. You gain EDx2 in extra quid, +5 Respect, +5 Renown, +3 Infamy.

Failure indicates you have made several mistakes and the town guard is watching you. Lose two criminal contacts from fear of being associated with you. Your bosses won't speak to you without going through several anonymous sources first. You must stay in this occupation for one more year, and you earn half of whatever money you roll for this term due to the lack of trust in your abilities.

Critical failure indicates your bosses discovered your skimming, and were told that you were selling info about them to the Town guard. You've been framed. They have made an example of you to anyone entertaining ideas about 'moonlighting.' You have been beaten to a bloody pulp; you suffer a permanent loss of one point from each of your Flesh and Will Attributes. You must select a detriment from the following list: Missing Tongue, Lost Limb, Sensitive Skin (Mild), Unstable, Detached. You also lose all money and contacts, and are a pariah in this town. As soon as you are able to travel again, you should consider moving.

Gear: The clothes you wear are filthy rags. You don't even have shoes. You have a crudely made sign stating your situation and whether you will do any kind of labor for the charity given you or not. These are your only possessions.

Money: Beggars don't have money. You spend most of your days living hand to mouth if you are lucky; many days you go hungry and thirsty. Roll 1D4-1. This result is the amount of quid you have on hand. This money may not be accumulated or hoarded over multiple terms as a beggar.

Contacts: 1D4+1. Worker, Vangel, Criminal, Kril, Artist, Entertainer, Vhzine.

Exotic: 9+. You may exchange any exotic for a standard Noble, Merchant, Maroc, or Rusahn contact.

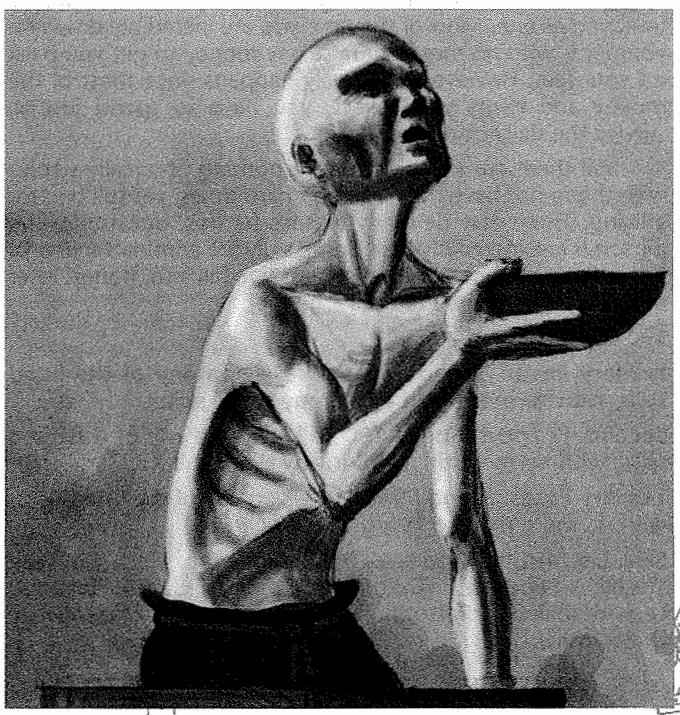
Advancement: Make a Persuasion skill roll. Any success allows you to promote or change careers if you wish.

Critical success indicates you were able to convince someone to give up a priceless gem (whether they knew its value or not) and are now living large, although you may choose to hide your wealth and continue to beg. You have your Persuasion SV in quid. You may promote to any occupation for which you are qualified, except Noble.

Success indicates you have scored a few good days of work for pay. You get your ED in quid.

Failure indicates you are hassled constantly by local merchants. "Move along, you are hurting business." You have been unable to collect any money. You suffer -10 to all Perception based skill rolls for the next week. You must also remain a beggar for at least one more term (1D4 years) before you can change occupations or promote. +3 Infamy.

Critical failure indicates those pesky merchants have complained to the local lord, who has had you jailed for vagrancy. You must spend your next term as a pit fighter. +7 Infamy.



Crook: You are the average street criminal. You do what needs to be done. It is not that you are adverse to honest labor, but you feel that this way is so much easier. You have done everything from running a con, to picking pockets on the street, to breaking into someone's abode or shop and taking whatever you can tote away. You are the underworld equivalent of a jack-of-all-trades. Some are better at certain types of jobs than you, but none so versatile.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Appraise, Ciphering, Climbing, Con, Conceal, Escape, Fast-Talk, Guile, Hide, Instinct, Observation, Pick Locks, Pick Pockets, Search, Sprinting, Stealth, Streetwise, Traps.

Gear: As a thief you have basic, functional gear—a dark pelerin, pyjan and djellab. You have a pair of soft-soled shoes. You also own a pair of gloves. You also have a small drawstring pouch, an empty, medium sized bag, and a standard set of lockpicks.

Money: Your purse depends on how good a thief you are. Roll Pick Locks to see the value of your ill-gotten gains.

Critical success indicates you have EDx8 in equivalent quid value of stolen goods.

Success indicates you have EDx3 in equivalent quid value of stolen goods.

Failure indicates you have only managed to swipe your ED divided by 2 (round down) in loot. +3 Infamy.

Critical failure indicates you have had to spend all your monetary value to keep yourself out of jail and out of the pits. You are broke and owe 1D4+1 people a favor, which they can call in at any time. +7 Infamy.

Contacts: 1D4+1. Criminal, Worker, Town Guard.

Exotic: 8+. You may exchange an exotic contact for a standard Merchant, Artist, Entertainer, Vangel, Vhzine, Maroc, or other (non-Town guard) Kril contact.

Advancement: Roll Fast-Talk skill. Any success allows you to promote if you wish.

Critical success indicates you get 5+(EDx5) Respect, +5 Renown. You are no longer one of the town guard's usual suspects when something gets lifted or a pocket is picked.

Success indicates you have managed to talk your way out of tight spots, and made a decent haul this year. You get your EDx2 in quid and -5 Respect, and +3 Renown.

If you fail your roll, you were caught fleeing the scene of a crime and were nabbed by the town guard. Fortunately, they bought the story you fed them and released you. You are fined half your current quid. You have moved yourself up on the town guard's usual suspects list, and they now harass you even when you aren't doing anything criminal. Gain +3 Infamy.

If you roll a critical failure, you were caught fleeing the scene of a crime and were nabbed by the town guard. Unfortunately, they didn't buy the line you told them. Your next term must be spent as a Pit Fighter. You lose everything you own and all your quid. Better luck in your next occupation. +12 Infamy.

Hustler: A hustler is the most basic form of con man. You often spend a few minutes sizing up your next rube to see if they have what you need and formulating your story before you approach them.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Bluff, Cold Read, Con, Fast Talk, Dancing, Deceit, Fashion, Guile, Instinct, Presentation, Etiquette (Specific), Observation, Story Telling, Streetwise, Superstition, Evade, Sprinting.

Gear: You have two extra changes of clothes: one that would appear to place you in the middle to merchant class and one that would place you among the working class, as well as those that place you in the lowest class of T'naharan society. You have nothing other than a pouch for your orbs and a sad story.

Money: Make a Cold Read skill test. Any success allows you to promote or change careers if you wish.

- Critical success indicates you get EDx5 in quid.
- Success indicates you get your EDx2 in quid.
- Failure indicates you receive your ED in quid.
- Critical failure indicates you are beaten up and acquire one physical detriment from the following list: Slurred Speech, One Eye/Poor Depth Perception, Lost Hand or Foot, Digestive Difficulties.

Contacts: 1D6. Criminal, Town Guard, Worker, Merchant.

Exotic: 9+. You may exchange an exotic for a standard Vangel, Vhzine, Entertainer, or Kril contact.

Advancement: Make a Deceit skill roll. Any success allows you to promote or change occupations if you wish.

- Critical success indicates you have duped even the town guard into believing your lies. Gain your EDx2 in quid, +5 Respect, +3 Renown, and a criminal contact that owes you a favor.
- Success indicates you have managed to be convincing in your cons. Gain ED in quid, +3 Respect, and +1 Renown.
- Failure indicates you have tipped off both the Town guard and many of your victims to your true intents. You must move to newer and hopefully greener horizons.
- Critical failure indicates not only did you tip them off, but you didn't leave town fast enough and were collared by the town guard. You must change occupations from hustler to slave for the next term, then you may promote, escape, or change your line of work, and you must move on to another town.

Scavenger: You seek out the places where people have dwelt for the remains of their belongings. You know where to look for the discarded items of civilization. You are the humanoid equivalent of a pack rat.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Appraise, Bribery, Ciphering, Climbing, Conceal, Evade, Guile, Hide, Instinct, Jury Rig, Legerdemain, Observation, Pick Locks, Pick Pockets, Scavenging, Search, Streetwise, Traps.

Gear: You have a lot of stuff. How much of it is viable for instant use is the real question. You have several sets of clothes; most have stains or large patches. You have a rusted short sword, a leather scabbard, and a wooden shield.

Money: You may have been able to sell some of the items you have found. Make an Appraise skill roll to see if you found anything of value this past year.

- Critical success indicates you get ED+2 in quid for the cast off treasures you sold.
- Success indicates you get ED-3 (minimum zero) in quid from the sale of your items.
- Failure indicates you get ED-6. Negative numbers are favors owed for letting you slide on a few debts.
- Critical failure indicates you owe the negative equivalent of your ED in favors for saving your hide. You may want to think about leaving town.

Contacts: 1D4-1 (minimum 0). Criminal, Merchant, Town Guard, Worker.

Exotic: 9+ You may trade exotic contacts for a standard contact in any field.

Advancement: The only way to leave this way of life is to settle down and stop scavenging. You may change occupations if you meet all the entry requirements for that occupation choice.

Snitch: You trade your street smarts for money. You may work for the criminals, trading information on other criminal's activities, or maybe you work with the town guard. You may do both. Very. Dangerous. Anywhere there is a town guard and a criminal element, there will be a Snitch. This occupation is always in demand with someone—the main problem is trust.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Appraise, Bribery, Ciphering, Con, Conceal, Deceit, Etiquette (Culture), Gossip, Guile, Innuendo, Instinct, Legerdemain, Lurking, Negotiation, Observation, Persuasion, Psychology, Stealth, Streetwise, Unobtrusive.

Gear: You don't own much; you survive on your knowledge and contacts. You have clothes and a tether for orbs. You also carry a small knife for protection. You are not a fighter, but survival is everything on T'nah.

Money: As a snitch you live and die by your tongue. The knowledge you purport is what feeds you for the next meal. So make a Persuasion skill test to see how well fed you really are.

- Critical success indicates your tongue is made of silver. You receive EDx15 quid.
- Success indicates you get EDx5 quid.
- Failure indicates your info has been useless. They have paid accordingly. You get the ED in quid.

Critical failure indicates one of your sources discovered what you really do and disapproves. You have been assaulted by some of his goons and will spend some time walking with a limp. This has negative effects on your other associates as well. You lose all current money reestablishing yourself in their good graces, and permanently lose two contacts.

Contacts: 1D10. Worker, Artist, Entertainer, Merchant, Kril, Vangel, Criminal/Gangster.

Exotic: 8+. Exotics owe you a favor. You may exchange 2 exotics for a standard Rusahn, Maroc, or Noble contact.

Advancement: Make a Streetwise skill test.

Critical success indicates you impressed your superiors and sources of your loyalty to them, at least for another year. +5 Respect, +8 Renown, EDx2 in quid equivalent equipment. This Respect carries over when you promote.

Success indicates you have kept all the right people in the dark about your true profession, and supplied those necessary with just enough info to keep them content with your work and pay you for it. +3 Respect, +4 Renown, ED in quid. This Respect carries over when you promote.

Failure indicates you fed someone inaccurate information. They were not happy when they found out. This may have been accidental or on purpose; they don't care why. They express their displeasure physically. -3 from your current Flesh Attributes (you decide how to divide the points up; the loss is not permanent). -3 Respect, -4 Renown.

Critical failure indicates those you were snitching on found out. Permanent -5 to your Attributes (you may pick how to divide these up between which traits). You thank Ashik you are alive and as soon as you can walk again, you pack up and leave town.



ENTERTAINER

It is your job to entertain people, whether it is an audience of one or many. You may have chosen the occupation of singer, musician, actor, jester, dancer, or a myriad of other options. You gotta start someplace. You are what they call a struggling artist, no matter what portion of the entertainment field you stand in. When times are hard, you help keep people's morale up. If you are good you can go far, and even if you are average you can go a little ways. However, if you stink, you will only suffer humiliation and bruises from thrown objects. Now get out there and break a leg!

FLESH	MIND	WILL
Strength: D6	**Intellect:** D6	**Charisma:** D8
Dexterity: D6	**Perception:** D6	**Insight:** D6
Stamina: D8	**Sanity:** D4	**Resolve:** D4

Attribute Increases: Charisma: +2

Skill Increases: Instinct: 15, Presentation: 10, Observation: 5

Special: Entertainers focus upon their craft. If a Primary focus is spent upon an occupation of Entertainer, then the Secondary focus must also be spent on the same occupation.

Gear: You have two costumes/performance outfits. You may have a small makeup case and a small pack with equipment needed for your field of entertainment. You also have a small pouch for keeping tips or payment in.

Money: Performers are usually in high demand, but at this level you don't bring in the big orbs. First you have to make a name for yourself, then you can start setting prices. Until then you must work for whatever you can get. Often you work for room and board, with tips supplementing your account. Roll 1D10+1 for each term you manage to survive 'the slings and arrows of outrageous fortune' to find the amount you have squirreled away from tips and art patrons.

Player: A skit performer capable of amateur level acting. You have had some trials with hecklers, and some success with applause as well. You are an actor and you can act—somewhat, anyway. You usually get the walk-on roles and bit parts. Your crowning achievement so far may have been as a minor character, or understudy to a major supporting role. You are not shy in front of a crowd. You have certain flair for what you do in almost any situation—and you love to make an entrance. You have the dream to become a star, but right now, that is all it is—a dream.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acting, Bemuse, Bluff, Disguise, Etiquette (Culture), Fast Talk, Guile, Instinct, Juggling, Oration, Persuasion, Presentation, Story Telling.

Gear: You have a large pack or bag for your props and costumes, perhaps even some basic makeup. The equipment you carry is useless outside the stage; your swords are tin, your jewels are paste, and your clothes are not tailored. You also have a hat or cup for collecting donations when you perform. You have a better-than-average pair of worker's traveling clothes in addition to whatever you have managed to fashion into costumes.

You want to be an actor—pretend you have more stuff.

Money: Wannabe actors don't make much money. You work for donations most of the time, on whatever street corner you can find. You usually have enough money to keep you alive and covered from the weather until the next town or gig. Each term, make an Acting roll.

Critical success indicates you have saved your Acting SV times 100 in quid.

Success indicates that you have saved your Acting SVxED rolled in quid.

Failure indicates that you have only managed to save the ED rolled in quid.

Critical failure indicates you are in debt so high that you have been thrown in debtors prison or sold as a slave. Subtract 1D10 points from your Flesh Attributes and spend the next 1D4 years as a slave or pit fighter. Good luck and break a leg!

Contacts: 1D10+2. Any except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make an Acting roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain 1D10-5 in quid (if negative, then subtract from the total).

Critical failure indicates that you have performed a skit that violates the mores of the community, or ridiculed a leader. You must spend the last of your money paying the fine incurred by your infraction. You must also change fields and move away.

Prancer: You are part of the chorus in plays and dance recitals. You could teach young ones how to begin dancing. You are waiting for someone to notice your true abilities and promote you to prima ballerina.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Strength and/or Dexterity by +1.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acrobatics, Balance, Body Language, Dancing, Etiquette (Culture), Falling, Fashion, Jumping, Kick, Presentation, Running, Seduction, Sprinting.

Gear: As a prancer you don't need much: your dance outfit, shoes, and a bag to store them in. Other than a standard set of clothes, you have little else to speak of—for you the dance and the dream is all you really need.

Money: You are fortunate: dancers make more than most. Each term, make a Dancing roll.

Critical success indicates you have saved your Dancing SV plus (Seduction SVx100) in quid this year.

Success indicates that you have saved your Dancing SV plus (Seduction SVx ED of the roll) in quid this year.

Failure indicates you have broken even.

Critical failure indicates that you have offended people with your dancing routines. You must leave this town or begin your next occupation as a Slattern.

Contacts: 1D10+2. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Balance roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10 quid for this additional year.

Critical failure indicates that you have suffered a major injury to a leg. You suffer a permanent -1 to your Dexterity. You must also find a new occupation due to your injury. Your dream of becoming a famous dancer is shattered.

Recitalist: One skilled with music—either voice or instrument. You are someone who has been trained in the musical arts for singing, playing an instrument, or both. But you are not star material yet. It is true you know how to perform in front of an audience without showing much fear, but your talent lacks in several areas. You can sing or play well enough to earn your supper and perhaps your keep, but not well enough to make a living. You can carry a tune and tune your instrument, and most of the time make a pleasant noise. However, practice makes perfect, so keep performing and practicing and maybe someday you'll get there.

SEC Level: 1-2

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Strength and/or Resolve by +1. This may be done once per Attribute. You may also spend 10 points to gain the Quality: Tonality at 1D6+3.

You may distribute 50 points in the following skills: Melismatic Technique, Musician (Instrument), Singing. Not more than 25 points in any one skill—Musician may be chosen multiple times with different instruments.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Resolve by +1. This may be done only once.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Breath Control, Composition (Music), Etiquette (Culture), Literacy, Melismatic Technique, Music, Musical Notation, Musician (Instrument) (may be taken multiple times), Presentation, Singing.



Gear: You have a set of peasant clothes and a set of performing clothes. You also have your instrument and a way to carry it, or a small satchel full of sheet music and lyrics to sing from (depending on which track you take). You will also have a cup or hat with which to collect donations when you are forced to play on the streets.

Money: Musicians are often amongst the highest paid entertainers. A pleasant tune in this day of continual hard knocks is always welcome. You actually make decent money but musicians are not noted for being thrifty with their earnings, often spending an entire week's pay on a fine room, food, drinks, and company, and then reparations to the owner of the room the next morning.

Each term, make a roll using your primary musical skill.
- Critical success indicates you saved (your primary musical SV + Breath Control SV) x ED+100 quid this year.
- Success indicates that you have saved (your primary musical SV + Breath Control SV) x ED+5 quid.
- Failure indicates you have broken even.
- Critical failure indicates that you have offended people with your bawdy and ribald music. You must leave this town, change occupations or begin play.

Contacts: 1D10+2. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Musician or Singing roll.
- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10-1 quid for this year.
- Critical failure indicates that you have been accosted in an alley and nearly throttled to death. You are no longer able to sustain voice or breath enough to create music (or you have broken your fingers). You must find a new occupation due to your injury. Your dream of becoming a famous musician is shattered.

Slattern: Every vahna has one (usually more): someone who's there to provide pleasure to those with enough orbs. It is said to be the world's oldest profession. Ever since there has been more than one man and woman on T'nah there have been slatterns. They have gone by different names in different eras and cultures, but the job has always been the same.

Slattern is perhaps the most debated occupation choice you could make. Many argue that a Slattern is a necessary evil in society and should not only be tolerated, but regulated and taxed as well. Others say that it is an abomination that debases and degrades those who are forced into it. Some call it immoral. Others consider it a religion in itself. Still others argue that it is a boon to society that helps to reduce other crimes.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Strength and/or Dexterity by +1. Gain Infamy: 10

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1. Gain Infamy: 5

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill. Gain Infamy: 3

Skill List: Body Language, Ciphering, Dodge, Etiquette (Culture) (may be selected more than once), Fashion, Gossip, Guile, Instinct, Negotiation, Observation, Presentation, Seduction, Streetwise, Thrust.

Gear: You have a set of peasant clothes and a clean set of nicer clothes as well. You have little else as far as worldly possessions. You have a small pouch to hold your pay. What else do you need? You will also have a qatar (small knife) to protect yourself.

Money: You are paid better than most due to the volume of customers. Each term, make a Seduction roll.
- Critical success indicates you saved quid equal to (Seduction SV + Presentation SV) x the ED+100 this year.
- Success indicates that you have saved quid equal to (Seduction SV + Presentation SV) x the ED rolled.
- Failure indicates you have broken even. No quid.
- Critical failure indicates that you have been embroiled in a political battle due to the nature of several of your clients. You are now an embarrassment in your town and no one will seek your services. You must leave this town, change occupations, or begin play.

Contacts: 1D10+2. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Negotiation roll.
- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10 x 10 quid for this year.
- Critical failure indicates that you have seen something that could earn you an early grave. You must flee for your life.



Kril

Kril are warriors, swords for hire, guards, and peacekeepers. Their lives are devoted to fighting or, in certain cases, protecting others from harm. Kril focus on physical and perceptive development. They train for long hours with weapons of all types. Greater time spent learning to survive, however, neglects other more social or intellectual pursuits. Few Kril ever survive in the social pit-fights, nor distinguish themselves as intellectual giants.

The constant awareness of death is an occupational hazard of the Kril. He is hardened to it and often perceived as a bloodthirsty killer due to his cavalier attitude toward death. Each responds differently to his life. Some kril realize that death may await them in the next bout, and they become hedonistic carousers bent on satisfying today's pleasure—for tomorrow, they may die. Others brood, forever contemplating their life and the lives they have taken.

The life of the Kril is filled with hard training, emotional solitude, and blood.

Restrictions: May not be Yethite.

Attribute Modification:

FLESH	MIND	WILL
Strength: D8	**Intellect:** D4	**Charisma:** D4
Dexterity: D8	**Perception:** D6	**Insight:** D6
Stamina: D8	**Sanity:** D4	**Resolve:** D6

Attribute Increases: Flesh Attributes (choose one): +1

Skill Increases: Slash: 10, Thrust: 10, Dodge: 10, Observation: 10

Special: Kril tend to be focused upon their craft. If a Primary focus is spent upon an occupation of Kril, then the Tertiary focus must also be spent within the Kril field, though not necessarily on the same occupation. Ch'ak Kril, however, are restricted to spending their Primary and Secondary foci within the same occupation.

Gear: Kril carry with them the tools of their trade, weapons and armor, and very little else. A Kril has a main weapon and either a smaller backup weapon or a shield. A vital component of readiness is a whetstone to keep weapons honed and sharp. Depending on fighting style, a Kril might have some armor; however, a beginning character is not issued armor.

They usually wear a simple, loose fitting gomlek with a pair of sirwahl and a sturdy kusak for hanging scabbards. A durable set of thick, leather siz'me are typical. A bisht is too restrictive for Kril, who tend to opt for a pelerin.

Aij'ak Kril—Hutcher: You are an unbonded caregiver for the drachen among the Aij'ak. Bonded drachen Reiters are chosen only from this group of workers. Drachen in the Aij'ak culture are kept in large, rock-hewn alcoves. These alcoves need to be healthy and fresh, and it is your job to keep them clean. This is where you begin to learn the ways of the drachen and your place in the bonding rituals.

After you have proven yourself worthy as a Hutcher, you may be selected to bond with a drachen and become a Drachen Reiter.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: Must be Aij'ak.

Primary Focus: Spend 100 skill levels on any of the listed skills, with no more than +15 in any single skill. Gain the Quality: Empathic Effect at 1D4-1. Gain the Quality: Empathic Influence at 1D6+2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Animal Husbandry, Biology, Block, Carving, Climbing, Crossbow, Domestics, First Aid, Geology, Knotwork, Lifting, Masonry, Mining, Observation, Slash, Swabbing, Thrust.

Gear: You have a sturdy pair of breeches, wool tunic, and heavy, leather boots. While performing your duties cleaning out the stables, you typically wear some kind of apron and thigh-high boots called 'muckers.' You are also issued a knife. It is not a combat weapon, but could be used so if necessary.

Money: Roll 1D4-1 for your wages—minimum result is 0.

0 You squandered whatever income you had and must be content with your gear and memories.
1 You have a total worth of 1D6 quid per year.
2 You have a total worth of 1D10 quid per year, plus you are in possession of Drachen glove with two talons.
3 You have distinguished yourself as a lucky dicer. In addition to your 1D10 quid per year and a Drachen glove, you have managed to acquire 3D6 extra quid and 10 skill levels in Gambling.

Thieving Option: If you choose to 'acquire' other possessions from the hutches during his time as a Hutcher, then you are allowed to make one attempt to acquire an item for each year is in this occupation. Acquiring a single item will require a Stealth roll. However, thieving in the Aij'ak culture is a serious character flaw and therefore, your Resolve Attribute is used as a negative modifier.

Critical success indicates something very nice is acquired.
Success indicates something somewhat nice or a partially completed version is acquired.
Failure indicates you were caught in the process and must change occupations.
Critical failure indicates that the authorities that caught you deemed your actions would bring harm to the drachen, and you are remanded to custody. Your next occupation must be as a slave.

At your disposal are shovels, brooms, water, brushes, and small metal picks for cleaning under the drachen scales. Often the drachen will molt and need assistance in cleaning and clearing the old scales. These scales are saved and sewn together to create drachen armor. Many of these partially completed or fully complete shirts are hanging about the stables.

Additionally, drachen are known to shed claws—particularly if they have been injured—and will re-grow entire toes with claws when one is severed. These bony, hard, 15cm talons are saved and sometimes sewn to make hand weapons like the drachen glove.

Other items, including crossbows, armslings, and other armor or weapons, may be available depending upon the stable that you are in.

Contacts: 1D4-2. Kril, Vangel, Worker.

Exotic: 7+. Exotics may be exchanged for normal Criminal, Entertainer, Maroc, Noble, Rusahn or Vhzine contacts. If you are captured thieving, you automatically gain two Criminal contacts, and must pursue your next occupation as a slave or escaped slave.

Advancement: In order to advance to the next plateau, you must earn the right to participate in the bonding ritual. Make an average Animal Husbandry skill roll.

Critical success indicates an exemplary job of taking care of your assigned drachen. You have done so well that you have gained the attention of not only those around you in your clutch but your superiors as well. +5 Respect, +3 Renown, and a bonus of 1D10 quid. Most importantly, you are given the opportunity to bond with a remarkable drachen specimen.

Success indicates you have done job well and taken good care of your charges. +5 Respect, +3 Renown.

Failure indicates you are deemed unworthy and are asked to leave. You must pursue another occupation.

Critical failure indicates you have performed very badly. Roll D10 to determine how badly things go for you.

1-3 Substandard performance. Be grateful that you are not imprisoned for your mistreatment of the drachen. You must choose a different occupation to continue. -6 Respect and –2 Renown.

4-6 The wing commander summons you to his office and explains that he does not find you suited to this role. He throws you out of the hutch, into the waiting hands of your new commanding officer in the infantry. You are now a warrior. Welcome to the army!

7-9 A gang of ruffians, who smell remarkably like drachen dung—obviously your fellow hutchers, rough you up one night. They wear hoods to hide their faces and beat you to a pulp with the warning, "Never come back." You heed them and depart quickly. You leave with nothing more than the clothes on your back. You may move on to another occupation. –5 Respect, -7 Renown.

10 You are imprisoned for the crime of 'endangerment of drachen' and are sentenced to the Pits. Your next occupation must be as a Pit Fighter.

Bowman: You have been trained to rely on a bow and arrow rather than a bladed weapon. You realized early and quickly that the best way to fight an enemy is to take them out before they get close enough to cut you down. You are also usually the first response to an attack. You know how to use a blade or club if someone manages to get to close to you, but you prefer the distance granted by the bow.

You will rarely go hungry or without clothing. By hunting you can gain food for your table and hides with which to make clothing—you might not be the height of style, but you will be warm and fed. You can hunt when you need to and may even do so in your spare time or as a hobby.

SEC Level: 2

Restrictions: May not be Yethite.

Entry Requirements: SEC 2+, May not have a criminal background.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Strength by +1—up to a maximum of +2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Dexterity by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Archery, Balance, Breath Control, Block, Bowyer/Fletcher, Climbing, Crossbow, Dodge, Disarm, Evade, Observation, Parry, Punch, Slash, Sprinting, Tactics, Thrust, Withdraw.

Gear: You have a standard set of clothes made from animals you have brought down. You may have a uniform identifying you as an archer of the town guard. These clothes also include appropriate footwear for locality, culture, and status. You have a large knife and sheath. Of course, you also have a bow and quiver of arrows, or a crossbow and quarrel of bolts (player's choice).

Money: Each term, make a roll using Archery or Crossbow skill (whichever you prefer).

Critical success indicates you saved a number of quid equal to your Archery or Crossbow SVxED this year.

Success indicates that you have saved a number of quid equal to your Archery or Crossbow SV+ED rolled.

Failure indicates you have broken even.

Critical failure indicates that you have done something to make yourself an embarrassment in your town and no one wants to be associated with you. You must leave this town, change occupations, or begin play.

Contacts: 1D10. Kril, Worker, Vangel, Artisan.

Exotic: 7+. You may trade any exotic for a standard contact of Criminal, Merchant, Noble, or Vhzine.

Advancement: Make an Archery (or Crossbow) roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 2D10 quid for this year.

Critical failure indicates that you have seen something that could earn you an early grave. You must flee for your life. You may begin play at this point, if you wish.



Bravo: You like to fight. You're the tough guy on the block. You have the stubbornness of a mule and the demeanor of an anklebiters' grip. You have real potential to become a great sadist someday. You believe you can take on the world, and you are going to prove to anyone in doubt that you can do it.

SEC Level: 1 **Restrictions:** May not be Yethite.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Dexterity by +1—up to a maximum of +2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Block, Body Language, Brawling, Dirty Fighting, Dodge, Evade, Guile, Instinct, Intimidation, Kick, Observation, Punch, Running, Sprinting, Stalk, Streetwise.

Gear: You have managed to procure a pair of sturdy black leather gloves and matching leather vest. You also have a pair of heavy, black, mid-calf boots. You use a link of chain for a belt, this doubles as a makeshift weapon when needed. Most of the time if you need a weapon, you use whatever is handy.

Money: Each term, make a roll using Intimidation.
- Critical success indicates you saved a number of quid equal to your Intimidation SVxED this year.
- Success indicates that you have saved a number of quid equal to your Intimidation SV+ED rolled.
- Failure indicates you have broken even.
- Critical failure indicates that you are now an embarrassment in your town and no one wants to be associated with you. You must leave this town, change occupations, or begin play.

Contacts: 1D10. Any field except Maroc, Rusahn.

Exotic: 7+. Exotic contacts may be traded for any other type of contact.

Advancement: Make an Intimidation roll.
- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.
- On a critical failure not only was there an uprising against you, but the town guard was involved, and you have been arrested and sentenced to hard labor. Your next 1D4 years must be spent as a Slave.

Ch'ak Kril—Grunt: You are trained in the Ch'ak style of infantry combat. You are a member of the most expendable and largest group in the army. You don't give orders—you take them. You don't ride into battle—you rarely even ride to the battle. You don't plan strategy—you attack, kill and hold the line. Such is the life of a grunt in the Ch'ak army. You must truly be proud to be a part of this glorious war machine. Good Luck, and keep your head low if you want to survive your tour of duty.

SEC Level: 1 **Restrictions:** May not be Yethite.

Entry Requirements: Must be Ch'ak.

Special: Ch'ak Kril are restricted to spending their Secondary and Tertiary foci within the same occupation.

Primary Focus: Spend 140 skill levels on any of the listed skills, with no more than +15 in any single skill. You gain the Asset: Tenacious. You may also spend 10 skill points each to increase your Strength and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Block, Brawling, Charge, Dodge, Feint, Gestures, Heraldry, Intimidation, Kick, Observation, Parry, Punch, Riposte, Running, Slash, Thrown, Thrust.

Gear: You have a chainmail shirt and studded leather pants, a pair of heavy leather boots, a sword, and a belt to hang it from. You have a metal helm that covers your head above the ears and to the base of the skull. You also have a standard bedroll and change of clothes.

Money: While you are part of the Ch'ak army, you do not get paid much. Each term, make a roll using Slash or Thrust, your choice.
- Critical success indicates you saved a number of quid equal to your Slash or Thrust SVxED this year.
- Success indicates that you have saved a number of quid equal to your Slash or Thrust SV+ED rolled.
- Failure indicates you have broken even.
- Critical failure indicates that a weapon maneuver you have been practicing has gone horribly awry. You suffer a wound that prevents you from performing your duty. You acquire a limp and suffer a permanent -25 to Running and Sprinting. You may not serve in the Ch'ak military. You must leave or be reduced to the ranks of the Dusteen—in other words, you're leaving.

Contacts: 1D6. Ch'ak Mule, Ch'ak Grunt, Merchant, Entertainer, Vangel, Worker.

Exotic: 9+. Most likely indicates a member of the next highest echelon of the Ch'ak military. You may trade any exotic for a regular Vhzine, Artist, Criminal, or other Kril occupation contact.

Advancement: Make a Block skill roll.
- Critical success indicates you not only kept yourself alive, but also managed to save a few of your comrades from certain death. This show of bravery has gained you +16 Respect, +11 Renown, and a combat pay bonus of 1D10 additional quid. You may also either decide to continue in this occupation, promote to a higher level in the same occupation, or change occupations.
- Success indicates you have managed to avoid the natural hazards of your job, like sword slashes, flying arrows, friendly fire, stampeding noks, enemy traps, and ambushes, just to name a few. +12 Respect, +8 Renown.
- Failure indicates you have in some way managed to either bring your commander's ire down upon your squad, or have shamed them in some way. -13 Respect, -10 Renown, and your pay is cut in half. If you are not yet receiving actual quid in payment, then rations are halved until you fix the situation and show vast improvement.
- Critical failure indicates you were caught performing a cowardly act. You have ducked instead of taking a blow! You are now busted to Waterscout. For the next year, you must be a Waterscout, with Tertiary focus allowed in skills. (You may flee the Ch'ak military, if you so choose, but you will never be able to redeem yourself in their eyes if you do.)

Ch'ak Kril—Mule 2nd: You do the hard labor of moving siege works into position. Weapons such as catapults, ballista, and siege towers are neither light nor easy to maneuver. It is your job to make sure these things are in the appropriate place at the appropriate time. You have the backbreaking job of manhandling, shoving, pulling, and pushing these uncooperative, bulky machines of war.

It requires someone stubborn enough not to give up when things don't cooperate, someone willing to become a beast of burden to guarantee the job gets done. You will need a strong back and a determined mind. Being a mule is a vital job, and not something just anyone can do.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: Must be Ch'ak.

Special: Ch'ak Kril are restricted to spending their Secondary and Tertiary foci within the same occupation.

Primary Focus: Spend 140 skill levels on any of the listed skills, with no more than +15 in any single skill. You gain the Asset: Willful. You may also spend 10 skill points each to increase your Strength and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Block, Brawling, Carpentry, Gestures, Gunnery, Heave Object, Heraldry, Jury Rig, Kick, Knotwork, Lifting, Mechanic, Observation, Parry, Punch, Running, Ride Beast (Specific), Siege Weapons, Slash, Teamster, Throwing, Thrust.

Gear: You have a chainmail shirt, studded leather pants, and a pair of heavy leather boots as well. You will also have a sword and belt to hang it from. A standard bedroll and change of clothes are also among your possessions. As part of the Ch'ak military you have a weapon and armor—what more do you need?

Money: While you are an important part of the Ch'ak army, in all reality you could be replaced with actual mules. The downside is that actual mules don't take orders as well as you do. Perhaps this is the only reason you have a position at all, so little funding is spent on your job. There is no army job lower than yours except Waterscout.

Each term, make a roll using Mechanic.

Critical success indicates you saved a number of quid equal to your Mechanic SVxED this year.

Success indicates that you have saved a number of quid equal to your Mechanic SV+ED rolled.

Failure indicates you have broken even.

Critical failure indicates that the siege weapon assigned to you has broken. You have failed in your duty. You must flee or face a fate worse than death: slavery. Make a Running test. Pass or fail. If you succeed, you make it out of town and you must change occupations or begin play. If you fail, then you spend the next 1D4 years as a slave. (You may flee the Ch'ak military, if you so choose, but you will never be able to redeem yourself in their eyes if you do.)

Contacts: 1D6. Ch'ak Mule, Ch'ak Grunt, Merchant, Vangel, Entertainer.

Exotic: 9+. Most likely indicates a member of the next highest echelon of the Ch'ak military. You may trade any exotic for a regular Vhzine, Artist, Worker, Criminal, or other Kril occupation contact.

Advancement: Make a Jury Rig skill roll to see if it is time to exit or not.

Critical success indicates your skill at handling your job and yet surviving has earned Respect from those in your troop. +12 Respect, +8 Renown, and a combat pay bonus of 1D10 quid. You may decide to continue in this occupation, promote to a higher level in the same occupation, or change occupations.

Success indicates you have managed to avoid the natural hazards and pitfalls of your job—sword slashes, flying arrows, friendly fire, incoming fire from other siege weapons—for another year. +8 Respect, +5 Renown.

Failure indicates you have in managed to either bring your commander's ire down upon your squad, or you have shamed them in some way. -9 Respect, -7 Renown, and your pay is cut in half.

Critical failure indicates you have suffered a major physical injury, and must retire from active service in the Ch'ak military. You take a permanent -2 Stamina, and need to seek something less physical. You will, however, receive an additional 30 skill points for training in a new occupation. Good luck in your new profession.

Ch'ak Kril—Waterscout: Waterscout in the esteemed Ch'ak military is the absolute lowest possible rank. You have reached this position by one of two means: either you are nearly totally inept and as out of place in the Ch'ak military as a deer steak at a Troog feast, or you have eaned the ire of someone in power and they gave you the job as punishment. Either way, it sucks to be you! It is hoped that you will abandon your post and your commanding officer need never be trifled with you again.

Whatever the reason you have this job, it isn't a good one. You have less respect in this unit than nok dung. You can either run away, hoping they aren't looking for a reason to hunt you down and kill you, or you can straighten up your act, and begin acting more like the Ch'ak warrior you should be. The choice is up to you.

SEC Level: 1

Restrictions: Must be Ch'ak.

Entry Requirements: May not be a Primary focus.

Special: Ch'ak Kril are restricted to spending their Secondary and Tertiary foci within the same occupation.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Block, Climbing, Disarm, Dodge, Evade, Hide, Instinct, Navigation, Observation, Orientation, Running, Search, Sprinting, Trail Signs.

Gear: You have a studded leather jerkin and heavy boots, two empty large waterskins (for filling with water when found), and a dozen brightly colored flags with stakes (for marking the path to or from the water source). You have a large knife and scabbard as well, to cut through the scrub and protect against wild animals.

Money: You are only a half notch above a deserter. The only thing that will separate you from that status is whether you come back from your duty each night. Since you are not expected back, the Ch'ak military will spend as little as possible on your upkeep and maintenance, which also means in salary. It is because of this that you need to make a Trail Signs skill roll to see what you are truly worth.

Critical success indicates you get your ED in quid.

Success indicates you get half the ED (rounded down) in quid per term while you remain in this position.
Failure indicates you get two quid, and the commander takes one quid for taking care of such a worthless soldier.
Critical failure indicates you get nothing except room and board. Each night before you leave for duty, your commander personally bids you farewell and strongly suggests that while you are out you may want to reconsider your place in the Ch'ak army.

Contacts: Two per term. Ch'ak Kril, Dusteen Retainer.

Exotic: 10. Exotics owe you a favor. You may exchange an exotic for a regular Criminal/Gangster, Worker, Kril, Vangel, or Vhzine contact.

Advancement: Your choice decides what path you will follow and what fate will ask of you. If you choose to stick it out, then you need to make a Navigation test. This is pass or fail.
Success indicates you have managed to distinguish yourself somehow amongst the others and are allowed to promote to the Ch'ak Mule 2nd apprenticeship (only), and start play from there.
Failure indicates you must spend another year as a Waterscout hoping to prove yourself. After a total of seven years as a Waterscout, if you are still coming back to camp each night, you are promoted to Ch'ak Mule 2nd for simple determination.

The second option for leaving this job is to run away. If you chose this route of departure from the Ch'ak military then you must make a Running skill test. This test is also pass or fail.
Success indicates you manage to escape in the middle of the night and put enough distance between you and your troop that you feel they aren't actively pursuing you. You must now begin game play, without entering any other occupation. You are a deserter. You will have this status for the rest of your character's life. You will not be hunted actively, but you will be killed on sight by Ch'ak Hegemony forces.
Failure indicates you were spotted deserting, and the commander—to save face and keep the Respect of the other men under his command—had you chased down and shot! You were left for dead. You lose 3 points from your Flesh Attributes (your choice) and have some sort of permanent disfigurement. These losses are permanent and are subtracted both from current Attribute levels and Attribute maximums.

Dyevan Kril—Skulker: You are trained in the Dyevan style of underground fighting. You spend your day crawling about the tunnels and shafts of your underground territory, keeping it as safe as possible. You do your best not to be seen until it is too late. The shadows and crevices are your home. Your style is almost the opposite of the tunnel fighters employed by the Kon'ahr. You would never dream of charging head on, face front, weapon visible and obvious of intent. That is for fools and dead men. You prefer to slink among the shadows and fallen rocks, hidden pathways, and stalagmites for cover, always striking from the darkness with weapons of stealth rather than up close and personal. They don't call you Skulker just because it's cool.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: Must be Dyevan.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Ambush, Blind Fighting, Block, Blowgun, Camouflage, Climbing, Crossbow, Dodge, Garrote, Gestures, Guile, Hide, Instinct, Kick, Map Reading, Observation, Orientation, Parry, Punch, Slash, Stalk, Stealth, Subdue, Survival (Mountain), Thrust, Wrestling.

Gear: You have a padded leather vest dyed black. You have a pair of soft hide boots with reinforced edges and toes, and a pair of gloves, all made of similar material. You have a tight fitting, padded leather helmet that snugs up against your skull. You also have a very dark hooded cloak that reaches to mid-thigh. This can be pulled around you, making you even tougher to see. You have the choice of two weapon packages: blowpipe and trident, or crossbow and qatar.

Money: Skulkers are public servants—you don't make much in the way of pay.

Each term, make a roll using Stealth.
Critical success indicates you saved a number of quid equal to your Stealth SVxED this year.
Success indicates that you have saved a number of quid equal to your Stealth SVxED rolled.
Failure indicates you have broken even.
Critical failure indicates that you fell asleep, allowing something to get past you and into your settlement. People died because of your negligence. You must flee or face slavery. Make a Running test. Pass or fail. If you succeed, you make it out of this town and you must change occupations or begin play. If you fail, then you spend the next 1D4 years as a slave.

Raider Option: You may decide that your pay is not enough, and choose to raid the bodies of your victims before anyone can assist you in taking them in. These actions are completely against regulations and could get you into some very serious trouble if caught. If you do choose to, make a skill roll against either your Observation or Search skill, your choice.
Critical success indicates you gain EDx15 extra quid for the year, but you lose 10 Respect due to unproved rumors that you are a Raider.
Success indicates you gain EDx10 extra quid for the year.
Failure indicates you have to serve the ED in years as a slave (your next occupation must be a slave).
Critical failure indicates that you have to spend the EDx2 in years as a Pit Fighter. Your debt is 200 quid over and above what you have already earned to date.

Contacts: 1D4. Kril, Worker, Criminal, Vangel.

Exotic: 8+. You may trade any exotic for a standard Entertainer, Vhzine, Merchant, Artisan, Maroc, or Rusahn contact.

Advancement: Make a Stealth roll.
Critical success indicates your skill at tackling the challenges of these adverse conditions is noticed by those that matter. +10 Respect, +6 Renown, and an 8 quid bonus.
Success indicates you managed to avoid the natural pitfalls of your job, as well as not alerting your quarry before you strike. +7 Respect, +3 Renown.
Failure indicates you did not do well this term. You had trouble with rumors of being a raider, and suffered an injury that kept you off work for several months. You have not made a good impression on the powers that be this year. You gain no Renown, and lose 3 points of Respect. Hopefully you can do better next year.
Critical failure indicates you have been injured—badly enough to require an occupation change of some sort, possibly to a less physically demanding job. You lose 1 point of Dexterity and 2 points of Stamina. You do, however, receive 30 new skill points for training in a new job.

Insurgent: You are not content with the way things are going in your town, village or local community. You don't really know the best course of action, but you know it's not where the current leadership is taking you. You've been practicing to fight and you are better than average, but anyone with extensive training stands a good chance of besting you. Most Insurgents end up in the town guard or become a criminal—or both!

SEC Level: 1

Restrictions: May not be Yethite

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Strength and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Archery, Block, Brawling, Dodge, Intimidation, Kick, Observation, Parry, Punch, Slash, Subdue, Throwing, Thrust, Wrestling.

Gear: You have a large knife and sheath (the belt to hang it on is not included). You also have some inflammatory papers about the local leadership.

Money: Each term, make a roll using the lowest value of your combat skills.

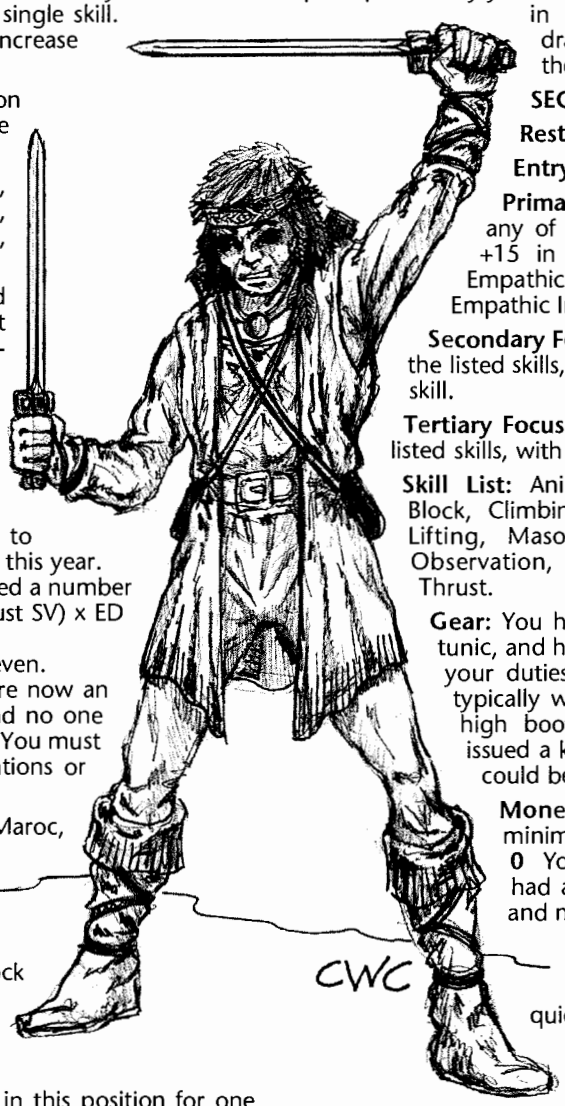
- Critical success indicates you saved a number of quid equal to (Slash SV + Thrust SV) x ED+100 this year.
- Success indicates that you have saved a number of quid equal to (Slash SV + Thrust SV) x ED rolled.
- Failure indicates you have broken even.
- Critical failure indicates that you are now an embarrassment in your town and no one wants to be associated with you. You must leave this town, change occupations or begin play.

Contacts: 1D6. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Dodge or Block roll (the higher of the two).

- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.
- Critical failure indicates that you have seen something that could earn you an early grave. You must flee for your life. You may begin play at this point, if you wish.



Jaan Kril—Stabler: You are an unbonded caregiver for the drachen. Many bonded Skyriders are from this group of workers, if they are not nobles. The nobles have a better chance of becoming a Skyrider than commoners; for the latter, this is the best method of being chosen for the tests.

Drachen in the Jaan culture are kept in large, spacious, circular enclosures called aeries. These need to be continually cleaned and freshened. You are responsible for the care and feeding of the young drachen. You make sure they are well fed, kept warm and dry, and that their 'rooms' are clean. Most of your days are spent shoveling drachen dung, replacing soiled straw with clean, and preparing the meals for your charge(s)—not a glorious job by any means. However, you complete your tasks with the knowledge and hope that perhaps one day you will be selected to join the other initiates in bonding with the newly hatched drachenspawn, thus raising you into the higher ranks of the Jaan society.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: Must be Jaan.

Primary Focus: Spend 100 skill levels on any of the listed skills, with no more than +15 in any single skill. Gain the Quality: Empathic Effect at 1D4-1. Gain the Quality: Empathic Influence at 1D6+2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Animal Husbandry, Block, Climbing, Domestics, Geology, Knotwork, Lifting, Masonry, Meditation, Mining, Music, Observation, Singing, Slash, Sling, Swabbing, Thrust.

Gear: You have a sturdy pair of breeches, wool tunic, and heavy leather boots. While performing your duties cleaning out the stables, you will typically wear some kind of apron and thigh-high boots called 'muckers.' You are also issued a knife. It is not a combat weapon, but could be if necessary.

Money: Roll 1D4-2 for your wages—minimum result is zero.

0 You squandered whatever income you had and must be content with your gear and memories.

1 You have a total worth of 1D6 quid per year.

2 You have a total worth of 1D10 quid per year, plus you are in possession of a drachen glove with two talons.

Thieving Option: If you choose to 'acquire' other possessions from the aerie during your time as a Stabler, then you are allowed to make one attempt to acquire an item for each year that you are in this occupation. Acquiring a single item will require a Stealth roll. However, thieving is perceived as a serious character flaw, and therefore your Sanity Attribute is used as a negative modifier.

Critical success indicates something nice or a finished version is acquired.
Success indicates something decent or a partially completed version is acquired.
Failure indicates you were caught in the process and must change occupations.
Critical failure indicates that the authorities that caught you deemed your actions would bring harm to the drachen, and you are remanded to custody. Your next occupation must be slave or escaped slave.

At your disposal are shovels, brooms, water, brushes, and small metal picks for cleaning under the drachen scales. Often the drachen will molt and need assistance in cleaning and clearing the old scales. The scales are saved and sewn together to create drachen armor. Many of these partially completed or fully complete shirts are hanging about the stables.

Drachen are known to shed claws—particularly if they have been injured—and will re-grow entire toes with claws when one is severed. These bony, hard, 15cm talons are saved and sometimes sewn to make hand weapons like the drachen glove.

Other items, including crossbows, armslings, and other armor or weapons, may be available depending upon the stable that you are in.

Whether caught or not, if you choose this option, you will never be allowed to advance. It's almost as though the drachen know your character flaw and will not bond with you.

Contacts: 1D4-2. Kril, Vangel, Worker.

Exotic: 7. Exotics may be exchanged for normal Criminal, Entertainer, Maroc, Noble, Rusahn, or Vhzine contacts.

If you are captured while thieving, you automatically gain two Criminal contacts and your next occupation must be as a slave.

Advancement: You must earn the right to enter the trials. No character choosing the thieving option, no matter how skillful or successful, is ever passed into these ranks. This is absolute; the drachen know who is a thief, and they will not bond with one. If you chose the thieving option, you are destined to be a Stabler for life unless you pursue a different occupation.

Make an Observation skill roll.
Critical success indicates an exemplary job of taking care of your assigned drachen. You have done so well that you have gained the attention of not only those around you in your clutch but your superiors (the drachen themselves). +8 Respect, +6 Renown, and a bonus of 5 quid. Most importantly for your occupation, you may attempt the trials with a bonus equal to 1D10+5.
Success indicates you have managed to do your job well and have taken good care of your charges. +5 Respect, +3 Renown. You may attempt the trials, but without bonus.
Failure indicates you are deemed unworthy of your position and are asked to leave. You must pursue another occupation.
Critical failure indicates you have performed very badly. Roll a D10 to determine just how badly:

1-3 Your substandard performance reduces your Respect by 6 and your Renown by 2. Be grateful that you are not imprisoned for your mistreatment of the drachen. Begone, foul beast! You must choose a different occupation.
4-6 A gang of ruffians, who smell remarkably like drachen dung (obviously your fellow stablers) rough you up one night. They wear hoods to hide their faces and beat you to a pulp with the warning, "Never come back." You heed them and depart quickly. You leave with nothing more than the clothes on your back. You may move on to another occupation, but must reduce Respect by 8 and Renown by 10.
7-9 Without warning, while mucking out an aerie, you are grabbed from behind by strong, sharp talons. You are carried far into the wilderness and dropped from treetop level. You suffer a –3 to your Flesh Attributes (you may choose how to apply this) and are left penniless, in tattered clothing, alone in the wilderness. You have the impression that returning is a bad idea. You may not continue into an advanced occupation and must begin play at this point.
10 You are imprisoned for the crime of 'endangerment of drachen' and are sentenced to the Pits. Your next occupation must be as a Pit Fighter.

The Trials: In order to be allowed to bond with a drachen, you must prove yourself through the Trials. These are a series of intense physical challenges that test spatial orientation, problem solving, quick wits, critical thinking, and overall stamina. Many do not survive them. We will presume that you do. The Trials are held each full moon.

We urge you and the Bard to consider how these various tests, held over several weeks, shape the character into a warrior of the skies, worthy to ride a drachen.

It can be boiled down to a single Consciousness roll. Apply any bonuses from the retirement roll.
Critical Success indicates you are selected to stand near one of the largest eggs as it hatches. The drachen bonds with you and you ride a remarkable specimen. +2D10 Respect.
Success indicates you are granted the right to bond with a drachen. The drachen you bond with is an average specimen.
Failure indicates you fail the trials and must be a Stabler again for one more year.
Critical Failure indicates you are injured in the Trials. –3 to one of your Attributes (you may choose which Attribute suffers this loss). These are permanent and must be taken from your racial maximums with an explanation of what lasting effects remain.

Example: *Lowering Charisma could indicate a disfiguring scar, lowering Dexterity could indicate a permanent limp, lowering Strength could indicate an arm that did not heal properly, lowering Sanity could indicate psychological trauma, etc. You may attempt the Trials again as soon as you are healed.*

Jailer: Another low echelon town guard position—guarding prisoners. It is your responsibility and, in some cases, your very life, to guard the prisoners and ensure they don't escape. While this may be a lower level position and not as glorious or prestigious a job as some in the guard, it is not one to take lightly. In many cultures and towns, if a criminal escapes while a jailer is on duty, the jailer on duty must pay for his mistake with his own life. In those that do not require this harsh penalty, you still will be broken in the ranks as far as possible, if you are allowed to keep your job at all. It is in your best interest to stay alert and observant at all times.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: No previous criminal occupations.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Dexterity by +1—up to a maximum of +2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Brawling, Bribe, Etiquette (Culture), Gossip, Guile, Interrogation, Intimidation, Kick, Law (Criminal), Observation, Persuasion, Pick Locks, Punch, Slash, Streetwise, Thrust.

Gear: You have a short sword in a scabbard, and a baton. You also have a belt to carry both of these weapons. You have been instructed to use your baton first and your sword as a last resort or in dangerous situations. You have two uniforms given to you that easily identify you as part of the town guard. In most cases this is a bright, single-colored tunic and matching pants. The uniform will also include one pair of boots and a helmet. You are also granted a badge that further identifies you as a member of the town guard; this is worn on a chain about the neck.

Money: Jailers are public servants, and they don't make much money. While you may be vital to the well being of the city and her citizens, you are not paid the big bucks you deserve. Each term, make a roll using Interrogation.

- Critical success indicates you saved a number of quid equal to your Interrogation SV x ED this year.
- Success indicates that you have saved a number of quid equal to your Interrogation SV + ED rolled.
- Failure indicates you have broken even.
- Critical failure indicates that a high profile prisoner escaped while you were on guard. You are fired. You must leave this town, change occupations, or begin play.

Bribe Option: You may choose to take bribes for various services. They won't get you into too much trouble, but are nonetheless against the regulations. Morality is an easy thing to lose—and incredibly difficult to regain. Roll your Bribe skill or your Persuasion skill, your choice.

- Critical success provides you with the EDx15 in quid for the term, but you lose 10 points in Respect due to the unproved rumors that you are on the take.
- Success provides you with the EDx10 in quid for the term.
- If you fail the roll, you are caught. You have to serve the ED in years as a slave (your next occupation must be slave).
- Critical failure indicates that you have to spend the EDx2 in years as a Pit Fighter. Your debt is 200 quid over and above what you have already earned to date.

Contacts: 1D6. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make an Etiquette (Culture) roll.

- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.
- Critical failure indicates that you have seen something that could earn you an early grave. You must flee for your life. You may begin play at this point, if you wish.

Kon'ahr Kril—Tunnel Fighter: You are trained in the Kon'ahr style of fighting in tunnels and mineshafts. Most Kril are at a great disadvantage when it comes to fighting in close proximity; they prefer to have room to move about. You feel at home when things are up close and personal. You operate best when in a confined space. In most cases you will work yourself and your foe into a tight area or move yourself in close, to limit your foe's abilities.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: Must be Kon'ahr.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Biology, Blind Fighting, Block, Brawling, Dodge, First Aid, Gestures, Geology, Instinct, Kick, Mining, Observation, Orientation, Parry, Punch, Search, Slash, Stalk, Stealth, Thrust.

Gear: You have a padded leather vest, a pair of sturdy leather boots and gloves. You have one small bladed weapon or a short spear. You also have a tight-fitting metal helmet that snugs up against your skull with ear holes and a small bill about 5cm long straight out over the eyebrows. On top of the helmet is a place to hold your 'little Ashik.' This is a small sealed tube containing brightly glowing bioluminescent algae. You also have a coil of rope.

Money: Tunnel Fighters are public servants, therefore you don't make much money. Each term, make a Stealth roll.

- Critical success indicates you saved a number of quid equal to your Stealth SVxED this year.
- Success indicates that you have saved a number of quid equal to your Stealth SV+ED rolled.
- Failure indicates you have broken even.
- Critical failure indicates that you fell asleep and allowed a something to get past you into your settlement. People died because of your negligence. You must flee or face slavery. Make a Running test. Pass or fail. If you succeed, you make it out of this town and you must change occupations or begin play. If you fail, then you spend the next 1D4 years as a slave.

Raider Option: If you decide that your pay is not high enough you may choose to raid the bodies of your victims before anyone can assist you in taking them in. These actions are completely against regulations and could get you into serious trouble if caught. Make a skill roll using Observation or Search, your choice.

- Critical success provides you with EDx15 in quid for the term, but you lose 10 points in Respect due to rumors that you are a Raider.
- Success provides you with the EDx10 in quid for the term.
- Failure indicates you are caught. You must serve the ED in years as a slave.
- Critical failure indicates that you must spend the EDx2 in years as a Pit Fighter. Your debt is 200 quid over and above what you have already earned to date.

Contacts: 1D4. Kril, Worker, Criminal, Vangel.

Exotic: 8+. You may trade any exotic for a normal Entertainer, Vhzine, Merchant, Artisan, Maroc, or Rusahn contact.

Advancement: Make a skill roll against your Dodge skill.

- Critical success indicates your skill at tackling the challenges of adverse conditions is noticed by those that matter. +10 Respect, +6 Renown, as well as a 1D10 quid bonus.
- Success indicates you have avoided the natural hazards of your job for another year. +7 Respect, +3 Renown.
- Failure indicates you did not do well this term. You had trouble with rumors of being a raider, and suffered an injury that kept you off work for several months. You have not made a good impression on the powers that be this year. You gain no Renown, and lose 3 points of Respect. Hopefully you can do better next year.

Critical failure indicates you zigged when you should have zagged during a cave-in. You have been injured badly enough that you require an occupation change. You lose 2 points from Dexterity and 1 from Stamina. These losses are permanent and are subtracted both from current Attribute levels and Attribute maximums. You receive 30 new skill points for training in a new job (in addition to the skills offered in your new occupation).

Loshad Kril—Bushwalker: You have been granted the imperative task of guarding the herd from potential threats—Myrlihk and outsiders. You are determined and dedicated to your role. Your days are spent in the scrub and savanna of the Equin Pampas.

Core Skill List: Instead of the typical Kril core skills, Bushwalkers focus on slightly different areas. Exchange these skills for the ones listed for the Kril field—Archery: 15, Observation: 15, Search: 10, Stealth: 10. The Bushwalker does not receive the Reaction Quality or the increased Attributes normally associated with the Kril field.

SEC Level: 1

Restriction: May not be Arbin or Yethite.

Entry Requirements: Must be Loshad.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.



Skill List: Ambush, Archery, Biology, Block, Brawling, Camouflage, Charge, Climbing, Dodge, Domestics, First Aid, Hide, Instinct, Jury Rig, Kick, Knotwork, Observation, Parry, Punch, Running, Slash, Survival (Plains), Thrust, Tracking, Trail Signs, Traps.

Gear: You wear a traditional loincloth, designed with symbols of your job and rank in the herd. You own a bow and quiver of 25 arrows. You have a large knife and hide scabbard as well.

Money: The herd takes care of its own. Roll your Ambush skill.

Critical success indicates you are given double rations, your own lodge, and 1D100xED in quid, in the form of items from the herd stores. The Bard has final say on item availability.

Success indicates you are granted fancy rations, and 1D10xED in quid, in the form of equivalent equipment from the herd stores. The Bard has final say on item availability.

Failure indicates -7 Respect and -4 Renown. You only receive standard rations. You must also pull extra duty for a month without pay to make up for the potential threat you have caused the herd.

Critical failure indicates you are stripped of all gear, your home, and are granted a blanket and a place by the evening fire at half rations until you can prove yourself worthy to the herd again.

Contacts: 1D6. Loshad only. Any field except Maroc, Rusahn, Criminal/Gangster.

Exotic: On 8+, is not Loshad, may be from any field. On 9, is a Myrlihk Outkast. On 10, is from a Myrshal city. You may exchange exotic contacts for a standard contact from any field, but they can only be Loshad and they owe you a favor.

Advancement: Make a Trail Signs skill roll.

Critical success indicates you get your Edx2 in additional quid worth of items from the tribal storehouse (Bard's discretion) and you receive +7 Respect and +5 Renown.

Success indicates you get your ED in additional quid. You also get +4 Respect and +3 Renown.

Failure indicates that during a foray in the wilds, you were captured by slavers. You must spend at least two years as a slave before you may change occupations or try to escape. You lose all your money, gear, and contacts.

Critical failure indicates you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Myrlihk Kril—Huntress: You have the dual task of guarding the pride from potential threats (Outkast and Loshad) and collecting food. Often the two jobs coincide when the threat that you eliminate becomes a source of meat. You are fierce, determined, and dedicated to both your roles. You take your job seriously, for you and your fellow Huntresses keep the pride fed. If it were not for you, and your near constant patrols, the pride would be vulnerable and weakened.

Core Skill List: Instead of the typical Kril core skills, Myrlihk focus on slightly different areas. Exchange these skills for the ones listed for the Kril field—Observation: 15, Search: 10, Stealth: 15, Slash: 10. The Myrlihk Huntress does not receive the Reaction Quality or the increased Attributes normally associated with the Kril field.

Entry Requirements: Must be female Myrlihk.

SEC Level: 2

Restrictions: May not be Yethite.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.



Skill List: Ambush, Block, Brawling, Camouflage, Climbing, Dodge, Domestics, Feint, Hide, Instinct, Jump, Kick, Maneuver, Observation, Parry, Punch, Search, Slash, Sprinting, Stalk, Stealth, Thrust, Tracking, Trail Signs, Wrestling.

Gear: As a Myrlihk you prefer to attack and slash with your natural claws, and use them as your primary weapon. You find clothing troublesome during a hunt, so you wear minimal covering during your hunts. If you knowingly pursue extraordinarily dangerous prey, you have access to full studded leather armor. All weapons available in your pride are likewise at your disposal—within reason. This equipment is only accessible to you while on duty.

Money: Your position is prestigious, but pays poorly. It does have a few perks—you are given first choice from your kills before they are added to the stores and divided among the pride. Make a Sprinting skill test to determine your worth to the pride.

Critical success indicates you receive your EDx3 in quid.

Success indicates you receive your ED in quid.

Failure indicates you get your ED divided by 2 (rounded down) in quid.

Critical failure indicates you get nothing except room and board, and the spoils of your kills.

Contacts: 1D6. Any field except Maroc or Rusahn.

Exotic: 8+. Exotics may be from another culture or race. You may swap an exotic contact for a normal Maroc, or Rusahn contact.

Advancement: Make a Tracking skill test.

Critical success indicates you may promote or change occupations. +5 Respect, +3 Renown.

Success indicates you may promote to the next plateau in your chosen field.

Failure indicates that during a foray in the wild, slavers captured you. You must spend at least two years as a slave before you may try to escape. You lose all your money, gear, and contacts.

Critical failure indicates that you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'



Pit Fighter: You have little choice learning to fight and will die otherwise. Most people do not choose this occupation freely. You have been captured by slavers, are a military prisoner, or are in this position due to debt. You are little more than a slave whose physique was impressive enough, or your talent was obvious enough, that rather than being sent to the mucous mines you are used for fighting and entertainment.

Good Luck! You're going need it!

SEC Level: 0

Restrictions: May not be Yethite (willingly).

Special: Pit Fighters must spend all foci in this occupation.

All Foci: Spend 250 skill levels on any of the listed skills, with no more than +40 in any single skill. You may also spend 10 skill points each to increase your Strength, Dexterity and/or Stamina by +1—up to a maximum of +3 each. May spend an additional 50 skill levels on any other Artistic, Combat, Daily, or Physical skill at the Bard's discretion.

Skill List: Acrobatics, Balance, Block, Brawling, Dirty Fighting, Dodge, Entangle, Feint, Guile, Instinct, Kick, Observation, Parry, Punch, Riposte, Slash, Sprinting, Thrust, Wrestling.

Gear: You are essentially a slave, what do you think you're going to have? You will be granted basic clothing: a loincloth for males and a straight shift for females. Other than that you have nothing that is not granted, and taken away, at the whim of those that own you. You are fed and tended to better than most slaves. Weaponry and armor are given to you on an as-needed basis before you enter the pits, only to be taken from you again after your fight is over.

Money: You are paid by your memorability. You may kill a lot, but the fickle crowd only remembers the truly remarkable kills. Each term, make a roll using the lowest value of your Slash or Thrust skills.

Critical success indicates you saved a number of quid equal to your skill SVxED+10 this year.

Success indicates that you have saved a number of quid equal to your skill SVxED rolled.

Failure indicates you have broken even.

Critical failure indicates that you have failed to give a good show and no one wants to watch your fights. Your owner is displeased and has you beaten, then moves to another town and away from the ill will. Your days are numbered if you don't improve or escape.

Contacts: 1D4. Any field except Maroc, Rusahn. Three Pit Fighter and one Promoter (Merchant) contacts.

Exotic: 10. Exotic contacts may be traded for any other type of contact.

Advancement: Make an Observation roll.

Critical Success promotes you with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, with no more than +5 spent on any single skill.

Critical failure indicates that you have been severely injured. One of your Flesh Attributes have been reduced to zero and subsequently raised back up to 10. You may pick which Attribute you wish (as long as it was above 10 prior to this roll). You suffer a lifelong scar, limp, or other impairment from this injury and your Attribute maximum for the chosen Attribute is 12.

In order to leave, you must pay off your debt or attempt to escape.

Escape Attempt: You have a chance to escape. Do you wish to take it? Of course you do! Make a roll against your Guile skill.

Critical success indicates you have managed to see enough opportunities that you were able to take several fellow slaves with you. This action gives you a +3 ED when rolling to see how actively you are pursued—but also grants you +15 Respect among both your fellow former slaves and those still in slavery, and +5 Renown.

Success indicates you managed to escape your holding cell

and guards, and are now free. Free to be hunted, that is. The ED determines how actively your pursuers are hunting you. A result of one means that they aren't looking for you very hard at all; if one of them bumps into you on the street and happens to look close enough to recognize you then they will take you back. A result of ten means they are actively and doggedly searching for you with all the additional help they can muster—they want their meal ticket back!

Failure indicates your escape attempt was foiled, and you now have an extra guard watching you. This will reduce any further escape attempts by -25SV.

Critical failure indicates you were nearly killed trying to escape. Your Strength and Stamina are reduced to 3 and your Dexterity to 5. You are worthless as a Pit Fighter, and must attempt to survive on the streets with nothing. What are you complaining about? At least you're free...

Scout: It is your job to go step into the unknown and gather information. You are part soldier, part spy, and part outdoorsman. You must gather information from potentially hostile targets, and do so swiftly and silently. Most of the skills you use to get to and from your observation points are those of the outdoorsman. You are a vital link in the information chain, whether you are traveling ahead of the caravan looking for signs of bandits, or seeking your enemy's position and numbers. Everybody depends on your information.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Ambush, Animal Handling, Balance, Climbing, Disarm, Dodge, Drawing, Evade, Heraldry, Hide, Instinct, Map Reading, Navigation, Observation, Ride Beast (specific), Search, Slash, Sprinting, Stalk, Stealth, Survival (specific), Thrust, Tracking , Trail Signs, Traps, Withdraw.

Gear: You have a pair of soft-soled shoes. You also have a set of earthen colored clothes, usually a tawny or brown color. You have a large knife and scabbard. You also have a medium sized pouch for carrying information back and forth as needed.

Money: Make an Instinct roll.

Critical success indicates that you receive your EDx3 in quid.

Success indicates that you receive your ED in quid.

Failure indicates you get your ED divided in half (round down) in quid.

Critical failure indicates that you have only managed to save 2 quid this year. You also lose 3 Respect and 5 Renown.

Contacts: 1D10. Kril, Criminal/Gangster, Vhzine, Vangel, Merchant, Entertainer, Worker, Maroc.

Exotic: 8+. Exotics owe you a favor. You may exchange any 2 exotics for a standard contact from the following fields: Noble, Artisan, Rusahn. If you exchange an exotic contact, that contact does not owe you a favor.

Advancement: Make an Observation roll.

Critical success indicates you gain an additional EDx2 in quid, +10 Respect, +7 Renown, and also gain a favor from any contact of your choice.

Success indicates you have acquired your ED in extra quid, +5 Respect, +3 Renown.

Failure indicates you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You also have to remain in this occupation for another year with only 10 skill levels to spend, and no more than 3 skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Critical failure indicates that during one of your forays slavers captured you. You must spend at least two years as a slave before you may try to escape. You lose all your money, gear, and contacts.

Squire: You are trained in the fighting arts while you serve another Kril. This is perhaps the best example of an apprenticeship in action. In this job you are trained in how to be a Kril by the one you serve. That Kril trains you, often by first teaching you the basics of fighting, and then as a sparring partner. You learn the importance and purpose of various weapons and maneuvers by sparring with your master. If you are observant, you may learn things not always taught in lessons. The squire is the Kril's valet and 'right hand,' but you are also student, pupil and trainee.

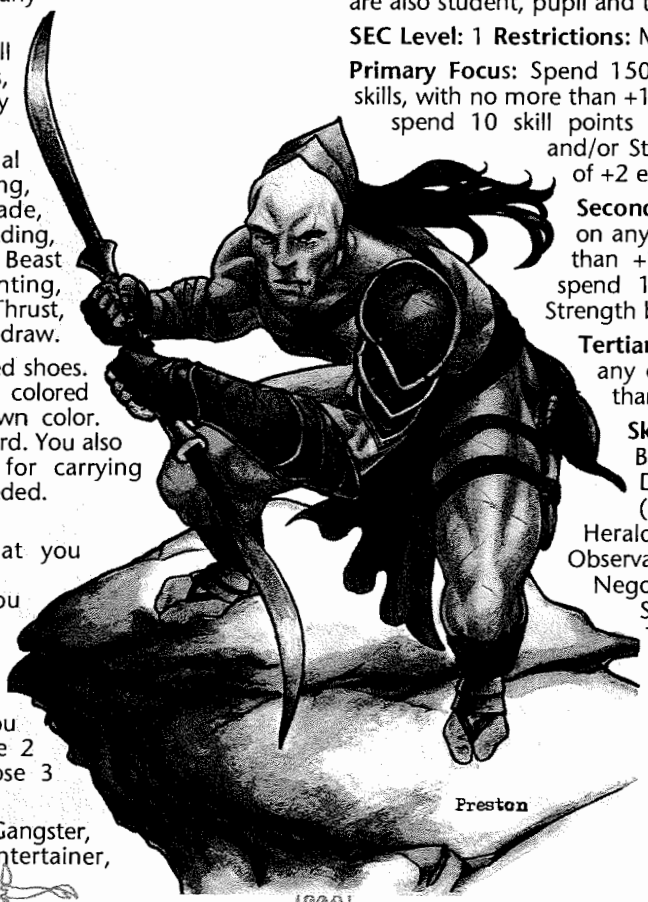
SEC Level: 1 **Restrictions:** May not be Yethite.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Strength and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Biology, Block, Brawling, Cooking, Domestics, Dodge, Etiquette (Culture), First Aid, Gossip, Heraldry, Intimidation, Kick, Lifting, Observation, Parry, Persuasion, Punch, Negotiation, Ride Beast, Shopping, Slash, Sprinting, Tailor, Teamster, Thrust, Unobtrusive.



And by thy sword shalt thou live
... and it shall come to pass
when thou shalt have the
dominion,
that thou shalt break his yoke
from off thy neck.

—Aysek Baynyacob

Money: You have 3D10 quid worth of assorted gems, which you plan to trade for maroc stones if possible.

Contacts: 1D4-1. Merchant, Noble, Maroc. If you have a Mentor, he is considered an additional contact.

Exotic: 7+. Exotic contacts may be traded for normal contacts of any other type.

Advancement: Make an Ido Sense roll.

Critical Success promotes you with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is not a permanent loss and does not subtract from your maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Weaver: You are an untrained Maroc who expresses talent without guidance. Other Maroc despise weavers as wastes of water. Weavers are seldom accepted by anyone, and tend to be complete loners.

SEC Level: 1

Restrictions: May not be Human, Loshad, or Myrlihk.

Special: May not spend foci within any other Maroc occupation if any foci are spent in this occupation.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase any Mind Attribute by up to +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute. Or +1 may be added to the Quality: Maroc Stone to gain a better result at the cost of 10 points per +1 increase up to a maximum of +2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase any one Mind Attribute by up to +1 for a cost of 10 skill levels this increase.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Cooking, Block, Domestics, Evade, Guile, Geology, Ido Holding, Ido Sense, Ido Spinning, Ido Tapping, Juggling, Legerdemain, Literacy, Logic, Mathematics, Presentation, Observation, Search, Sprinting, Tailor.

Gear: You have a walking stick, though it is not suitable as a weapon. You care about only one possession, your maroc stone, which is embedded in an Injury Zone of your choosing. This Injury Zone must be reduced by one life point. The maroc stone will provide you with one point of Ido per rating of the stone whenever you tune into it.

Money: You have 3D10 quid worth of assorted gems, which you plan to trade for maroc stones if possible.

Contacts: 1D4-1. Merchant, Noble, Maroc.

Exotic: 7+. Exotic contacts may be traded for normal contacts of any other type.

Advancement: Make an Ido Sense roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is not a permanent loss and does not subtract from your maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

And they used divination and enchantments, and sold themselves to do evil...

—Excerpt from the history of the Maroc Wars



MERCHANT

You ply your trade by buying and selling the products and hard work of others. You need a silver tongue, a pleasant smile, and an honest face. Not all merchants start right out with their own shop in the sweet spot of the souq. If you wish to travel and see the sites of T'nah then become a peddler; if you would rather stay close to home then find a job with a local shopkeeper and work under his tutelage until you can branch out on your own.

FLESH	MIND	WILL
Strength: D6	**Intellect:** D6	**Charisma:** D8
Dexterity: D6	**Perception:** D6	**Insight:** D6
Stamina: D4	**Sanity:** D6	**Resolve:** D6

Attribute Increases: Charisma: +1, Perception: +1

Skill Increases: Appraise: 5, Ciphering: 10, Observation: 5, Negotiation: 10

Special: No restrictions on foci affect the Merchant field.

Gear: Merchants are in business for themselves. They already have a certain amount of items necessary for the performance of their duties. You may have one major item worth up to 1000 quid. This must be related to the actual duties of your trade. This may mean a shop, or decorations and marketing to advertise. Unless you are purchasing an animal/cart, the item may not be portable.

Money: This represents actual cash in your pocket to begin to live and start your business. You have 10x1D10 quid in your purse. This cash in your purse is actual orbs, not chits that are used in their place. (Watch your back.)



Fortune Teller: You use your natural abilities to read and understand people, ostensibly to help them—but usually end up fleecing the customers. While there may be a few of your ilk that truly have the gift of prediction, they are the exception to the rule. You are someone who can sell rudimentary (trained or natural) psychological ability to tell people what they want to hear in exchange for quid. Whether you truly have 'the gift' or are perhaps a knowing charlatan is between you and Ashik (and your bard). Just keep in mind that having the true 'gift' is very rare.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Astrology, Body Language, Cold Read, Con, Deceit, Guile, Mathematics, Mysticism, Observation, Occultism, Presentation, Psychology, Storytelling, Superstition.

Gear: You have a set of very brightly colored clothes made of a shiny material. You may have a turban or head covering of some style. You have a clear or glazed ball (your choice), with which you 'see' into the future, and a set of cards with pictures or symbols on them that you use for divination. You have a tether for your orbs, a dozen different scarves of various colors and designs, a small bag containing the bones of some small fowl, and another bag which holds herbs and leaves for brewing to drink; you use the remains (grounds/leaves) as a means to discern someone's potential fate. You also have several incense burners, five cones of incense, and half a dozen candles.

Money: Since you are dealing with mostly the unwashed masses and not the nobility of T'nah, which consult with those in your line of work with more renown, your payment may be plentiful but will never be large in size. To see just how well your business has been lately make a Psychology skill test.

Critical success indicates business is booming. You receive your EDx4 in quid.

Success indicates business has been average and you get your ED in quid.

Failure indicates business has been rather slow for a while. You receive the ED divided by 2 (rounded down) in quid.

Critical failure indicates you have had no business at all beyond what pays your living expenses. The town guard has harassed you on many occasions, which has helped in discouraging customers from conducting sessions with you. You receive no quid this term but have what you need for the basics of food, clothing, and shelter—and no more.

Contacts: 1D10+2. Any except Noble, Vangel, Rusahn, Maroc.

Exotic: 9+. Exotics owe you a favor. You may exchange any exotic contact for a standard Noble, Rusahn, or Maroc contact.

Advancement: Make a Con skill roll.

Critical success gives your EDx2 in additional quid, +7 Respect, +5 Renown.

Success gives your ED in additional quid, +4 Respect, +3 Renown.

Failure indicates one of your predictions to a wealthy merchant did not come true and his business suffered for it. You were arrested for fraud and have been sold to slavers. You must spend at least two years as a slave before you may change occupations or try to escape. You lose all your money, gear, and contacts.

Critical failure indicates that you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Peddler: You sell merchandise directly. You typically work from a mobile conveyance of some sort—maybe a cart pulled by some sort of animal or a portable stand in the local souq. You are the T'nahran equivalent of a traveling salesperson. You are not usually a huckster or charlatan. Your motto is *caveat emptor* ('Let the buyer beware'). You offer no guarantees. Cash on the barrelhead.

Good Luck. Now get out there and sell, sell, sell!

SEC Level: 2

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acting, Appraise, Bluff, Bribery, Business, Ciphering, Con, Domestics, Fast Talk, Gossip, Guile, Instinct, Mathematics, Negotiation, Persuasion, Presentation, Shopping.

Gear: As a peddler you have a cart or stand from which to sell your wares. You have an animal to help you pull your cart or carry your wares, a pad of paper, a pencil, a bedroll, and a small coin pouch.

Roll D10 on each chart below (or work out the details with your Bard).

Your conveyance:

1-5 Dog cart
6-9 Standard buckboard wagon
10 Small assigned space and folding tables in the souq

Your animal:

1-3 Jugal unfit for riding
4-6 Donkey, fit, sturdy, and capable
7-9 Ox, more than able to pull your wares around
10 Horse in good condition, could be ridden, but better trained for pulling loads

Money: While money is slightly more abundant for you than others, you still have to keep a tight rein on your finances. You not only have to look out for yourself but for your animal, and you have the upkeep on your shop as well as the cost of restocking your wares. Make a Presentation roll.

Critical success indicates you made a profit you were actually able to retain, multiply Presentation SV by 100+ED for the quid you have saved.

Success allows you to multiply Presentation SV x ED rolled for the quid you have saved.

A failure indicates you receive no additional money; everything you made went back into the business and keeping you and your animal alive.

Critical failure indicates that you are unable to pay the debts you have accumulated during your apprenticeship and are now either a slave working off a debt (roll 1D4 for the number of years you will serve as a slave) or you managed to stay one jump ahead of the collection squad they sent after and are now a wanted criminal. You will need to make adjustments to your lifestyle.

Contacts: 1D10+5. Merchant, Vhzine, Worker.

Exotic: 8+. Exotic contacts may be traded for a normal contact of any other type.

Advancement: Make a Presentation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been discovered doing something dishonorable in the souq. Be grateful you have all your fingers and your tongue. You must spend the last of your money paying the fine incurred by your infraction. You must change fields or lose 1D10 Respect if you try to enter another Merchant position. You may begin play at this point, if you wish.

NOBLE

A Noble is the one who makes the rules. It's good to be a Noble! Nobles range from Gentles at the lowest level of the aristocratic hierarchy to the Triarch himself. As a Noble you have money, power, and to some degree, fame—the three things everybody wants to have. You can boss others around, and they do your work for you. You only have to appease the rest of the Nobles, and plot which subversive action you will take against your fellows that will best advance your level of nobility. Isn't life grand? Well, it is if you're a Noble.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D8	**Charisma:** D8
Dexterity: D4	**Perception:** D8	**Insight:** D6
Stamina: D4	**Sanity:** D6	**Resolve:** D6

Skill Increases: Etiquette (Culture): 15, High Culture: 15, Literacy: 10

Special: Only one focus may be spent upon a Noble occupation; no further restrictions are placed on where to spend the other two foci.

Gear: You have at least a dozen sets of Noble clothing. You have at least two pair of each type of footwear. You have 1D10 acres of land and 1D100x50 in quid in easily liquidated assets. Everything else is available after getting it cleared through your Bard. After all, you are a Noble.

Money: You are a Noble, why are you worried about how much money you have? If it is not enough you will make your serfs work harder, or tax them more. 1D10x25 is the amount of quid you have on your orb necklace. You have more that you could access, but that is all you have on hand.

Gentle: You've made it! Either by birth, or by doing some small favor for some lord, and thereby granted land, which then led to your current fortune. You are lucky enough to have people to do things for you so you can pursue other interests. Here is where you begin to make contacts in the aristocracy, and find hobbies with which to further ingratiate yourself to the nobility.

You are a titled landholder. You will be from henceforth called Gentleman or Gentlewoman. You have land and a sufficient staff to operate the daily functions of your estate. You hunt for fun rather than need. Have fun, enjoy yourself, and don't worry about your lowly workers; they are here to serve your every whim with no thought of themselves.

SEC Level: 5

Restrictions: No (known) criminal background.

Entry requirements: Full Blooded Noble Birth (SEC Quality: 10)

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Intellect and/or Insight by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Intellect by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Any Artistic Skill (May invest up to 20 points per focus on any one Artistic Skill.), Appraise, Bluff, Bribery, Business, Con, Deceit, Diplomacy, Etiquette (Culture) (may be taken multiple times), Fashion, Gaming, Guile, Heraldry, High Culture, Leadership, Literacy, Mathematics, Persuasion, Politics, Scheming, Socializing.

Gear: Other than the gear you received by being a Noble, you also receive a saddle-broken horse or kamel of your choice, and riding tack (of average skill and price). You also have three acres of farmland. Farmland on T'nah is rarer than water on Ashik's Anvil. You have a letters to prove your aristocracy. You have a signet ring with your family sigil. You have a set of fine clothes that are used only for court appearances. You also have a house/estate of your own on the land you have been granted (not necessarily the farmland), and a small household staff to service your needs.

Money: Roll 1D10x50. This is the amount of ready cash you have available right now.

Roll 3D10x1500. This result is the amount of the readily salable items in your home, if you needed to sell them for some reason. If you were to sell these things then all you would have left would be the very basics of survival in any household (pots, pans, skillets, utensils, functional furniture, and so forth.) Ain't it grand to be a Noble?

Contacts: 1D10+10. Any field except Maroc, Rusahn. Any non-exotic contact will cost you five quid per year to maintain. You may choose to dismiss any of them from being a contact. However, if you choose to maintain none of them, you must pay 25 quid in lost resources turning everyone away from you. You also suffer a -1 to your Renown for each contact you dismiss.

Exotic: 7+. Exotic contacts may be traded for any other type of contact.

Gear: Make a Guile roll.
Critical Success allows you to promote with +1D10 Respect.
Success allows you to promote.
Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus.
Critical failure indicates that you have been injured. You lose 1D10 points from your Attributes, divide up the points as you see fit. You may begin play at this point, if you wish.



"Checkmate."

RUSAHN

The power of Qai can be utilized by a select group of people with a specific talent. Known as Rusahni, they are able to take advantage of the ambient energy radiating from the life around them. They are able to focus the ambient 'will to live' of the life forms nearby into specific forms and expressions. These powers, called 'Expressions', provide each Rusahn with astounding capabilities.

Because the power of Qai is most suited to the proliferation and expansion of life itself, it is easy to underestimate its cost. Those who crave raw power and attempt to misuse it often learn that lesson all too late. Only through careful study and practice can a Rusahn learn to balance the power that is available to them. Human nature and its craving for power and domination are as prevalent amongst the Rusahni as any other group. Qai is just a tool. What you decide to do with it is up to you.

Restrictions: Cannot be Human, Myrlihk, or Loshad. Cannot be Maroc. Must be Qai active.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D6	**Charisma:** D8
Dexterity: D4	**Perception:** D6	**Insight:** D8
Stamina: D4	**Sanity:** D6	**Resolve:** D8

Attribute Increases: Will Attributes(Choose one): +1

Skill Increases: Bond: 10, Discern: 10, Instinct: 10, Transcend: 10

Gear: Rusahni look unremarkable. You typically wear 'normal' clothing for your SEC and culture, and carry no obvious weapons (unless an obvious weapon is part of the culture). You also get a functional knife. Why? Because everyone should carry a functional knife.

Sensitive: At some point during your life, you touched the power of life. For better or worse, Sensitives are usually not understood by their communities. They are regarded differently in every culture—some revere, some despise, and almost everyone expects something from them. Even in the best situations, they are treated as not quite normal and nearly ostracized. Touched by the gods, kissed by angels, or just weird or backward, these young sensitives are easy prey for the scouts and 'recruiters' of the various Rusahni sects, who offer them acceptance and a place among peers. But at what cost? You have chosen not to pay the cost—whatever it is. It's your life. You'll live it as you choose.

SEC Level: 1

Restrictions: May not be Human, Loshad, Maroc, or Myrlihk.

Entry requirements: Must be Qai active.

Primary Focus: Spend 120 skill levels on any of the listed skills, with no more than +15 in any single skill. Gain the Quality: Qai Expressions at 1D4. May purchase up to a +3 bonus to the Qai Expressions roll for 10 skill points per +1. The skills chosen should depend on how you choose to apply your Qai abilities, whether you prefer to work with people, animals, or plants.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. If you do not already possess the Quality: Qai Expressions, may purchase up to +3 levels for 10 skill points per +1.

Tertiary Focus: Rusahn cannot be taken as a Tertiary focus.

Skill List: Animal Handling, Biology, Bond, Discern, Ecology, Farming, Instinct, Legends (Qai), Meditation, Mysticism, Observation, Persuasion, Psychology, Stealth, Superstition, Transform.

Gear: You have a set of decent clothes. You can have a walking stick, if you like. In general, however, being Rusahn provides you with very little material wealth. You might want to take on a second job.

Money: You have very little. In fact, if you didn't have a real job to fall back on, you'd be pretty hungry right now, with not enough food to even whet your appetite.

Contacts: 1D4. Rusahn, Worker, Merchant. If you have a Rusahn contact, he can be either your mentor, or the 'recruiter' for your sect. With a sect 'recruiter' contact you may pursue entry into a Rusahni sect with your next career. (Your mentor may be either an NPC or another player.)

Exotic: 8+. An exotic contact can be traded for a normal contact of any type.

Advancement: The only method of promotion is to find an unaffiliated mentor. Roll your Discern skill.

- Critical success indicates you gain +3 skill levels to all currently known Qai skills and find a mentor suitable to your character's leanings.
- Success indicates you have found a mentor who can assist you in understanding what you are. Your next occupation will probably be within your mentor's field.
- Failure indicates you have not located a mentor and you must continue to search.
- Critical failure indicates you have become injured and lose 1D10-3 points (minimum one) from your Attributes (you may distribute these losses as you see fit).

The act of finding a mentor and promoting to the next level should be done as an adventure.

If you begin as a Sensitive (a Wilder, not affiliated with any sect), and then choose to join a sect, you will enter the sect as a Pledge or Ralla, regardless of your achievements as a Wilder. The only advantage that higher ranking Wilders get is the chance to accelerate their promotion.

Example: *If a Guru decided to join the Qyen, he would enter as a Pledge just like everyone else. But since he probably already meets most of the requirements for promotion, he will climb the ranks faster than most Pledges. However, one thing to consider is that it still takes years of constant attention to grow a Qyen crystal blade, and no Qyen reaches the rank of Avenger without one.*

Rusahni Sects

There are three primary Rusahni sects, and there is one path that deviates from them all. Listed below are the different sects available and their philosophies.

Qyen Pledge, Azili Pledge, Temiz Ralla: A Pledge or Ralla is a Rusahn who has been recruited by one of the sects. You spend 4-7 years studying the ways of the order under the all-seeing eye of your mentor. You rarely leave the mission or monastery, except in the performance of appointed tasks or errands. However, this still seems to leave you ample opportunity to get into trouble.

Near the end of this training period, you will be sent out on small errands. These are rarely dangerous. Your mentor will keep you under constant observation during your first few errands, then he will rely on second-hand reports, and finally, he may take you at your word when you report back from your final errand.

SEC Level: 1

Restrictions: May not be Human, Loshad, Maroc, or Myrlihk.

Entry requirements: Must be Qai active, must have a sect contact.

Primary Focus: Spend 120 skill levels on any of the listed skills, with no more than +15 in any single skill. Gain the Quality: Qai Expressions at 1D4. May purchase up to a +3 bonus to the Qai Expressions roll for 10 skill points per +1.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. If you do not already possess the Quality: Qai Expressions, you may purchase up to +3 levels for 10 skill points per +1.

Tertiary Focus: May not be taken as a Tertiary focus.

Qyen/Azili Special: A Qyen or Azili Pledge must invest 50 skill points to form and bond a Qainos (crystal blade). This Qainos will be made available to him at the end of this term. It is his badge of honor and station.

Skill List: Animal Handling, Biology, Bond, Discern, Ecology, Farming, Instinct, Meditation, Observation, Persuasion, Psychology, Stealth, Superstition, Transform, Unobtrusive.

Gear: You have a set of decent traveling clothes, heavily constructed. You may have a walking stick (not suitable as a weapon). Your robe or bisht is very plain. You do not stand out at all. In general, you have very few belongings.

Money: You have very little. Money is not your concern and Qai will sustain you of itself. You do not worry about food, water or the needs of life, for life itself shall be your companion. You protect the life that serves your own needs. It is the least you can do. The sect provides your room and board.

Contacts: 1D4. Rusahn, Worker, Vangel.

Exotic: 10. An exotic contact can be traded for a normal contact of any type.



Advancement: Make a successful Meditation roll. This represents the centering trials you must go through in order to prove that you have the focus required for the next level of training.

Critical Success promotes you with +1D10 Respect.

Success: If you are Qyen or Azili, and you pass the trials, you must go through a graduation ritual. With your mentor, your Sentinel, and a few select members of the order as witnesses, you will kneel before the qainos you have been meditating on and shaping over the last four to seven years. As you pledge your life and soul to the order, your qainos falls off the crystal tree into your waiting hands. (Don't worry about the timing, every Qai active in the mission will know exactly when the blade is ready to fall.)

Failure indicates you must remain for one more year.

Critical failure indicates that you have been playing when you should have been meditating. You lose 2 points from your Will Attributes (you may choose where to lose these points). This is not a permanent loss and does not subtract from your maximum values. You must remain in this occupation for another year.

If you wish to leave the occupation, you will lose all of your accumulated Respect and all of your contacts. And forget about the qainos, you haven't earned the right. If you attempt to join another sect, your former sect becomes your enemy.

SERVICER

You are in a special branch of workers, a group whose purpose is to satisfy others in some particular way. While the others in the worker field only have to worry about pleasing their boss, those in the service industry must also worry about those whom they serve. It takes a special sort to work in the service industry.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D6	**Charisma:** D8
Dexterity: D6	**Perception:** D6	**Insight:** D6
Stamina: D6	**Sanity:** D6	**Resolve:** D6

Attribute Increases: Charisma: +1

Skill Increases: Cooking: 5, Domestics: 15, Gossip: 10, Observation: 10

Special: Must spend both the Primary focus and the Secondary focus within the Servicer field, though not necessarily the same occupation. May spend Tertiary focus in any other occupation, including those in other fields.

Gear: You have a set of working clothes appropriate for your job and gender; the cost of these comes out of your pay each week. You will also have access to the equipment with which to do your job, as long as you are on the job or at least near your place of employment. These would include things like serving trays, mops and buckets, feather dusters, and so on.

Money: As a server you will make slightly more than your fellow workers. Roll 1D10+1. The result is the amount of quid you manage to save.

Animal Trainer: You are responsible for the care and training animals. A wealthy landowner, rancher, or noble employs you. Your duties include the care and training of whatever animals your employer owns. You may have a laborer or two working with you to help in these tasks.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Animal Husbandry, Animal Training, Appraise, Biology, Domestics, First Aid, Gestures, Instinct, Mimicry, Observation, Negotiation, Presentation, Ride Beast (Specific), Slash (Whip), Swabbing, Trail Signs, Teamster

Gear: You have sturdy bullwhip that is effective for little more than making a loud cracking noise. You also have a riding crop. You typically wear a djellab, yelek, and salumak along with a sturdy pair of siz'me.

Money: Make an Animal Training roll.

Critical success indicates you have saved your Animal Training SV times 100 in quid.

Success indicates that you have saved your Animal Training SVxED rolled in quid.

Failure indicates that you have only managed to save the ED rolled in quid.

Critical failure indicates you were attacked by one of the animals you are training and you lose 1D6 points from your Flesh Attributes. You save no money.

Contacts: 1D4+1. Merchant, Noble, Vhzine, Vangel, Kril.

Exotic: 7+. Exotic contacts may be traded for contacts of any other type.

Advancement: Make an Animal Husbandry roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10 quid for this extra year.

Critical failure indicates that you have been charged with abusing the animals in some way. Be grateful you have not been flayed alive and dragged through the streets. You must spend the last of your money paying the fine incurred by your infraction. You must change fields or lose 1D10 Respect if you try to enter another Servicer position.

Caravan Gopher / Ship Servant: You are the personal servant of either the leader of a caravan or the captain of a ship. It is your duty to attend to the personal needs of your master. You are the lowest person on the totem pole in the social structure of either the caravan or ship. If there is a nasty job to do, such as scoop up the phah'lok dung or clean out the bilge, guess who gets to do it? You guessed it, it's you.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Stamina by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Stamina by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Balance, Ciphering, Cooking, Domestics, Etiquette (Culture), Fashion, Gossip, Hide, Knotwork, Lifting, Musician (Specific), Swimming, Observation, Running, Singing, Sprinting, Survival (Specific), Unobtrusive.

Gear: You have the clothes appropriate to your job area (desert or ship). You have a backpack or small sea chest, a bedroll or hammock, and a small coin pouch. You are lucky enough to have a qatar.

Money: Pay is minimal at best for you. You should get one-half percent from the sale of each caravan's profits, after the captain and first mate take their cuts, and subtract your room and board and care of the animals. So what is a half percent of nothing? Roll 1D10 for the term that you serve aboard the ship or in the caravan. This is the amount of money you have accumulated during your stint.

Contacts: 1D4+1. Worker, Servicer, Merchant, Entertainer, Kril, Criminal.

Exotic: 9+. You may exchange any two exotic contacts for a normal contact from the following: Artisan, Maroc, Noble, Rusahn, Vhzine.

Advancement: Make a Domestics skill roll.

Critical success allows your ED times two in additional quid worth of items from your master's larder (Bard's discretion), +7 Respect, +5 Renown. You may promote or change occupations, or you may decide to leave this occupation behind and begin adventuring across T'nah.

Success allows your ED in additional quid, +4 Respect, +3 Renown.

Failure indicates during one of your forays in town for your master you were captured by slavers and hauled away to the auction blocks. You must spend at least two years in that occupation before you may try to escape. You lose all your money, gear, and contacts.

Critical failure indicates that you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Dusteen—Retainer: You live to serve the Ch'ak. They are the reason and the essence of the life of your community. They are the worthy. They protect. They watch over. They safeguard your community through the raging storm that is the world. Whether they know it or not, they need you. You would never be so cruel as to suggest to them how they need you, because you love serving them so much; it has been ingrained for your entire life to serve the Ch'ak, who give all that they are to protect you and yours.

You serve a specific Ch'ak warrior, and go everywhere with that warrior. You sleep on the ground when your master does; you sleep on the floor when your master has a bed. You take care of all the incidental chores so that your master can train and prepare to defend your people or his honor. You are that necessary cog in the wheel that keeps your master functioning in tip-top condition.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.



Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Block, Ciphering, Cooking, Domestics, Etiquette (Ch'ak), Instinct, Jury Rig, Leatherwork, Mechanic, Observation, Ride (Beast), Streetwise, Tailor, Tanning, Teamster, Unobtrusive.

Gear: You have two sets of clothes. In most cases the Ch'ak that you serve will bless you and allow you to eat the scraps from his plate. You sleep beside the Ch'ak that you serve and have a blanket of your own in the pack that you carry for your master.

Money: You carry the purse for your master, though you keep one for yourself as well. You would absolutely never consider dipping into your master's purse. You know that this would mean death. Your own purse is what you can manage to cobble together from making purchases for your master and selling any booty he obtains. Once the money goes into his purse you will never remove it without instructions to do so. If a few coins, chits or orbs fall on the ground before they enter the purse, however, you are quick to scoop them up and squirrel them away.

You receive 1D10 quid for the entire term that you serve your Ch'ak.

Contacts: 1D4. Any occupation except Maroc, Rusahn, Vangel. Automatically receive one Dusteen Retainer and one Ch'ak (aside from your master) as contacts.

Exotic: 8+. You may exchange any exotic contact for a standard Maroc, Rusahn, or Vangel contact.

Advancement: Make a Domestics roll.

Critical Success allows you to promote with +1D10 Respect.
Success allows you to promote.
Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain another 1D10 quid for this year.
Critical failure indicates that you have been discovered doing something that your Ch'ak does not approve. You are dismissed. Be grateful you have all your fingers and your tongue. You must spend the last of your money paying back the debt caused when by your infraction. You must change fields or lose 1D10 Respect if you try to enter another Servicer position. You may begin play at this point, if you wish. You are rejected by your own culture, and any Ch'ak who know of your infraction will treat you one notch higher than da'mete.

Pall Bearer: You carry the dearly departed and prepare the body for the reclaimer. This position also includes removing the requested bone from the body for the nehir heirloom. You must make sure not to damage this valuable possession. You perform all the nasty jobs involved with the reclaiming process: carry, tote, lift and generally handle the recently—and not-so-recently—deceased; wash, strip and prep the body for reclaiming. Your job is nasty, gross, disgusting, and thankless. You are the lowest rank in this morbid, but necessary, field. You have little respect and even less dignity from your peers.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Anatomy, Biology, Chemistry, Domestics, Etiquette (Renizant), Etiquette (Other culture) (may be taken more than once for additional cultures), First Aid, Gossip, Guile, Intimidation, Lifting, Observation, Presentation, Scavenging, Skinning, Superstition, Theology (Renizant), Unobtrusive.

Gear: You have a set of clothes strictly for your job. You also have a good leather apron with deep pockets on the lower front half. You have a fillet knife and a saw, as well as a sturdy pair of leather gloves, permanently stained crimson. You have a sturdy bag big enough to hold an average-sized person.

Money: This is a dirty job for little pay, but what did you expect? You handle dead bodies all day. Not exactly a glamorous lifestyle. In many cases a slave or someone of lower rank/status can easily replace you.

Each term, make a Presentation or Scavenging roll—your choice.

Presentation: Critical success indicates you have saved the Presentation SVxED in quid this year.
Success indicates that you have saved the ED rolled in quid this year.
Failure indicates you have broken even.
Critical failure indicates that you have offended people in the handling of your duties and are terminated. You must leave this occupation.

Scavenging: Critical success indicates that something you saved was of particular value—the skull of a famous Vhzine, a particularly attractive tattooed section of skin—let your gruesome mind wander. You have quid equal to 2D10x 300.
Success indicates that you have saved some choice item from the bodies that you have reclaimed worth 8+2D10 quid.
Failure indicates you were caught scavenging the body and terminated from your position. You also lose all the money earned this term.
Critical failure indicates you were caught red-handed and suffer severe punishment. Subtract 1D10 points from your Flesh Attributes, spend the next 1D4 years as a slave. You lose all your money and contacts.

Contacts: 1D10+2. Worker, Vangel, Merchant, Noble.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Superstition roll.

Critical Success allows you to promote with +1D10 Respect.
Success allows you to promote.
Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.
Critical failure indicates that you have been discovered doing something dishonorable with the dead. Be grateful you have all your fingers, your tongue...and other body parts! You must spend the last of your money paying the fine incurred by your infraction. You must change fields and move away—far away.

Servant: Servants provide numerous and varied services. Yours may range from serving refreshments to dusting or answering the door. Whatever your employer wishes you to do is your job. You are the fancier, more aristocratic version of a gopher. The pay is better and the conditions cleaner, nicer, and more comfortable than normal.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Ciphering, Cooking, Domestics, Etiquette (Culture), Horticulture, Instinct, Jury Rig, Mechanic, Negotiation, Observation, Persuasion, Shopping, Streetwise, Swabbing, Unobtrusive.

Gear: You have two sets of clothes: the worker clothes provided when you entered this occupation, and a very nice set of working clothes (appropriate to your particular duties) provided by your employer so you look acceptable in front of company. In most cases your employer will provide you with a modest room and, after the family and guests are done eating their fill, you may share what is left—if any—with your fellow servants.

Money: 5+2D10 for your term in this occupation.

Contacts: 1D4. Any occupation except Maroc, Rusahn, Vangel. Also automatically receive three other Servants as contacts.

Exotic: 9+. You may exchange any exotic contact for a standard Maroc, Rusahn, or Vangel contact.

Advancement: Make an Unobtrusive roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10 quid for this year.

Critical failure indicates that you have been discovered doing something which your employer does not approve. You are dismissed. You must spend the last of your money paying back the debt caused when by your infraction. You must change fields or lose 1D10 Respect if you try to enter another Servicer position. You may begin play at this point, if you wish.

VANGEL

Vangel are the clerics, preachers, ministers, monks, and/or shamen of their particular faith. You devote your life to the study and practice of one particular religion. The study of being a Vangel focuses you on intellectual pursuits, as well as enhancing your wisdom and personability. This does come at the expense of your physical development. Due to the heavy strain of the burden for your flock, your communion with the truly unusual (whether it is a god or a spirit or simply an odd way of looking at the world), and your relentless delving into the world of study, your mental stability is lacking. Vangels are, however, some of the most unwavering and committed of people.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D6	**Charisma:** D8
Dexterity: D6	**Perception:** D6	**Insight:** D6
Stamina: D4	**Sanity:** D4	**Resolve:** D10

Attribute Increases: Will Attribute (choose one): +1

Skill Increases: Literacy: 10, Meditation: 10, Religion: 10, Theology: 10

Special: Vangels may spend their foci freely.

Gear: You carry with you the emblems of your faith: a holy book and sometimes a necklace, broach, or ring. You are equipped with a walking stick or staff, small wineskin, and sometimes a small pouch. You usually wear a thobe with a bisht that serves as blanket and bedroll. It is typically quite plain. Your feet are shod with leather sarik. Some Vangel orders, detailed in later books, may be more martial and carry weapons, but the typical Vangel is a peaceful being. Vangel are often accepted by the people around them with open arms and seldom need to pay for a room—and when they do pay, they usually receive a discount.

Disciple: You subscribe to a belief and have begun the path to teach others. You are essentially training to be a missionary. Much of your time is spent in existing temples teaching about the mysteries of your faith, or helping to establish missions in new areas. You are helping those already in the faith to convert new believers, and giving them further instructions. You will also make converts as you travel from place to place. You don't just put on a robe and head out spreading the faith. First you must train yourself, learn the tenets of your faith, and be trained to answer the questions that will be asked of you as you convert others.

SEC Level: 1

Primary Focus: Spend 120 skill levels on any of the listed skills, with no more than +15 in any single skill. In addition, select one skill (anything not combat-related) and apply 30 points directly to that skill. This is your specialty amongst your brethren. You may also spend 10 skill points each to increase your Resolve and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Stamina by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acting, Command, Con, Debate, Detect Lies, Instinct, Leadership, Logic, Negotiation, Persuasion, Psychology, Staff, Story Telling, Theology.

Gear: You have a good set of traveling clothes (a thobe, pair of siz'me and a bisht). You also have a small pack in which to keep your meager belongings which include: a large wineskin, a bound copy of your religion's tenets, if they are indeed written down at all, an iconic symbol to identify your belief in the form of a necklace or ring. In some cases a religion requires a more permanent show of faith such as being branded or tattooed.

Yes, these are all of your worldly possessions. Now go forth and teach others.

Money: Money is not really an issue for you. In a land as superstitious as T'nah, most shopkeepers in the vahnas do not want to take the chance of making any entity upset at them. You will almost always get his best discount. Each term, make a roll using your Theology skill.

Critical success indicates you saved a number of quid equal to your Theology SVxED this year. Roll 2D10—you may keep this much for your own needs, the rest goes to the community.

Success indicates that you have saved a number of quid equal to the ED rolled. Roll 1D6—you may keep this much for your own needs, the rest goes to the community. If the number is negative, you lose a number of points of skill, from any one skill of your choice, equal to the negative amount.

Failure indicates you have broken even—but at least you're not going hungry!

Critical failure indicates that some of your flock have become angered at your teachings. You are now an embarrassment in your town and no one will seek your services. You must leave this town, change occupations or begin play.

Contacts: 1D10. Any field.

Exotic: 8+ they are exotic. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Meditation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been injured (probably through starvation or self-deprivation). You lose 1D10 points from your Flesh Attributes. You may begin play at this point, if you wish.

Hermit: You go off alone to learn a belief system in solitude. The lifestyle of the hermit is far different from most. As a religious hermit, you feel that you can best learn about your faith by being in private and away from all distractions of normal life. You feel that the deprivation you suffer will either cause you to be closer to your deity and stronger in faith, or will lead to some other sort of enlightenment. In some cases this works. In others it leads to insanity or extreme antisocial behavior.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Resolve and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Stamina by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Biology, Chemistry, Cooking, Climbing, Domestics, First Aid, Herbalism, History, Horticulture, Instinct, Literacy, Logic, Meditation, Observation, Orientation, Philosophy, Religion, Research, Search, Skinning, Survival, Tanning, Theology, Traps, Trail Signs.

Gear: The typical hermit has little in the way of traditional comforts, living in a cave or cabin. You have peasant or slave clothes and a book that corresponds to your faith. You also have a sturdy walking stick.

Money: Money is not really an issue for you. It is not an issue because you would never leave your cave or hovel to spend it if you had it! You live alone. You are self-sufficient. You have no need of money or what it can buy. This means you have zero money and no need to roll for more.

Contacts: One contact from any field except Maroc, Rusahn.

Exotic: 10. Exotic contacts may be traded for any other type of contact. On a result of 1, the contact becomes an unrequested follower who will learn from you and try to be as like you as possible. This is terribly annoying.

Advancement: Make a Meditation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for 1D4 more years. You may spend another 100 skill levels on the listed skills, as though this were a Primary focus.

Critical failure indicates that you have been injured (probably through starvation or self-deprivation). You lose 1D10 points from your Flesh Attributes. You may begin play at this point, if you wish.

Initiate: It is here that you learn to be 'shepherd' to a flock of believers. You will be in charge of their spiritual leadership, and in many cases their primary source of religious knowledge and understanding. While you may and should help to convert new believers to your faith, your main job will be training those already in your faith. You will be responsible for training them to be stronger and better equipped, so that they can do the converting without you, and you can focus more on teaching and training.

You may study under an established leader of your religion as an assistant, or you may be learning at an institution designated for just this type of training. Either way you do not have your own congregation yet. Your mentor(s) may require you to go on quests or perform various spiritual tests to show your dedication and faith from time to time.

SEC Level: 1

Primary Focus: Spend 120 skill levels on any of the listed skills, with no more than +15 in any single skill. In addition, select one skill (anything that is not combat related) and apply 30 points directly to that skill. This is your specialty amongst your brethren. You may also spend 10 skill points each to increase your Resolve and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Stamina by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Command, Domestics, History, Instinct, Investigation, Leadership, Literacy, Literature, Logic, Meditation, Observation, Persuasion, Philosophy, Psychology, Religion, Research, Search, Theology.

Gear: If your particular sect requires a certain style of dress or article of vestment, this will be given to you upon your induction: a prayer scarf, a set of beads, particular headgear, etc. You will be given a written text of your faith if one exists and will be expected to know and to memorize as much of it as possible. The same for any iconic symbol your religion might use or display. You also have several volumes of reference materials from various authors in your religion supporting your belief from their standpoint and evidence. You also have a book detailing the basics for various ceremonies as prescribed by your faith.

Money: The financial situation of any student is bleak at best, but the monetary status of a theology student is as optimistic as a convict with a rope around his neck, hoping it will break when the trapdoor releases. Each term, make a roll using your Logic skill.

Critical success indicates you saved a number of quid equal to your Theology SVxED this year. Roll 2D10—you may keep this much for your own needs, the rest goes to the community.

Success indicates that you have saved a number of quid equal to the ED rolled. Roll 1D6—you may keep this much for your own needs, the rest goes to the community.

Failure indicates you have broken even—but at least you're not going hungry!

Critical failure indicates that you have begun to doubt the teachings of your faith. Your questions are now an embarrassment in your school and no one wants you in their classes. You are branded a troublemaker. You must leave this school, change occupations, or begin play.

Contacts: 1D4. Any field.

Exotic: 10. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Research roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain no additional money for this year.

Critical failure indicates that you have been injured (probably through starvation or self-deprivation). You lose three points of Attributes—one point must be subtracted from Flesh, one point from Mind, and one point from Will. You are also kicked out of school. You must begin play at this point.

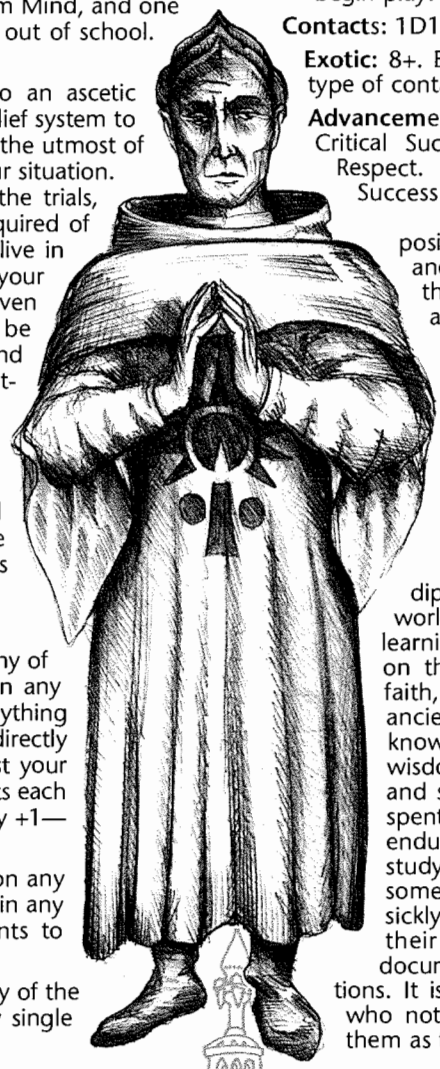
Neophyte: You have been ushered into an ascetic order. You truly take the tenets of your belief system to heart and do your best to follow them to the utmost of your ability, not just when it best suits your situation. You are willing to put yourself through the trials, tribulations, and persecutions that are required of you by your elders. You are required to live in seclusion from all but the others in your cloister. It is not until you have proven yourself steadfast in the faith that you may be allowed to leave the monastery to go and spread the belief among the less enlightened. This is the time during which you learn how to withstand temptation during fasting and meditation. You learn to withstand physical deprivations and abuse through lack of sleep, fasting, and activities like self-flagellation. Vows are often taken during this time of training as well. Do not enter this occupation lightly!

SEC Level: 1

Primary Focus: Spend 120 skill levels on any of the listed skills, with no more than +15 in any single skill. In addition, select one skill (anything not combat-related) and apply 30 points directly to that skill. This is your specialty amongst your brethren. You may also spend 10 skill points each to increase your Resolve and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Stamina by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.



Skill List: Any Intellect skill, any Medical skill, Breath Control, Domestics, History, Language (choose any, may take multiple times), Literacy, Mathematics, Meditation, Research, Theology.

Gear: You will be required to copy of the writings of your belief during this time, as you will be expected to memorize them first, if they have even been written down. You will be required to make the icon of your faith, if your sect has one. Some religions require a more permanent show of faith in the form of tattooing or branding the symbol directly onto your body. You will make two sets of clothing appropriate to your order.

Money: Make a Theology roll.

Critical success indicates you saved a number of quid equal to your Theology SVxED this year. Roll 1D10—you may keep this much for your own needs, the rest goes to the cloister.

Success indicates that you have saved a number of quid equal to the ED rolled. Roll 1D4—you may keep this much for your own needs, the rest goes to the cloister.

Failure indicates you have broken even and are probably pretty hungry most of the time.

Critical failure indicates that some of your cloister have become angered at you. You are now an embarrassment to your cloister. You must leave, change occupations or begin play.

Contacts: 1D10+2. Any field.

Exotic: 8+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Meditation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain no additional income.

Critical failure indicates that you have been injured (probably through starvation or self-deprivation). You lose 1D10 points from your Attributes, you may distribute them as you see fit. You may begin play at this point, if you wish.

VHZINE

Vhzines are the scholars, seers, and diplomats (though seldom the leaders) of the world. They devote their lives to study and learning. Much as the Vangel, the Vhzine focuses on the intellectual arena. Though some possess faith, it is not their goal. Their lives are filled with ancient tomes and books. They are lovers of knowledge. The investment of time with the wisdom of the ages greatly increases the intellect and some aspects of the will. This constant time spent in intellectual pursuits has a cost. The endurance of a Vhzine is found in his resolution to study. Neglecting the body to hone the mind, some have been known to waste away, become sickly at an early age, and die young. Realizing their limitations, Vhzines often journal and document their learning for succeeding generations. It is common for them to take on apprentices who not only learn their wisdom, but also care for them as their health diminishes.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D8	**Charisma:** D4
Dexterity: D4	**Perception:** D8	**Insight:** D6
Stamina: D6	**Sanity:** D6	**Resolve:** D8

Attribute Increases: Intellect: +1

Skill Increases: Gossip or Logic: 10, Literacy: 10, Mathematics: 10, Observation: 10

Special: Vhzines are not restricted in how they spend their foci. Unless an individual occupation has restrictions, you are free to spend your foci as you see fit.

Gear: As a typical Vhzine, you are known by your library and love of learning. Few possessions matter to you aside from a good set of comfortable clothing and books. You carry half a dozen books with you wherever you go in a small pack or rucksack. You may choose a shepherd staff or quarterstaff.

Vhzines usually wear a thobe or a nashl—long, flowing and plenty of room for you to find comfort when reading and studying. Typical footwear is a pair of nalla.

Drafter: One who draws and designs structures. You are the one called upon to bring the developer's and dreamer's ideas into a visual format. You don't draw exacting blueprints; you are more of a sketcher for basic ideas. You are paid to draw the dream for the architect and those with the money, so they can picture what they are buying into and how it should look.

Foci Restrictions: This occupation may only be taken as follows: 1) Primary focus, 2) Secondary focus, 3) Primary and Tertiary foci; it is not allowed to be taken with all three foci or with Primary and Secondary.

SEC Level: 1

Primary Focus: Drawing +50. Spend 50 skill levels on any of the listed skills, with no more than +15 in any single skill. Acquire the Quality of Deftness at 1D6+3.

Secondary Focus: Drawing +30. Spend 70 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Drawing +20. Spend 30 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Architecture, Calligraphy, Carpentry, Heraldry, Instinct, Literacy, Logic, Masonry, Mathematics, Mechanic, Observation, Painting.

Gear: You have: a sketch pad, two sheaves of loose paper (one standard, one fine grade), a small T-square, a triangle, a protractor, a compass, various charcoals and chalks, and a wooden case with latch, big enough to hold these supplies.

Money: Make a Drawing roll.

Critical success indicates you saved a number of quid equal to your Drawing SVxED this year.

Success indicates that you have saved a number of quid equal to the ED rolled.

Failure indicates you have broken even—but at least you're not going hungry!

Critical failure indicates that some of your work has been shoddy and given you the reputation of a poor craftsman. You are now an embarrassment in your town and no one will seek your services. You must leave this town, change occupations, or begin play.

Contacts: 1D6. Noble, Vhzine, Artist, Merchant.

Exotic: 8+. You may exchange any exotic for a standard Maroc, Rusahn, Entertainer, Criminal, or Vangel contact.

Advancement: Make a skill roll against your Architecture skill.

Critical success indicates +18 Respect and +10 Renown. You may change occupations or promote in your current occupation. You may also leave the occupation and move on.

Success indicates +12 Respect and +5 Renown.

Failure indicates you have botched a simple job and the customer was very unhappy and complained. -10 Respect, -7 Renown or 17 Infamy if you have no current Respect or Renown.

Critical failure indicates you managed to outrage an important client. -25 Respect, -15 Renown or 40 Infamy if you have no current Respect or Renown. You may want to consider changing occupations.

Student: It is your job to study, discover, and learn. You spend most of your time with your mentor, with a book in your hands—or both. It is your job to learn so that someday you can pass this knowledge on to the student placed under your tutelage. At some point, you will be required to go into the world to learn what life can teach you...

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Analysis, Biology, Botany, Debate, Detect Lies, Diplomacy, Etiquette (Culture), Heraldry, History, Law, Literacy, Logic, Mathematics, Negotiation, Observation, Oration, Persuasion, Philosophy, Psychology, Research, Storytelling, Strategy, Tactics.

Gear: You have a journal, a quill, and a recorkable inkpot, an atlas of the area around you, and a book of basic words translated into and from other languages. You also have a portable chess set, a woven blanket and small, bean-filled pillow.

Money: Few people make less money than you. Roll 1D10.

1-3 You have no money left after taking care of your needs.

4-6 You don't have much left over but you have managed to pull together 1D10 quid.

7-9 You have managed to garner 2D10+3 quid.

10 You sell your translation book to a strange looking Denizen for 50 quid and a keg of pure water.

Contacts: 1D4-1. Vhzine (including the political, searcher, and medical fields as well), Artist, Merchant, Rusahn, Maroc, Worker.

Exotic: 7+. You may exchange an exotic contact for a standard Kril, Vangel, Noble, or Entertainer contact.

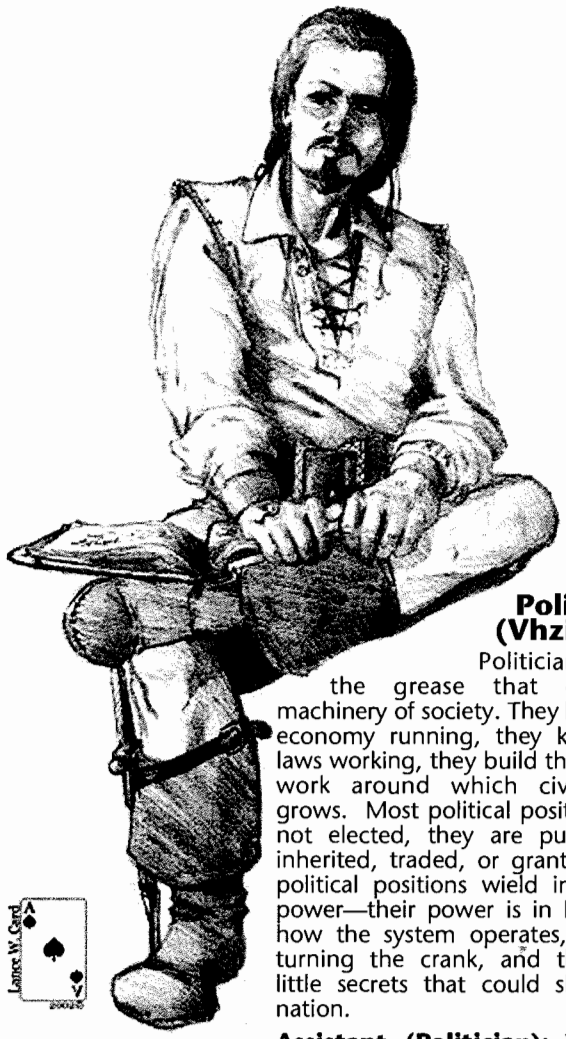
Advancement: Make a Debate roll.

Critical success indicates +17 Respect and +10 Renown. You may choose to stay in this job, promote, or change occupations.

Success indicates +12 Respect and +7 Renown.

Failure indicates you have not applied yourself well enough this term and your mentor has noticed. -9 Respect, -9 Renown. You are warned to straighten up and apply yourself more or you will be discharged and your mentor will look for a more stable student. All negative Respect or Renown translates to Infamy.

If you roll a critical failure, you have 'flunked out.' You have disgraced your parents and shamed your teacher. -20 Respect, -15 Renown. All negative Respect or Renown translates to Infamy. You are required to change occupations, for there is no other teacher who will take you on. You must still meet the standard requirements for your next occupation.



Politician (Vhzine)

Politicians are the grease that oil the machinery of society. They keep the economy running, they keep the laws working, they build the framework around which civilization grows. Most political positions are not elected, they are purchased, inherited, traded, or granted. Few political positions wield individual power—their power is in knowing how the system operates, who is turning the crank, and the dirty little secrets that could shatter a nation.

Assistant (Politician): You are the liaison between the politico and public. You are his right hand. It is your responsibility to make sure he is where he is supposed to be, with the correct people, and on time. You ensure his important papers are filed properly. You are not a secretary—a secretary runs the front desk and announces visitors. You already know who is arriving—and why. Sometimes you are expected to carry important documents as a high-profile courier and negotiator.

SEC Level: 3

Entry requirements: SEC 3+

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Special: Must spend at least two foci on this occupation.

Skill List: You may choose up to three languages and invest double the points into these languages. You may learn up to two separate Etiquette skills and invest double the points into these skills. (You gain no additional points, but you may invest up to double the maximum for the focus—30 for primary, 20 for secondary, 10 for tertiary.) Accounting, Appraise, Bluff, Bribery, Business, Con, Deceit, Diplomacy, Etiquette (may be taken more than once), Fast Talk, Gossip, Guile, Innuendo, Instinct, Literacy, Mathematics, Misinformation, Oration, Persuasion, Politics (may be taken more than once), Psychology, Storytelling, Unobtrusive, Writing.

Gear: You have three sets of fine upper class clothes. These are to be worn at all times when on the job. You also have a journal and charcoal pencils for keeping track of meetings. You have a sheaf of paper for notes and documents along with a quill, restoppable inkpot, a block of wax used for sealing letters and messengers' tubes, and a small satchel in which to keep these items. Among these belongings will also be a letter written to establish your position.

Money: A good assistant is hard to find and they are handsomely rewarded. In addition to the finest quarters, the most luxurious travel arrangements, and all the privileges of the ruling class, you also have a handsome salary. You manage to save 100 quid per year that you are employed as an Assistant.

Bribery Option: You may attempt to earn more through accepting bribes, but you run the risk of being caught. Choose carefully. If you choose to accept bribes, make a roll against Bribery.

- Critical success indicates you get 100 x (Bribery SV + Guile SV) quid for the year.
- Success indicates you get 100xED quid for the year.
- Failure indicates loss of all your existing quid as you are blackmailed by those who caught you.
- Critical failure indicates you were caught and sentenced to serve time as a slave. Your next occupation must be as a Slave. You forfeit all money and your contacts will not speak to you—unless you selected Criminal contacts.

Contacts: 1D10+3/year. Artist, Entertainer, Kril, Noble, Vhzine, Maroc, Rusahn, Vangel, Merchant.

Exotic: 6+. Exotic contacts are particularly popular or powerful members of society who owe you a favor. You may exchange any exotic for two Worker or Criminal contacts.

Advancement: Make a Persuasion roll.

- Critical success indicates you gain the ED in Respect and may promote.
- Success indicates that you have been granted the opportunity to promote.
- Failure indicates that you must remain as an Assistant for another year before you may attempt promotion again.
- Critical failure indicates you are demoted to Clerk and must serve 1D4 years in that position just to promote back to this one.

Clerk (Politician): You keep all the files that tell where the money really is. You know the Politico's account numbers, his finances, all his dealings. You don't keep two sets of books—you keep at least half a dozen. In fact, it's doubtful that even the politico knows which is the real set. You are also the one who has to do all the research, all the drudge work, all the clean up. The good news: you won't be the first suspected in times of trouble. The bad news: you are the only one who will be implicated.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Accounting, Analysis, Appraise, Business, Etiquette, Geography, Heraldry, Language (Choose), Law (Civil), Law (Contracts), Literacy, Logic, Logistics, Map Reading, Mathematics, Observation, Research, Ride Beast.

Gear: You have a vast array of quills at your disposal. You could fill a barrel with the ink you use daily. You are never without a paper, a document, a receipt—your satchel is brimming with papers and documents and you know where each and every one of them belongs, even if no one else can decipher your filing system.

Your clothing is plain, often stained with ink, but you have secret pockets sewn into nearly every piece. Because of your need to research even the finest details of every document, you are also equipped with a magnifying glass or jeweler's loop.

Money: There are two possible avenues to take when determining your money and you must choose your course. Are you honest or a crook?

Honest: You receive enough money to pay for your living and you manage to save 1D10+1 quid each year. In addition, for your hard work, your politico will give you a bonus equal to your Accounting SV each term.

Crook: You are cooking the books for your politico and scraping the dross for yourself. Make an Accounting skill roll.

- Critical success indicates you receive (Accounting SV + Analysis SV) x 200 in quid. Unfortunately, there are suspicions when this much money is missing, and you should consider other employment.
- Success indicates that you receive (Accounting SV) x 100 in money hidden away from prying eyes.
- If you fail, you are immediately brought up on charges, you lose your nest egg, and you must take the occupation of Slave for 1D4 years. The good news? They missed one account and you still have 1D10+20 quid hidden away when you get out.
- If you critically fail, your next occupation is a Pit Fighter ("Grapthar the Accountant versus Goliothan, slayer of Clerks!"). Forget the 'secret account.' They got that too.

Contacts (Honest): 1D10. Vangel, Merchant, Entertainer, Vhzine, Worker.

Exotic: 7+. Exotics may be exchanged for Noble, Maroc, Rusahn, Artisan, Kril, or Criminal. Exotics may also indicate someone who owes you a favor.

Contacts (Crook): 1D10+3. Merchant, Worker, Criminal, Maroc.

Exotic: 9+. Exotics may be exchanged for any other type, or for 3 Criminal contacts per exotic. Exotics may also indicate someone who owes you a favor.

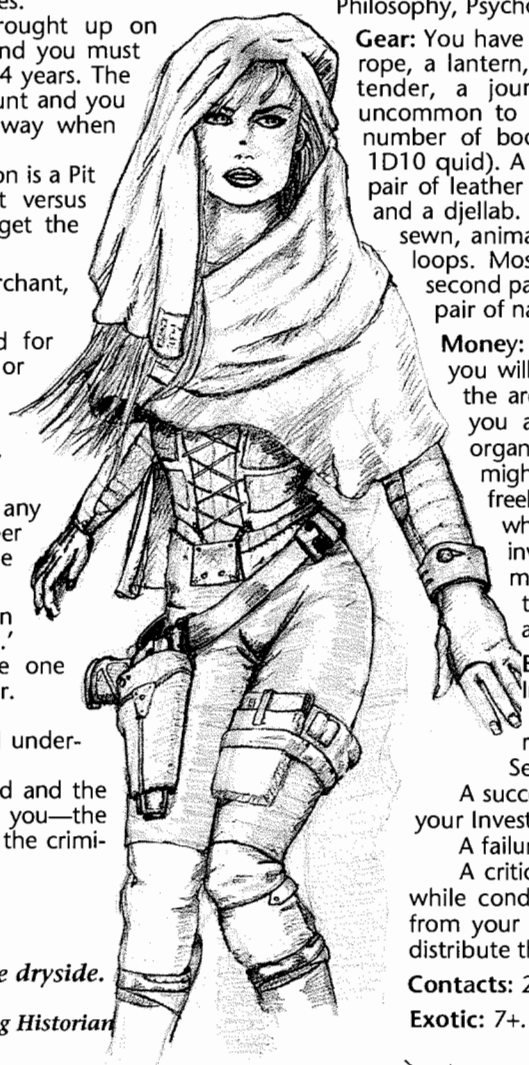
Advancement: Make a Business roll in order to escape without 'strings attached.'

- Critical success indicates you receive one Noble contact who owes you a favor.
- Success indicates you are out.
- Failure indicates you owe the criminal underworld a favor.
- Critical failure indicates the town guard and the underworld are both looking for you—the guard to get information from you, the criminals to make sure you tell no tales.

What an adventure!

Exploring the unknown regions of the dryside.

—Culrain, Traveling Historian



Searcher (Vhzine)

Searchers gather, analyze, and process information in order to determine the answers to unspoken questions. They can be detectives, archaeologists, private investigators, or active bookworms. The one thing common to all Searchers is curiosity and the desire for answers.

Questor, Wet Denizen Pioneer: You are a seeker of esoteric knowledge, enigmas, and hidden secrets; you gather and process information to see what really happened. You piece together the past through the tiniest of clues. You might investigate a murder or dig into the skeletal remains of a long dead city to discover the past. You may be altruistic, seeking knowledge—or opportunistic, seeking gold and otec.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Special: Must spend at least 2 foci on this occupation.

Skill List: Analysis, Cold Read, History, Investigation, Legends, Literacy, Literature, Logic, Mathematics, Observation, Philosophy, Psychology, Research, Search, Superstition.

Gear: You have a sturdy backpack with 15 meters of rope, a lantern, a flask with 24 hours worth of oil, tender, a journal, inkpot and quill. It is not uncommon to have a few books; roll 1D4 for the number of books you carry (each book is worth 1D10 quid). A knife is essential. You wear a sturdy pair of leather siz'me, a reinforced pair of salumak and a djellab. Over the djellab, you have a heavily sewn, animal hide yelek with many pockets and loops. Most Questors travel a lot and have a second pair of shoes for 'city work'—typically a pair of nalla or sarik.

Money: The most common regular pay that you will receive is from acting as a guide in the area in which you are investigating. If you are attached to a law enforcement organization, like the town guard, you might receive a salary, or you could be freelance and provide 'tours' for visitors while you research the area you want to investigate. Either way, your savings are meager and you manage little more than 1D10 per term above your living and research expenses.

Bonus: Each term make an Investigation skill check.

Critical success: You have struck it rich! Gain (Research + Investigation + Search SV) x ED rolled, in quid.

A successful roll provides you quid equal to your Investigation SV in additional income.

A failure provides nothing.

A critical failure indicates you were injured while conducting your investigation. Lose 1D4 from your Flesh Attributes (you decide how to distribute these points).

Contacts: 2D10. Any field.

Exotic: 7+. Exotics owe you a favor.

Advancement: Make an Analysis roll.
Any success allows promotion.
Failure indicates you must remain in this position for one more year.
Critical failure indicates that you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year without benefit.

Medic (Vhzine): The focus of the medically trained Vhzine is the continuation of life and the relief of pain and suffering. In the medical professions, healing and restoration are the goals. Some professions focus upon a single event, like childbirth. Others take a more generic perspective and assist with injuries, diseases, even mental illnesses. Still others focus and specialize within these areas. Nearly all begin their training as an overworked and underpaid peon.

Caregiver (Medic): You are the first response. It is up to you to stabilize a patient before they reach more qualified medical treatment. You are the medic, the nurse's assistant, the first responder. You are the difference between life and death for some—and the one who empties the bedpan for others. Sometimes your work is vital, crucial, and life saving. Most of the time, however, you are cleaning and re-bandaging wounds, wiping up, or otherwise handling drudgework. It is not a glorious position. But on the battlefield, in the pits, or on the wasteland trails, you are the friend of the wounded. You are the kind voice they hear to draw them back to this world—or the last thing they see as they pass on to the next.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Analysis, Anatomy, Biology, Body Language, Chemistry, Cold Read, Diagnosis, Domestics, Etiquette (Culture), First Aid, Gestures, Gossip, Instinct, Leadership, Lifting, Observation, Persuasion, Pharmacology, Sprinting, Swabbing, Unobtrusive.

Gear: A Caregiver usually carries a satchel with a medical insignia (a red crescent moon with a red drop of blood between the horns). Within is a roll of cloth bandages, four short wooden rods for making a splint, a tourniquet, medicinal herbs, salves and oils. Also within the satchel is a sharp knife and a small metal rod with a tiny, sharp hooked-pick on one end with a tapered point on the other end (generally used for defoliating burned skin, removing splinters and slivers, cleaning under a wound, removing fragments within a wound, etc). Clothing varies, but is generally simple and sturdy. White is favored because blood and other fluids from a wound show up easily on it.

Money: You are overworked and underpaid. You should get combat pay, but never do. Roll your First Aid skill to determine how much you have managed to save over and above your living expenses.
Critical success indicates that you resuscitated someone important who has tipped you handsomely. Receive your First Aid SVxED rolled in quid.
Success indicates you gain your First Aid SV +ED rolled in quid.
A failed roll still provides you a little money. It is equal only to the ED value of the roll.
A critical failure indicates that you are guilty of malpractice and have caused a death—intentional or not. You lose 1D10 from your Sanity and Resolve (divide up the points as you see fit). You receive double the number of Attribute points you lost from Sanity and an equal number of points from Resolve in quid. Hey, you're slightly insane, but you did remember to collect your fee!

Contacts: 1D10. Medic, Kril, Criminal, Worker. Additional two from any other field except Rusahn.

Exotic: 9+. Exotics either owe you a favor or can be traded for a standard Rusahn contact.

Advancement: Make a Diagnosis roll.
Critical success, you may promote. +1D10 Respect.
Success indicates you may promote.
Failure indicates you must remain in this occupation for another year.
Critical failure indicates you have caused a scandal through failed diagnosis, and are stripped of your right to practice medicine on living creatures. You must either change occupations or change geography—either way, you're leaving.

Doula (Medic): You are a midwife apprentice. A Doula is almost always female, though some cultures allow men to learn and participate in the delivery of babies. Your duties go far beyond birthing a baby. It involves everything from the diagnosis of pregnancy to the nutrition of the mother, and even includes the well being of the child up to the age of about three years. Midwifery is sometimes associated with religious practices, particularly amongst the more superstitious cultures. However, the science and practice of birthing babies and caring for the gynecological needs of women are medically sound.

SEC Level: 1

Entry requirements: None (but typically female)

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Special: If the Primary focus is spend upon this occupation, then at least one other foci must also be spent on this occupation.

Skill List: Anatomy, Biology, Block, Cold Read, Domestics, Etiquette (Culture), Evade, Examination, First Aid, Gossip, Herbalism, Horticulture, Instinct, Observation, Pressure Points, Psychology, Sprinting, Superstition, Swabbing.

Gear: A Doula usually carries a large satchel, or even a backpack, with a midwife insignia. The symbol of the midwife is that of Yai (the moon) with a drop of red blood from the gash at the bottom—symbolizing the renewal of life.

Within the satchel or pack is a roll of cloth bandages, clean linens, towels, a tourniquet, medicinal herbs, salves, and oils. Also within the satchel is a sharp knife, a spool of fine thread, needles, and two large basins. The basins serve many purposes. One is typically used for washing hands and a newly arrived child. The other is used for boiling water, which is used to sterilize needles, thread, linens, etc., and to keep the family members busy while the Doula calms the mother.

Clothing varies according to the culture, though when you are actively involved in birthing, you don a headband that bears the image on your satchel. This is true for all cultures touched by the Renizant.

A woman running through town wearing this symbol and yelling "Yeni!" will instantly find the streets cleared and her path open. 'Yeni' means 'new life.' The life of the tribe, clan, village, town, or city hinges upon her success at helping the mother birth the child.

There are various punishments for failing to get out of the way of a Doula on her mission. It is not uncommon to witness public flogging for someone who failed to yield the right of way. It is universal that anyone who impersonates a Doula on her mission will be punished with the removal of the tongue.

When a woman completes her apprenticeship, she is given the option to join the Guild of Yai. If you join the guild, you are issued a headband and satchel bearing the mark of the Guild. Along with the 'badge of office,' you carry with you a responsibility to ensure the safety and protection of child and mother under your care. Male Doulas are not even acknowledged by the order.

Money: Doulas are paid handsomely for their services. This training requires a minimum of four years as an apprentice and only at the end of the apprenticeship are they issued their satchel and headband. During the apprenticeship, Doulas receive room and board as a subsidy from the local rulers. The parents of a new child typically provide tips and gifts as a means thanking the midwife.

Roll 4D10 for the number of gifts you have received over the course of your apprenticeship. For each gift, roll 1D10 for the quid value of the gift. These are trinkets. They can be livestock. They could be crafts, books, etc. It is very rare that these will be orbs.

Contacts: 2D10+6. Any field.

Exotic: 10. Two exotics may be exchanged for a Mentor in the medical field.

Advancement: Make an Instinct roll.

Critical success indicates you promote and gain Respect equal to your Biology SV, and gain +2 to your SEC.

Success allows you to promote and gives you a +1 to your SEC.

Failure indicates another year must be spent as an apprentice without benefit.

If the roll critically fails, you have nearly caused the death of a child and are barred from becoming a Midwife—you must change occupation.

Quack (Medic): You are the one appointed to the position of healing. The fact that you have no training whatsoever is of little consequence. You were the last one in the line when everyone turned to see who got the job. You are a healer by default. Some use their position to garner a cult-like following, pumping themselves up with pride and believing their own lies. Others use the role for monetary gain—snake oil salesmen have nothing on these shysters. And then there are the well-meaning, truly compassionate, but untrained, who will do their best to assist you into an early (though completely unintentional) grave. Those who manage to survive long enough to learn some basic medical practices and gain a little experience can actually develop into true healers. Sadly, this is a small minority.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

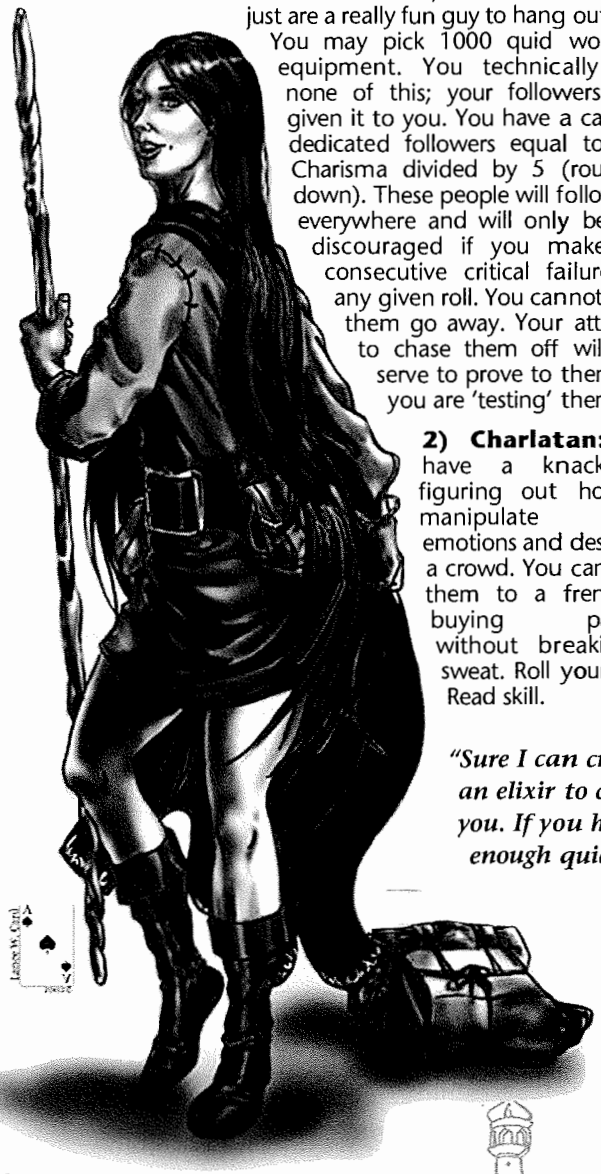
Skill List: Acting, Analysis, Anatomy, Biology, Body Language, Botany, Chemistry, Cold Read, Con, Deceit, Diplomacy, Etiquette (Culture), Examination, Fast Talk, First Aid, Gossip, Guile, Herbalism, Horticulture, Legends (may be taken more than once for each specific culture), Observation, Persuasion, Psychology, Religion, Superstition.

Gear: You have satchel with a medical insignia (most often a red crescent moon with a red plus sign cradled between the moon's horns). Within is a roll of cloth bandages, four short wooden rods for a splint, a tourniquet, medicinal herbs, salves, and oils. Also within the satchel will be a sharp knife, a deck of cards, a pot with tea leaves, and various 'superstitious' items for warding off evil spirits.

Clothing varies, but is generally simple and sturdy, made of animal skins and heavy leather cording. It is regional and culturally appropriate, though simple.

Money: Several different paths are available. Be careful choosing, as this will color your entire future.

1) Cultist: You have many followers who think that you have some kind of connection to the divine, to the universal all, or just are a really fun guy to hang out with. You may pick 1000 quid worth of equipment. You technically own none of this; your followers have given it to you. You have a cadre of dedicated followers equal to your Charisma divided by 5 (rounding down). These people will follow you everywhere and will only become discouraged if you make two consecutive critical failures on any given roll. You cannot make them go away. Your attempts to chase them off will only serve to prove to them that you are 'testing' them.



2) Charlatan: You have a knack for figuring out how to manipulate the emotions and desires of a crowd. You can work them to a frenzy of buying passion without breaking a sweat. Roll your Cold Read skill.

"Sure I can create an elixir to cure you. If you have enough quid."

Critical Success indicates you receive (Cold Read SV +Religion SV + Superstition SV) x ED. However, the town is now destitute and you must move on to greener pastures.

Success indicates you receive (Religion SV + Superstition SV) x ED. You have played to their faith and their fears—and they have rewarded you.

Failure indicates you manage to convince a few, but end up paying off the skeptics and breaking even—you receive no money for this year.

Critical failure indicates you lose every quid, every possession, every stitch of clothing, and are tarred and feathered, run out of town on a rail, and now have no body hair in the desert. You lose 1D10 from your Attributes (you may divide them as you see fit, though Charisma must lose at least one point).

3) Healer: Your payment is the satisfaction of a job well done and another life saved. You manage to save 1D10 quid above and beyond your living expenses. In addition, you receive a number of skill levels equal to your Intellect to be divided amongst whatever medical skills you desire. A maximum of 10 points may be placed into any new skill and a maximum of 5 may be placed in an already possessed skill.

Contacts (Cultist): 2D10. Artist, Entertainer, Worker, Criminal.

Exotic: None, but all are fairly loyal.

Contacts (Charlatan): Two. One Criminal, one either Criminal or Town guard.

Exotic: 9+. Exotics either owe you a favor or can be traded for a Maroc, Rusahn, Merchant, or Entertainer.

Contacts (Healer): 1D4+3. Any field except Rusahn.

Exotic: 8+. Exotics either owe you a favor or can be traded a normal Rusahn contact. Two exotic Medical contacts can be traded for a Mentor in medicine. This Mentor will assist you in developing your skills as a healer.

Promotion: Make a Biology roll.

Critical success allows you to advance, provides you a mentor contact in the medical field, +1D10 Respect.

Success indicates you may take your place as a Journeyman medico.

Failure indicates you must repeat this occupation one more year, after which you may change the path that you follow.

Critical failure indicates that you were either exposed (cultist), caught (charlatan), or killed someone accidentally (healer). You must leave this occupation or this area. (If you have a Mentor, you may 'spend' your contact with him in order to advance to the next occupation even though you have failed miserably—but he will no longer be your contact and will deny ever knowing you in the future.)

WORKER

Workers are the backbone of every society. They are the wheels that make the world turn; they make the wheels; they grease the wheels; in some cases, they are the grease in the wheels. Workers are the people the aristocracy prefers to ignore, but without the working classes their world would fall apart and their luxuries would no longer exist. Workers are the unsung daily heroes of most societies. Do not choose one of these occupations unless you plan to get your hands dirty, grimy, and callused. Whiners need not apply.

FLESH	MIND	WILL
Strength: D6	**Intellect:** D4	**Charisma:** D6
Dexterity: D6	**Perception:** D4	**Insight:** D6
Stamina: D8	**Sanity:** D6	**Resolve:** D8

Attribute Increases: Stamina: +1

Skill Increases: Knotwork: 5, Lifting: 15, Observation: 10, Running: 10

Special: Must spend both the Primary focus and the Tertiary focus within the same occupation, may spend Secondary focus in any other occupation, including occupations in other fields.

Gear: Workers don't have much, don't get paid much, and have even less to show for it. Workers come equipped with a peasant set of clothing, gender and job appropriate.

Money: Roll 1D10-1. The result is the amount of quid you have saved to date.

Bearer: You carry things—bales of cargo, mounds of sand, or nobility in ornate chairs. Perhaps the most basic of all of the free workers, Bearers do the heavy lifting and carrying, most typically for caravans. This is the peon of the workforce but perhaps the most needed of the worker occupations. If it were not for you then more expensive transportation methods would be required for caravans—like animals.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Strength or Stamina by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Stamina by +1 for a cost of 10 skill levels.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Appraise, Balance, Block, Brawling, Carousing, Carpentry, Ciphering, Construction, Climbing, Cooking, Dodge, Domestics, Etiquette (multiples allowed), Evade, Gestures, Geology, Gossip, Heave Object, Jury Rig, Knotwork, Languages (multiples allowed), Lifting, Masonry, Mining, Observation, Orientation, Pottery, Ride Beast, Rigging, Running, Search, Spelunking Sprinting, Survival (multiples allowed), Swabbing, Throwing.

Gear: You have the set of clothes provided you as a member of the working class, your memories, the sweat on your brow, and that's all. Good luck.

Money: You have managed to save 1D10-4 quid. Treat each negative number as an additional year that your character must spend in this field and an additional contact made—a roll of one means that you must spend another three years in this field and gain another three contacts.

Contacts: 4+1D6/term. Criminal, Entertainer, Merchant, Worker.

Exotic: 10. Exotics can be standard contacts from Maroc, Nobles, Rusahn, or Vangels.

Advancement: Make an Observation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills as though this were a Tertiary focus. You also gain another 1D10 in quid and one more contact.

Critical failure indicates that you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Field Hand: As a Field Hand, you are a laborer focused on the tending of crops. You wake before dawn so you can be in the field at first light. Your day is full of digging, planting, pruning, plowing, hauling—all the duties of a farmer. You have no servants to care for your needs, so you must also mend your own clothes and cook your evening meals. The farm owner depends upon you to know and understand the growing of food-bearing plants. Although you are the grunt work in the field, you still understand the processes that keep plants alive to harvest.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Strength or Stamina by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Stamina by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Biology, Botany, Climbing, Cooking, Dodge, Domestics, Ecology, Farming, Horticulture, Irrigation, Jumping, Jury Rig, Knotwork, Observation, Ride Beast (Specific), Teamster.

Gear: You have the clothes you received for being a worker. You also have your own shovel, a qatar (small knife), and a waterskin.

Money: Because of the importance of this occupation, you get paid a little more than others in the Worker field. Roll an additional 1D10 for your term in this occupation plus 1 quid for each year spent in the term. This represents your savings for those years.

Contacts: 1D4/term. Criminal, Entertainer, Merchant, Worker.

Exotic: No exotic contacts are available to this occupation.

Advancement: Make an Observation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Fisher: Ah yes, the pleasure of sitting back against a tree on the river bank with a can of worms and your pole dangling in the water. What could be more relaxing than that? Too bad that's not how your job works! You're a commercial fisherman, not some kid relaxing on a Saturday afternoon. You are up before dawn with net, spear, and trident headed for the closest body of water that can support life. You work all day pulling nets and throwing weapons at marine life to harvest the water's bounty. The marine life on T'nah is often twice the size of a human and ten times as mean. It doesn't just bite back—it swallows you whole! It is a constant battle for survival.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Resolve or Strength by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Resolve by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill. You may choose to increase your Resolve by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Skill List: Balance, Biology, Con, Cooking, Domestics, Fishing, Knotwork, Observation, Skinning, Stealth, Storytelling, Survival (Coast), Swimming, Throwing (Net), Throwing (Polearm), Thrust.

Gear: You have two sets of clothes—dry and wet. You also have a large fishing net, not suitable as a weapon due to size and bulk, and either a spear or trident—your choice. Many of the other fishers you deal with on a daily basis lack a hand, a foot or a leg. The fish definitely bite back!



Money: You get a percentage of the meat you bring in. This is how you survive from year to year in the harsh world in which you live. Sometimes you are lucky enough to bring in a surplus that you can sell off to others. Roll 1D10 for your additional income.

Contacts: 1D4-1. Worker, Merchant.

Exotic: No exotic contacts are available to this occupation.

Advancement: Make an Observation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another 1D10 in quid.

Critical failure indicates that you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend and no more than 3 skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Rat Catcher: Ever present are the rodents and other parasites that plague mankind. You focus on eliminating these parasites. Yes, that's right, you have the distinguished honor of clubbing rodents for a living. It is your job to rid the area of the diseased vermin that plague the community. Your community depends on you for good health. If you don't do your job correctly, then your town gets sick and everybody dies. Then it spreads to the next town where everybody gets sick and dies. And so on.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Perception by up to +2 for a cost of 10 skill levels for each +1 increase.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Perception by +1 for a cost of 10 skill levels for a +1 increase. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill. You may choose to increase your Perception by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Skill List: Animal Handling, Animal Husbandry, Biology (Parasites), Entangle, First Aid, Instinct, Observation, Search, Slash, Sling, Stealth, Throwing, Traps, Tracking, Zoology (Vermin).

Gear: You have your clothes and another clean pair of peasant clothes as well. You also have a stick with a small loop of rope on the end (to snare the rats), a gunnysack to put them in, and a small club to beat them with. You also have a qatar (small knife).

Money: Roll 1D10 at the end of your apprenticeship, which represents your saved wealth for the term. Plus you can have all the roasted rats you can eat.

Contacts: 1D4-1. Criminal, Worker, Merchant.

Exotic: No exotic contacts are available to this occupation.

Advancement: Make an Observation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10-1 additional quid.

Critical failure indicates that you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than 3 skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Runner: You are not quite a courier—someone who is entrusted with important messages. Rather, you carry instructions from a boss to laborers. It is an easy job—if you can run and are in shape. You are the first link in the communication industry of T'nah. When someone needs a basic message sent from point to point they holler, "Hey! Runner! Come here!" You are then given the message, it is your job to run as quickly as you can to get the needed information to the intended recipients.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Strength or Stamina by up to +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Strength or Stamina by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Balance, Climbing, Dodge, Etiquette (Culture), Evade, Gestures, Heraldry, Jumping, Language (Dihl), Language (Rikkan), Observation, Running, Singing, Sprinting,

Gear: You have the standard peasant clothes with one exception; you have a very good pair of sandals to help you perform the duties of your job. You also have a good drawstring pouch to put notes and instructions in, if needed. In addition, you have a small water pouch, which is where you typically receive your 'tips' in the form of actual water.

Money: You are an important link in this chain, but you are still among the lower echelon of the workforce. There are at least a dozen other young kids waiting for you to falter so they can take your place. You are vital, but can be easily replaced. Roll 1D10+1 for the entire term you spend in this occupation. This represents the non-liquid tips you have received for each year of service.

Contacts: 1D4-1. Criminal, Worker, Merchant.

Exotic: No exotic contacts are available to this occupation; all contacts are normal.

Advancement: Make an Observation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than 3 skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Slave: You may have been captured in war, taken by slavers when you were unable to defend yourself, or couldn't prove your status. Perhaps you got in trouble financially and your creditors sold you to pay for your debts. You may also find yourself a slave due to some criminal activity.

No matter why, you have no rights anymore, so get used to it. Many criminals have more rights than you. In fact, most animals have more rights, and can expect more humane treatment. Your lot in life pretty much sucks! Welcome to T'nah!

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may increase your Strength or Stamina by up to +2 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may increase your Strength or Stamina by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Domestics, Etiquette (Culture), Gossip, Guile, Lifting, Lurking, Observation, Running, Streetwise, Story Telling, Singing, Unobtrusive.

Gear: Gear? Come on. You're a slave! Be glad you get clothes, a place to sleep and a meal a day. You have a set of slave's rags.

Money: Money? Are you serious? You get none.

Contacts: 1D4-2. Slave, Worker.

Exotic: No exotic contacts are available to this occupation. If you manage to escape, you gain two Criminal contacts.

Advancement: Make a Charisma test. Add +3 to Charisma for each year spent as a Slave.

Critical Success allows you to promote with +1D10 Respect.

Success indicates that your servitude is complete and allows you to promote.

Failure indicates you still have some remaining balance to pay off and you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus.

Critical failure indicates that you have been beaten for your insolence. You lose 2 points from your Flesh Attributes (you may choose). You must remain in this occupation for another year with only 10 skill levels to spend, and no more than 3 skill levels may be spent on any one skill.

Escape Attempt: You cannot simply leave this occupation, must first escape from your master before you begin play or enter another field for which you meet the prerequisites.

This escape attempt is tested with the Running skill.

Critical success indicates that you have escaped with your gear, but you will have to make new contacts because your old ones will turn you in for the bounty. You did manage to take one item worth up to 30 quid in your departure.

Success indicates you have escaped; your next occupation must be as an Escaped Slave. You may begin play as an Escaped Slave or continue character creation in that occupation. If you choose to begin play, you receive no gear, no money, all your contacts have abandoned you and you are on the run.

Failure indicates that you are on the run, but they are hot on your trail! You may not enter the Escaped Slave occupation and must begin play now with nothing but the clothes on your back. The Slave Hunters are closing in, you better run fast!

Critical failure indicates that you have attempted to escape, but have failed so miserably that you are now wounded. Suffer –1 to each Flesh Attributes and you must remain in this occupation for another two years, with only 10 skill levels to spend per year, and no more than 3 skill levels may be spent on any one skill.

Trapper: You support yourself by trapping game. It is a lonely job with brief spurts of interaction and socializing with others. This is mostly done when you come into town in early spring and late fall to sell their commodities.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Strength or Resolve by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Resolve by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill. You may choose to increase your Strength by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Skills: Block, Camouflage, Climbing, Dodge, Disguise, Domestics, Observation, Orientation, Search, Skinning, Stealth, Survival (Specific), Tanning, Tracking, Trail Signs, Traps

Gear: You have outdoorsman's clothes: a heavy cloak, ghutra, agahl, and boots made from lizard skin. You also have 15 meters of rope, three spikes/pitons, and a large spool of thread. You have a large knife and a fillet knife, as well as a hatchet.

Money: Trappers work long and hard for their profits. Many hours spent waiting in the deserted wasteland for that familiar twang of a tripped rope and clunk of a sprung trap. You have to work for a whole season just to get enough goods to sell for a profit. This is in turn spent for supplies for the next season and a night or two in town in a warm bed and soft company, then back to the wilds for more trapping.

Roll 1D10x2 for your term in this occupation. For each term in this occupation you suffer a –1 to your Charisma and –1 to your Sanity. This represents the enormous amount of time spent away from civilization and your fellow man.

Contacts: 1D4-1. Kril, Merchant, Worker.

Exotic: 7+ The contact is exotic. Can be exchanged for any other type of contact, except Noble or Maroc—which require two exotic contacts for exchange.

Advancement: To promote make an Observation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than 3 skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Character Archetypes are on the following pages. You may forego character generation by selecting one of these Archetypes. They are ready for play as given. Modifications may be easily made.

Travelers' mercies be upon you!

Tunnel Fighter—Blacksmith

You learned blacksmithing from an older family member, though you've always felt there was more to life. As soon as you could you apprenticed with the town guard. You quickly excelled beyond even your own expectations—you were born for adventure, and strong from working, so you joined the Tunnel Fighters. As your apprenticeship draws to a close, you feel there is more you can do with your life than stay in the guard or work in the shop. You are strongly considering the life of an adventurer.

Race: Andw'ahr **Culture:** Kon'ahr **Occupation:** Tunnel Fighter

Flesh	C/M	Mind	C/M	Will	C/M
Strength	13/22	Intellect	11/18	Charisma	6/12
Dexterity	13/20	Perception	10/20	Insight	10/20
Stamina	14/26	Sanity	9/16	Resolve	10/18

Consciousness / Blood Damage	33
Reflexes	11
Size	1.17

SEC: Servant (1)

Qualities and Attributes: Toughness: Mild Toughness, Direction: Good Sense, Demeanor: Resolute, Assets: Leaping, Low Light Vision, Tenacious



Money: 40 quid

Contacts: 1 Slattern, 1 Peddler, 1 Caravan Gopher, 1 Watchman, 1 Snitch, 1 Disciple

Gear: You have a padded leather vest, dyed in a bright color. You have a pair of sturdy leather boots and gloves. You also have a tight-fitting metal helmet that snugs up against your skull with ear holes and a small bill about 5cm long straight out over the eyebrows. You also have one small bladed weapon or a short spear.

You also have a heavy thick pouch that contains a device known as a 'little Ashik.' This is a small sealed tube containing brightly glowing bioluminescent algae. This is to be taken from the pouch and used in areas where light is nonexistent or incredibly dim. You will also be given a coil of rope for traversing caved-in sections and underground chasms.

Skill	Att	SV
Blind Fighting	INS	15
Block	DEX	28
Brawling	DEX	18
Climbing	DEX	23
Crossbow	DEX	23
Dodge	DEX	36
Domestics	INS	25
Etiquette (Kon'ahr)	CHR	23
Geology	INT	31
Gossip	INS	17
Heave Object	STR	23
Instinct	INS	15
Kick	DEX	18
Language (Dihl)	INT	26
Language (Gahl)	INT	61
Language (Rikkan)	INT	21
Lifting	STR	33
Locksmith	PER	20
Mechanic	PER	20
Metallurgy	INT	21
Mining	INT	31
Observation	INT	51
Orientation	INS	35
Parry	DEX	33
Punch	DEX	23
Sculpting	INS	20
Search	PER	25
Slash	DEX	53
Smithing (Daily Items)	STR	23
Spelunking	INS	20
Stalk	DEX	28
Stealth	DEX	33
Streetwise	INS	17
Survival (Mountains)	STA	24
Throwing (Spear)	DEX	23
Thrust	DEX	43

Sensitive

You grew up in a small subsistence-farming village. When you neared puberty, you experienced the sweet fragrance and overpowering taste of Qai. This was terrifying. You had to deal with this on your own; there were no Rusahni near, and as people learned of your powers, most shunned you. Often you found yourself alone. After a few years of trial and error, you managed to use your talents to slightly increase your crop's productivity. You have heard rumors from passersby about others of your kind. You have heard there are monasteries where you could learn to use Qai—and sometimes Qai users are abducted to these. You have decided to stay away from all of them. Lately though, you have considered leaving to travel and learn more of your abilities.

Race: Andw'ahr **Culture:** Tv'ahr **Occupation:** Sensitive

Flesh	C/M	Mind	C/M	Will	C/M
Strength	10/20	Intellect	9/18	Charisma	10/20
Dexterity	7/14	Perception	9/18	Insight	11/20
Stamina	13/22	Sanity	9/18	Resolve	11/20

Consciousness / Blood Capacity	33
Reflexes	9
Size	1.35

SEC: Commoner (2)

Qualities and Assets: Qai Ability: Expressive, Qai Expressions: Vibrant (9 Expressions), Presence: Negligible

Detriments: Tusks

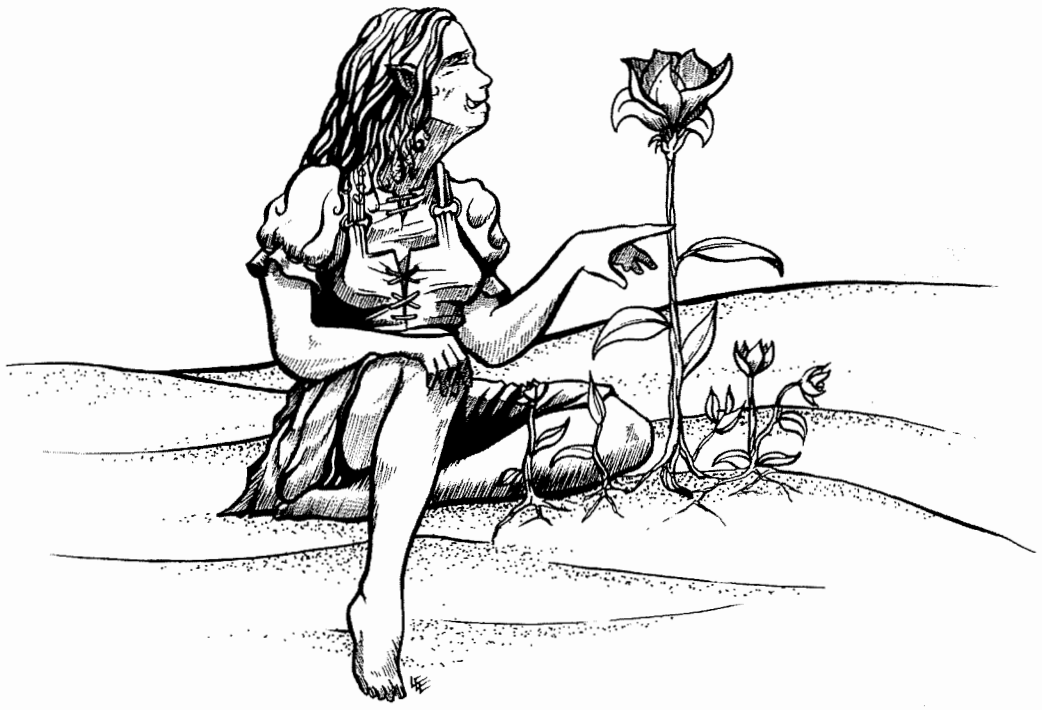
Money: 0 quid

Contacts: 1 Fieldhand, 1 Peddler

Gear: Rusahni look unremarkable. You typically wear 'normal' clothing for your SEC and culture, and carry no obvious weapons (unless an obvious weapon is part of the culture). You also get a functional knife. Why? Because everyone should carry a functional knife.

You have a set of decent clothes. You can have a walking stick, if you like. In general, however, being Rusahn provides you with very little material wealth. You might want to take on a second job.

Skill	Att	SV	Skill	Att	SV
Animal Handling	INS	21	Language (Tchin)	INT	59
Biology	INT	29	Lifting	STR	20
Bond	CHA	45	Meditation	SAN	34
Carving	INS	21	Mysticism	SAN	19
Ciphering	INT	16	Observation	PER	19
Climbing	STR	20	Psychology	SAN	19
Discern	INS	46	Shopping	PER	24
Domestics	INS	18	Smithing	STR	20
Ecology	INT	34	Stealth	DEX	17
Etiquette (Tv'ahr)	CHA	27	Superstition	INT	19
Farming	INS	46	Survival (Plains)	STA	23
Horticulture	INS	21	Transcend	RES	21
Instinct	RES	31	Transform	RES	26
Irrigation	INT	19	Weather	PER	19
Language (Rikkan)	INT	34			



Expressions:
Camouflage
Destroy Pathogen
Detect Life
Empathy
Fortify
Knit Flesh
Project Emotion
Stimulate Growth
Wither

Peddler

You grew up in the mountain caves where you learned to survive. You know what hardship is, and how to manage until better times. You will never forget how badly the sunlight burned when you forgot to protect your skin long ago on a surface trip. You managed to make your way into the Trade Guild and have learned the benefit of having friends in high places. Since joining and making your apprenticeship to a Guild Merchant, you have never had to worry about getting a decent spot in the souq—you always seem to get one that has adequate shade, and rarely have to leave your spot, even to water your jugal. You have to decide whether to stay here with your connections and privileges, or to give in to the urge to see more of the surface world of T'nah.

Race: Ebon Syl **Culture:** The Guild **Occupation:** Peddler

Consciousness / Blood Capacity 27

Flesh	C/M	Mind	C/M	Will	C/M
Strength	7/14	Intellect	10/18	Charisma	12/22
Dexterity	9/18	Perception	13/24	Insight	11/24
Stamina	9/12	Sanity	8/16	Resolve	10/20

Reflexes 11
Size .85

SEC: Commoner (2)

Detriments: Sensitive Skin (Extreme)

Money: 82 quid and one item worth 1000 quid

Qualities and Assets: Communication: Language Talent, Demeanor: Friendly, Empathic Effect: Understanding, Empathic Influence: Own Culture, Claws, Low Light Vision

Contacts: 4 Peddlers who each owe you quid (16q, 8q, 3q, 10q), 2 Students, 2 Assistants, 4 Slaves

Gear: As a peddler you have a dog cart and a stand (worth 1000q) from which to sell your wares. You have a donkey to help you pull your cart and carry your wares, a pad of paper, a pencil, a bedroll, and a small coin pouch.

Roll D10 on each chart below (or work out the details with your Bard).

Your conveyance:
1-5 Dog cart
6-9 Standard buckboard wagon
10 Small assigned space and folding tables in the souq

Your animal:
1-3 Jugal unfit for riding
4-6 Donkey, fit, sturdy, and capable
7-9 Ox, more than able to pull your wares around
10 Horse in good condition, could be ridden, but better trained for pulling loads

Skill	Att	SV
Appraise	PER	48
Business	PER	43
Drawing	INS	21
Forgery	PER	23
Instinct	INS	36
Literacy	INT	20
Mathematics	INT	30
Persuasion	CHA	42
Rarities	INT	20
Shopping	PER	48
Domestics	INS	33
Ciphering	INT	42
Observation	PER	18
Negotiation	CHA	42
Acting	CHA	27
Bluff	CHA	27
Bribery	INS	26
Con	CHA	32
Fast Talk	CHA	32
Gossip	INS	31
Guile	INS	36
Presentation	CHA	27
Etiquette (Renizant)	CHA	29
Survival (Street)	STA	19
Language (Trune)	INT	60
Language (Ebo)	INT	35



Bushwalker

You spend your days in constant vigilance watching for threats to the herd. You wander the inhospitable lands of this world aware of your surroundings and potential perils. While you have been scouting, you have been thinking that maybe you should leave the pampas. You want to learn more about this world and maybe even a few things about the other inhabitants of T'nah.

Race: Equin **Culture:** Loshad **Occupation:** Bushwalker

Flesh	C/M	Mind	C/M	Will	C/M
Strength	14/26	Intellect	9/16	Charisma	8/18
Dexterity	12/22	Perception	11/16	Insight	11/18
Stamina	18/26	Sanity	9/16	Resolve	12/18

Consciousness / Blood Capacity	39
Reflexes	12
Size	1.46

Qualities and Assets: Hooved, Vanity: Uncaring, Toughness: Tough, Direction: Good Sense

Detriments: Pride



Money: 49 quid in additional equipment

Contacts: Four. Can be Loshad only. 1 BushFighter (exotic; owes you a favor), 1 Runner, 1 Peddler, 1 Caregiver

Gear: Qatar, short sword, waterskin, pouch. You wear a traditional loincloth, designed with symbols of your job and rank in the herd. You own a bow and quiver of 25 arrows. You have a large knife and hide scabbard as well.

Skill	Att	SV
Dirty Fighting	INS	21
Enigmas	PER	21
History	INT	19
Intimidation	STR	24
Kick	DEX	22
Logic	INT	19
Oral Traditions	INT	19
Running	STA	28
Teaching	INS	21
Archery	DEX	27
Observation	PER	26
Search	PER	21
Stealth	DEX	22
Slash	DEX	37
Shopping	PER	26
Domestics	INS	34
Ciphering	INT	16
Ambush	RES	27
Biology	INT	24
Block	STA	33
Brawling	DEX	27
Camouflage	INS	26
Charge	DEX	27
Climbing	STR	29
Dodge	DEX	27
First Aid	PER	26
Hide	DEX	27
Instinct	INS	26
Jury-Rig	INS	26
Punch	DEX	27
Survival (Plains)	STA	33
Thrust	DEX	27
Tracking	PER	26
Trail Signs	INS	26
Traps	PER	26
Language (Arbanese)	INT	59
Language (Prinr)	INT	34
Etiquette (Equin)	CHA	25

Footpad

Thieving is the best way that you have found to survive. It may not be the most reputable, but it keeps you alive. Every job has its hazards, and being a footpad is no exception. You have to worry about the town guard, victims who will defend themselves, and other criminals as well. Things have gotten a little hot around your town lately and you have definitely become one of the Usual Suspects. You have been strongly considering a change. With your expertise and outlook, you are leaning towards a change of locale rather than a new line of work.

Race: Human **Culture:** Dry Denizen **Occupation:** Footpad

Flesh	C/M	Mind	C/M	Will	C/M
Strength	8/16	Intellect	8/18	Charisma	8/18
Dexterity	12/22	Perception	11/20	Insight	9/18
Stamina	9/16	Sanity	9/18	Resolve	8/16

Consciousness / Blood Capacity	26
Reflexes	11
Size	.77

SEC: Common Criminal (0)

Qualities and Assets: Technology: Bench Thumper, Presence: Threatening, Appearance: Plain, Articulation: Double Jointed, Peripheral Vision

Detriments: None

Infamy: 20

Money: 9 quid

Contacts: 1 Your Fence, 1 Town Guard, 1 Rat Catcher, 1 Town Guard (exotic contacts owe you a favor)

Gear: Thieves typically carry a basic lock pick set, a pair of thin gloves, and a coin pouch. Some, depending on their technique, carry a small weapon. The player may choose a qatar, dagger, or short sword.

You don't have much. Most of what you gather from others you try to sell as quickly as possible. You do have a few things; a set of dark colored clothing. You have a set of soft-soled shoes/slippers to aid your stealth. You have a large cloak. You have a large bag to hold your loot in, with a rope tie at the top. You also have a set of standard lockpicks.

Skill	Att	SV	Bonuses
Fishing	RES	18	
Horticulture	INS	19	
Irrigation	INT	18	
Jury-Rig	INS	19	
Literacy	INT	18	
Mathematics	INT	18	
Navigation	INT	18	
Sailing	STA	19	
Swimming	STA	19	
Survival (Coast)	STA	24	
Etiquette (Denizen)	CHR	31	-1ED
Language (Spanglish)	INT	58	
Language (Dihl)	INT	38	
Con	CHR	23	
Guile	INS	34	
Observation	PER	46	
Stealth	DEX	54	
Streetwise	INS	49	
Unobtrusive	INS	26	
Language (Rikkan)	INT	33	
Appraise	PER	21	
Ciphering	INT	18	
Dirty Fighting	INS	19	
Hide	INS	29	
Instinct	INS	19	
Kick	DEX	29	
Picklock	DEX	39	
Running	STA	19	
Search	PER	21	
Slash	DEX	44	
Stalk	DEX	44	
Thrust	DEX	44	



Scavenger

You have always enjoyed exploring the world all around you. You pay the bills acting as a guide. You also gather discarded items. Sometimes you find the good stuff. You hoard what many call trash. Some of this so-called trash may be fragments of otec, worth a fortune to the right buyers. Maybe you should begin exploring further...

Race: Human **Culture:** Dry Denizen **Occupation:** Scavenger

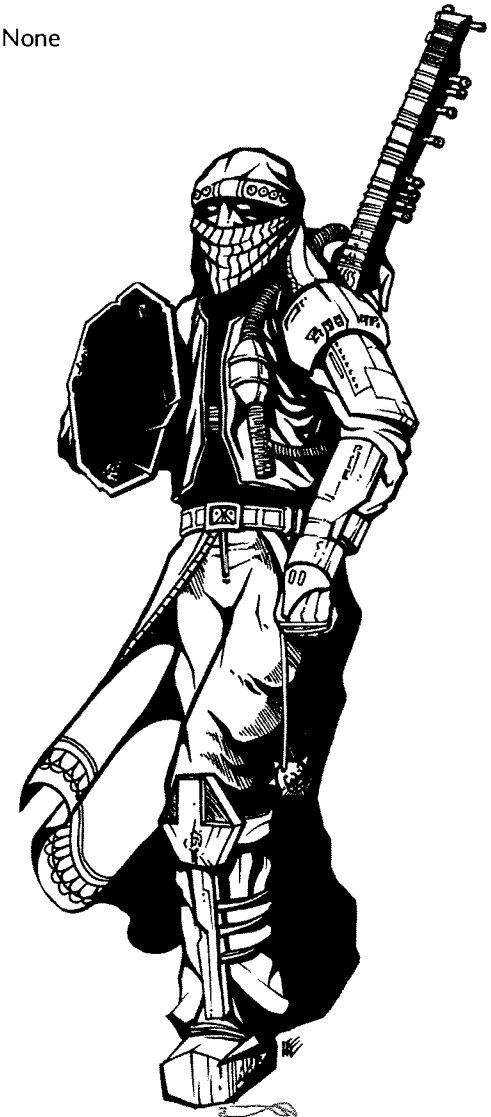
Flesh	C/M	Mind	C/M	Will	C/M
Strength	10/16	Intellect	11/20	Charisma	7/16
Dexterity	9/16	Perception	11/20	Insight	9/18
Stamina	9/18	Sanity	9/18	Resolve	10/20

Consciousness / Blood Capacity	28
Reflexes	18
Size	1.06

SEC: Servant (1)

Qualities and Assets: Technology: Affinity, Alertness: Keen Senses, Direction: Absolute Direction, Toughness: Mild Toughness

Detriments: None



Money: 6 quid

Contacts: 1 Fisher, 1 Fieldhand, 1 Watchman, 1 Student, 1 Assistant, 1 Hustler, 1 Begger, 1 Blacksmith, 1 Snitch, 1 Slattern, 1 Insurgent, 1 Weaver

Gear: You have a sturdy backpack with 15 meters of rope, a lantern, a flask with 24 hours worth of oil, tender, a journal, inkpot and quill. You have six books. A knife is essential. You wear a sturdy pair of leather siz'me, a reinforced pair of salumak and a djellab. Over the djellab, you have a heavily sewn, animal hide yelek with many pockets and loops. Most Questors travel a lot and have a second pair of shoes for 'city work'—typically a pair of nalla or sarik.

Skill	Att	SV
Fishing	RES	20
Horticulture	INS	19
Irrigation	INT	21
Jury-Rig	INS	19
Literacy	INT	31
Mathematics	INT	31
Navigation	INT	21
Sailing	STA	19
Swimming	STA	19
Gossip	INS	26
Observation	PER	46
Streetwise	INS	21
Domestics	INS	24
Analysis	INT	31
Cold Read	INT	31
History	INT	26
Investigation	PER	31
Legends	INT	31
Logic	INT	31
Psychology	SAN	29
Research	RES	30
Search	PER	26
Superstition	INT	31
Appraise	PER	21
Bribery	INS	19
Conceal	INS	19
Evade	DEX	19
Guile	INS	19
Hide	DEX	19
Legerdemain	DEX	19
Scavenging	INS	19
Etiquette (Denizen)	CHA	24
Language (Spanglish)	INT	61
Language (Dihl)	INT	36
Survival (Coast)	STA	19

Scout

You grew up beneath the waves in a domed and regulated society, but even in such a restrictive environment you had an adventurous spirit. Then the day came when you were chosen to be part of a team going to the surface, the 'dryside.' Once on the surface, however, you quickly realized that it was not what you had been taught. You have found a few things that you like about this surface world. The lure of 'going native,' burns strong in your bosom.

Race: Human **Culture:** Wet Denizen **Occupation:** Scout

Flesh	C/M	Mind	C/M	Will	C/M
Strength	9/20	Intellect	10/18	Charisma	8/18
Dexterity	10/20	Perception	10/18	Insight	8/16
Stamina	12/18	Sanity	9/18	Resolve	10/20

Consciousness / Blood Capacity	31
Reflexes	9.4
Size	1.05

SEC: Servant (1)

Qualities & Attributes: Technology: Comfortable, Alertness: Eagle Eyes, Articulation: Double Jointed, Direction: Sense North

Detriments: None

Money: 9 quid



Contacts: 1 Scout, 1 Escaped Slave, 1 Fortune Teller, 2 Players, 3 Field Hands, 1 Maroc Apprentice

Gear: Kril carry with them the tools of their trade, weapons and armor, and very little else. A kril has a main weapon and either a smaller backup weapon or a shield. A vital component of readiness is a whetstone to keep weapons honed and sharp. No armor.

They usually wear a simple, loose fitting gomlek with a pair of sirwahl and a sturdy kusak for hanging scabbards. A durable set of thick, leather siz'me are typical. A bisht is too restrictive for kril, who tend to opt for a pelerin.

You have a pair of soft-soled shoes. You also have a set of earthen colored clothes, usually a tawny or brown color. You have a large knife and scabbard. You also have a medium sized pouch for carrying information back and forth as needed.

Skill	Att	SV
Biology	INT	20
Computer Operation	INT	20
History	INT	20
Literacy	INT	20
Mathematics	INT	20
Observation	PER	45
Pilot Boat	PER	20
Search	PER	30
Scavenging	INS	18
Gossip	INS	15
Streetwise	INS	15
Domestics	INS	23
Slash	DEX	35
Thrust	DEX	35
Dodge	DEX	35
Ambush	RES	20
Animal Handling	INS	13
Balance	DEX	20
Climbing	STR	14
Disarm	DEX	25
Drawing	INS	13
Evade	DEX	25
Heraldry	INT	20
Hide	DEX	25
Instinct	INS	23
Map Reading	PER	25
Navigation	INT	25
Ride Beast (Kamel)	RES	15
Sprinting	DEX	20
Stealth	DEX	25
Stalk	DEX	25
Survival (Desert)	STA	27
Tracking	PER	25
Trail Signs	INS	23
Traps	PER	15
Etiquette (Old Ways)	CHA	25
Language (Spanglish)	INT	60
Language (Deutshan)	INT	35
Survival (Coast)	STA	22

Outkast

You are an Outkast, you may go where you want, kill who you want, and answer to no one but yourself. You do not have to mess with the bothersome trappings of civilization like the rest of Myrshal society; while raised there until adolescence, you are glad to be free of them. If you could show your civilized side to some adventurers, people may accept you. You could use your natural talents to earn some money and set up a place of your own, and not have to live from meal to meal out in the wild.

Race: Myrlihk **Culture:** Myrshal **Occupation:** Outkast

Flesh	C/M	Mind	C/M	Will	C/M
Strength	13/22	Intellect	8/16	Charisma	8/18
Dexterity	13/22	Perception	12/24	Insight	8/16
Stamina	14/20	Sanity	9/18	Resolve	8/14

Consciousness / Blood Capacity	31
Reflexes	11
Size	1.18

SEC: 0 Criminal

Qualities and Assets: Nimbleness: Natural Grace, Reaction: Instinctive Dodge, Claws, Vanity: Disheveled, Awareness: Edgy, Leaping (Standing- 2m/Running- 4m)

Detriments: Conceit



Money: 4 quid

Contacts: 1 another Outkast, 1 Questor, 1 Maroc Weaver

GEAR: Qatar or short sword, a waterskin, a small pouch and a set of peasant or slave class clothes. You also get 40 quid worth of equipment (player's choice with Bard approval)

Skill	Att	SV	Bonuses
Acrobatics	DEX	23	
Ambush	RES	28	
Balance	DEX	23	
Camouflage	INS	33	
Charge	DEX	23	
Climbing	STR	23	
Disguise	PER	32	
Dodge	DEX	28	+1ED
Domestics	INS	18	
Escape	DEX	23	
Etiquette (Myrshal)	CHR	26	+1ED
Evade	DEX	23	
Fashion	INS	11	+1ED
Feint	DEX	23	
Guile	INS	18	
Hide	PER	42	
Instinct	INS	33	+1ED
Jumping	STR	28	
Jury-Rig	INS	18	
Kick	DEX	23	
Knotwork	DEX	23	
Language: (Arbanese)	INT	43	
Language (Dihl)	INT	18	
Language (Rikkan)	INT	18	
Languages (Prinr)	INT	58	
Mimicry	PER	22	
Observation	PER	52	
Punch	DEX	23	
Rigging	DEX	23	
Running	STA	29	
Sail Ride	DEX	23	
Search	PER	37	
Slash	DEX	43	
Sprinting	DEX	33	
Stealth	DEX	53	
Streetwise	INS	23	
Survival (Forest)	STA	24	
Tracking	PER	27	
Trail Signs	INS	23	
Traps	PER	22	
Unobtrusive	INS	8	+1ED

Maroc Apprentice

You grew up among hard working people and learned the principles of hospitality. As you neared adolescence, you began to hear the song of the stones. While many around became wary when they found out, a few encouraged your gift. You finally surrendered to the lure of the stones and sought out a Maroc teacher, who took you to school and trained you. The call of the stones is stronger, and now you know how to wield the power that gives Maroc their feared reputation. Your schooling is over. It is time to ply your trade.

Race: Numid **Culture:** Kel **Occupation:** Maroc Apprentice

Flesh	C/M	Mind	C/M	Will	C/M
Strength	7/14	Intellect	13/22	Charisma	11/20
Dexterity	9/18	Perception	12/22	Insight	10/20
Stamina	9/18	Sanity	10/20	Resolve	8/16

Consciousness / Blood Capacity	27
Reflexes	11
Size	.85

SEC: Publican (3)

Qualities and Assets: Empathic Effect: Involuntary Chameleon, Empathic Influence: Close Friends, Self Control: Impressionable, Ido Mentor: Recluse, Maroc Stone: Bonded (2) (choose injury zone for placement)

Water: Caches

Detriments: None

Elemental Knowledges:

Gravity	1
Rain	1
Dirt	1
Levitation	2



Money: 96 quid

Contacts: 1 Fortuneteller, 1 Peddler, 1 Gentle, 1 Maroc Apprentice, 1 Watchman (who owes you 23 quid), 1 Doula, and your mentor.

Gear: You wear a djellab and sirwahl with a long, flowing bisht or pelerin—or you may wear a nashl. It is rare to see a Maroc without ghutra and agahl. Maroc—especially those with potent ability—do not like their faces to be seen. Footwear is everything from nalla to siz'me, though the sarik is the most common.

In addition to the general accouterments for Maroc, you may have a walking stick, though it is not suitable as a weapon. You care about only one possession: your maroc stone, which is embedded in an Injury Zone of your choosing. This Injury Zone must be reduced by one life point. The maroc stone will provide you with one point of Ido per rating of the stone whenever you tune into it.

Skill	Att	SV
Animal Handling	INS	20
Carpentry	STR	27
Cooking	INS	20
Jury-Rig	INS	20
Horticulture	INS	20
Lifting	STR	17
Masonry	INS	20
Mechanic	PER	22
Ride Beast (Horse)	RES	18
Gossip	INS	17
Mathematics	INT	20
Literacy	INT	20
Ido Holding	SAN	50
Ido Sense	PER	52
Ido Spinning	INT	53
Observation	PER	47
Ido Theory	INT	43
Analysis	INT	38
Domestics	INS	20
Evade	DEX	14
Geology	INT	23
Literacy	INT	18
Logic	INT	23
Mathematics	INT	18
Mining	INT	18
Gemology	PER	27
Search	PER	22
Sprinting	DEX	14
Storytelling	CHA	21
Writing	INT	18
Etiquette (Kel)	CHA	36
Language (Rikkan)	INT	63
Language (Dihl)	INT	43
Language (Egualan)	INT	38

Noble—Artisan

The noble side of your heritage makes you somewhat aloof, haughty, and proud, while the artisan side makes you more creative, aesthetic, and approachable. It is this artistic side that causes you to yearn for travel beyond the safety of your family estate. You justify it as a way to rule better, by experiencing what the common man sees, but you know it is really to get more subjects and diversification for your art. Perhaps you can enlighten and maybe even brighten the lives of your subjects through the works you produce.

Race: Numid **Culture:** Renizant **Occupation:**Noble-Artisan

Flesh	C/M	Mind	C/M	Will	C/M
Strength	6/12	Intellect	12/24	Charisma	15/24
Dexterity	10/18	Perception	12/22	Insight	11/20
Stamina	6/12	Sanity	10/20	Resolve	8/18

Consciousness / Blood Capacity	24
Reflexes	8
Size	.6

SEC: 5: Full Blooded Noble Birth

Qualities and Assets: Water Cache, Empathic Effect: Understanding, Empathic Influence: Own Culture, Worldly

Detriments: None

Money: You have 1275 quid on your orb necklace.

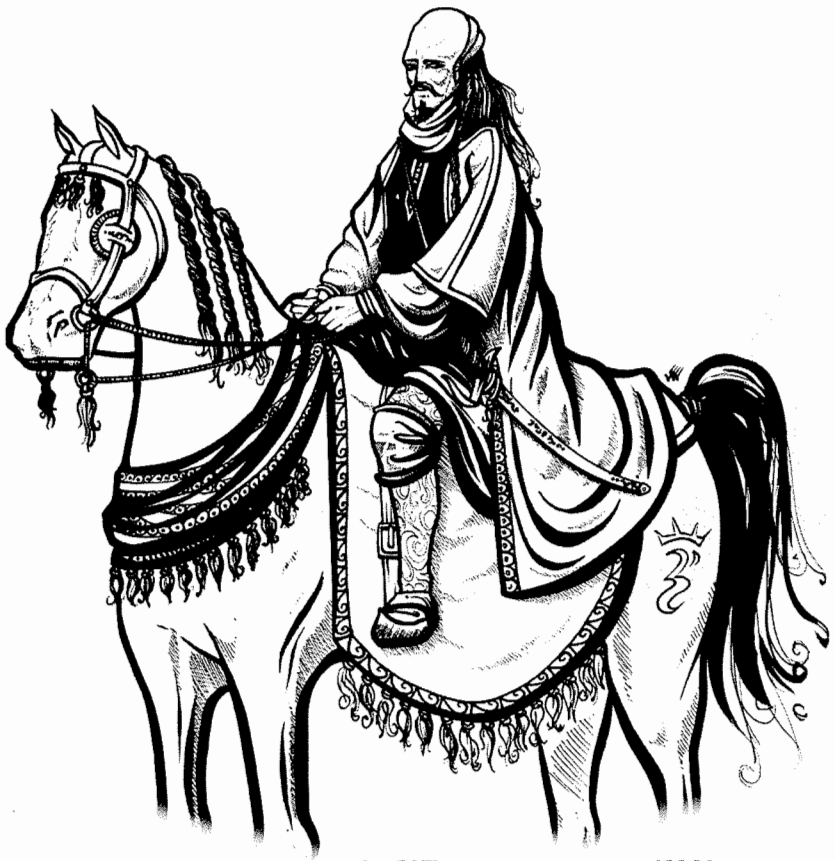
Contacts: 1 Noble (exotic), 1 Noble (exotic), 1 Noble, 1 Merchant, 1 Servant, 1 Recitalist, 1 Courtier (exotic), 1 Reverend (exotic) [Owes you a favor], 1 Pharmacist, 1 Student, 1 Questor, 1 Clerk, 1 Assistant, 1 Rusahni Sensitive, 1 Apprentice Maroc, 1 Field Boss, 1 Runner

Gear: You have at least two pair of each type of footwear, a saddle-broken horse or kamel of your choice, and riding tack (of average skill and price). You have letters to prove your aristocracy, a signet ring with your family sigil, a dozen sets of noble clothing, and a set of fine clothes that are used only for court appearances.

You have 10 acres of land, three of which are farmland and 3750 quid in liquid assets. You also have a house/estate of your own on the land you have been granted, and a small household staff to service your needs.

You also have 22,500 quid in readily salable items in your home. If you were to sell these items then all you would have left would be the very basics of survival in any household (pots, pans, skillets, utensils, functional furniture, and so forth.) Ain't it grand to be a Noble?

For your artistic side your have a piece of artwork that you have created that is worth approximately 75 quid.



Skill	Att	SV
Appraise	PER	12
Architecture	INT	27
Bluff	CHA	25
Bribery	INS	16
Business	PER	22
Calligraphy	INS	26
Carving	INS	21
Composition (Written)	INT	27
Con	CHA	25
Dancing	STA	13
Deceit	CHA	20
Diplomacy	INS	36
Drawing	CHA	30
Etiquette (Renizant)	CHA	50
Fashion	INS	28
Gaming	CHA	20
Guile	INS	21
Heraldry	INT	37
High-Culture	CHA	60
Instinct	INS	21
Language (Dihl)	INT	37
Language (Surrawl)	INT	62
Leadership	INS	36
Literacy	INT	47
Logic	INT	22
Mathematics	INT	32
Negotiation	CHA	25
Painting	INS	26
Persuasion	CHA	40
Politics (Renz)	INT	37
Scheming	INT	27
Socializing	CHA	30
Superstitions	INT	27
Survival (Desert)	STA	16
Writing	INT	27

Pallbearer—Thief

Your parents apprenticed you to the reclaimer in the hopes that you would forget your thieving ways. You have learned that your criminal skills are useful in this occupation as well; you are able to lift valuable items from corpses, and unless they are important people or the item is of immense value to the family, it is often not missed. But dealing with dead bodies and the hassles of the reclaimer are starting to grind you down.

Race: Numid **Culture:** Renizant **Occupation:** Pallbearer-Thief

Flesh	C/M	Mind	C/M	Will	C/M
Strength	10/16	Intellect	10/20	Charisma	10/20
Dexterity	11/20	Perception	12/24	Insight	10/20
Stamina	10/16	Sanity	8/18	Resolve	9/16

Consciousness / Blood Capacity	27
Reflexes	11
Size	.95

SEC: Servant (1)

Qualities and Assets: Empathic Effect: Understanding, Empathic Influence: Own Culture, Articulation: Flexible (+3SV bonus to all Dexterity based tests.), Presence: Negligible

Detriments: None

Money: 37 quid

Contacts: 1 Crook, 1 Scavenger, 1 Pallbearer, 1 Rat Catcher, 1 Runner, 2 Initiates, 2 Peddlers, 2 Gentles

Gear: You have a set of clothes strictly for your job. You also have a good leather apron with deep pockets on the lower front half. You have a fillet knife and a saw, as well as a sturdy pair of leather gloves, permanently stained crimson. You have a sturdy bag big enough to hold an average-sized person

Skill	Att	SV
Body Language	INS	20
Bribery	INS	20
Deceit	CHA	20
Guile	INS	45
Instinct	INS	30
Lurking	INS	20
Observation	PER	52
Negotiation	CHA	20
Unobtrusive	INS	35
Gossip	INS	42
Streetwise	INS	27
Etiquette (Renizant)	CHA	27
Etiquette (Kel)	CHA	15
Domestics	INS	50
Cooking	INS	15
Anatomy	INT	20
Biology	INT	20
Chemistry	INT	15
First Aid	PER	22
Intimidation	STR	20
Lifting	STR	25
Presentation	CHA	25
Scavenging	INS	25
Skinning	DEX	21
Superstition	INT	20
Theology (Renizant)	RES	14
Appraise	PER	22
Ciphering	INT	20
Conceal	INS	20
Fast-Talk	CHA	20
Search	PER	22
Stealth	DEX	21
Language (Dihl)	INT	60
Language (Surrawl)	INT	35
Survival (Desert)	STA	20



Political Assistant

Since you were a young Shnahn in the fields learning to guide a flock, you have excelled at organization and management. A few words from your well-placed parents and your world changed overnight. You are now the assistant to a ranking politico. You know that you can easily step into a more significant political position if you wish. Many politicians and aristocrats have no idea what it is like for the commoner. You are beginning to see a need to travel among the constituency and learn what they experience; only then could you truly step into a political role and better the world for all.

Race: Numid **Culture:** Shnahn **Occupation:** Assistant

Flesh	C/M	Mind	C/M	Will	C/M
Strength	6/12	Intellect	16/26	Charisma	13/18
Dexterity	8/16	Perception	13/24	Insight	12/20
Stamina	8/14	Sanity	9/18	Resolve	12/20

Consciousness / Blood Capacity	29
Reflexes	11
Size	.78

SEC: Publican (3)

Qualities and Assets: Empathic Effect: Involuntary Chameleon, Empathic Influence: Own Family, Communication: Language Talent, Water Caches

Detriments: None



Money: 272 quid

Contacts: 1 Novice, 1 Slattern, 2 Watchman, 2 Gentle, 1 Searcher, 1 Weaver, 1 Qyen Traveler, 2 Peddlers (one owes you 21 quid)

Gear: A rucksack with nine scholarly books in it and a quarterstaff. You wear a thobe and a pair of nalla.

Skill	Att	SV
Animal Handling	INS	22
Animal Husbandry	INS	22
Observation	PER	33
Ride Beast (Kamel)	RES	22
Sling	PER	23
Staff	DEX	18
Story telling	CHA	23
Teamster	RES	22
Tracking	PER	23
Survival:Desert	INT	26
Etiquette (Renizant)	CHA	38
Language (Surrawl)	INT	73
Language (Rikkan)	INT	48
Language (Dihl)	INT	38
Language (Spanglish)	INT	38
Language (Ghal)	INT	33
Language (Ebo)	INT	21
Mathematics	INT	23
Gossip	INS	29
Literacy	INT	33
Logic	INT	26
Bluff	CHA	28
Guile	INS	22
Deceit	CHA	23
Diplomacy	CHA	28
Fast Talk	CHA	28
Instinct	INS	27
Oration	CHA	28
Persuasion	CHA	28
Psychology	SAN	19
Innuendo	CHA	28
Misinformation	INS	22

Retainer—Servant

Your parents proudly served the Ch'ak. Your grandparents proudly served the Ch'ak, as did their parents before them. Now you proudly take up the mantle of service to a Ch'ak warrior. Sometimes your Ch'ak orders you to travel with a group of adventurers to gather information about the land and what they seek. From these rare forays, you have decided that serving your Ch'ak, while still a delight and point of pride, may not be the end-all of your existence. You must decide whether to stay in the service of your Ch'ak, or ask for permission to experience the rest of the world for yourself.

Race: Rolen **Culture:** Dusteen **Occupation:** Retainer–Servant

Flesh	C/M	Mind	C/M	Will	C/M
Strength	11/18	Intellect	8/18	Charisma	10/20
Dexterity	9/18	Perception	11/20	Insight	9/18
Stamina	12/22	Sanity	9/18	Resolve	10/20

Consciousness / Blood Capacity	31
Reflexes	10
Size	1.21

SEC: Servant (1)

Qualities and Assets: Self Control (Stubborn), Deftness (Deft Fingers), Presence (Forgotten)

Detriments: None



Money: 9 quid

Contacts: 1 Dusteen Retainer, 1 Ch'ak Fadon (Your Master), 1 Ch'ak Grunt, 1 Peddlar, 1 Caregiver, 1 Blacksmith

Gear: You have a three sets of working clothes appropriate for your job and gender; the cost of these comes out of your pay each week. In most cases the Ch'ak that you serve will bless you and allow you to eat the scraps from his plate. You sleep beside the Ch'ak that you serve and have a blanket of your own in the pack that you carry for your master. You will also have access to the equipment with which to do your job, as long as you are on the job or at least near your place of employment. These would include things like serving trays, mops and buckets, feather dusters, and so on.

Skill	Att	SV	Bonuses
Cooking	INS	34	
Dodge	DEX	24	
Domestics	INS	69	
Farming	INS	19	
Horticulture	INS	19	
Instinct	INS	29	
Irrigation	INT	18	
Observation	PER	51	
Unobtrusive	INS	44	
Survival (Mountain)	STA	27	
Etiquette (Ch'ak)	CHA	40	
Language (Ebo)	INT	63	
Language (Trune)	INT	38	
Gossip	INS	31	
Animal Handling	INS	29	
Block	STA	32	
Ciphering	INT	20	
Jury-Rig	INS	24	
Leatherwork	PER	31	
Mechanic	PER	26	
Ride Beast (Horse)	RES	20	
Streetwise	INS	31	
Tailor	PER	34	+1ED
Tanning	INS	29	
Teamster	RES	25	

Pit Fighter—Escaped Slave

When you first arrived in the pits, you were not a fighter by trade or nature; you were peaceful and hospitable. Fighting was the last thing on your mind. You soon realized your options: fight or die. During your time in the pits, the only thought besides survival was escape. You kept your eyes and ears open for anything of use in escape—then one day it happened: you got a chance and took it. Unfortunately, now you are wanted. Your owner wants his meal-ticket back. You need to keep moving, and watch your back.

Race: Rolen **Culture:** Kel **Occupation:** Pit Fighter

Flesh	C/M	Mind	C/M	Will	C/M
Strength	16/22	Intellect	13/16	Charisma	16/18
Dexterity	18/20	Perception	15/18	Insight	15/18
Stamina	17/24	Sanity	11/16	Resolve	15/20

Consciousness / Blood Capacity	43
Reflexes	17
Size	1.18

SEC: 0

Qualities and Attributes: Self Control: Unshakable, Presence: Invisible

Money: 0 quid

Contacts: 1 Rahn Laborer, 1 Exotic Caravaner, 1 Exotic Qyen Watcher

Gear: Sword scabbard, clothes, belt, robe, boots, knife

Skill	Att	SV
Acrobatics	DEX	38
Animal Handling	INS	25
Balance	DEX	38
Block	STA	31
Carpentry	STR	36
Ciphering	INT	20
Cooking	INS	25
Dirty Fighting	INS	30
Dodge	DEX	43
Domestics	INS	22
Escape	DEX	23
Etiquette (Kel)	CHR	33
Guile	INS	30
Horticulture	INS	25
Instinct	INS	25
Jury-Rig	INS	35
Kick	DEX	38
Language (Dihl)	INT	38
Language (Rikkan)	INT	63
Lifting	STR	26
Masonry	INS	35
Mechanic	PER	35
Observation	PER	40
Punch	DEX	38
Ride Beast	RES	25
Running	STA	23
Shopping	PER	30
Slash	DEX	68
Stealth	DEX	28
Streetwise	INS	25
Thrust	DEX	68
Unobtrusive	INS	28



Qyen Pledge

You were the epitome of your race and culture growing up. You looked to the future, built for tomorrow, and were hospitable all: then one day you noticed the sweet aroma of Qai. It wasn't long before the Qyen came to talk to you. They asked both you and your parents if they could take you to their monastery, where they could train you further. Your apprenticeship has come to an end and you must complete the ceremony for your crystal blade—or leave the order and never return. Either way, you will wander T'nah either helping the meek and defenseless, restoring order and justice where it is needed—or just surviving.

Race: Rolen **Culture:** Kel **Occupation:** Qyen Pledge

Flesh	C/M	Mind	C/M	Will	C/M
Strength	9/18	Intellect	9/18	Charisma	13/22
Dexterity	10/16	Perception	9/18	Insight	13/20
Stamina	10/20	Sanity	9/18	Resolve	14/22

Consciousness / Blood Capacity	33
Reflexes	11
Size	.95

SEC: Servant (1)

Qualities and Assets: Self Control: Iron Will, Qai Abilities: Expressive, Qai Expression: Vibrant (9 expressions)

Detriments: None

Money: 0 quid

Contacts: 1 Qyen Traveler (mentor), 1 Farmhand, 1 Peddler.

Gear: Rusahni look unremarkable. You typically wear 'normal' clothing for your SEC and culture, and carry no obvious weapons (unless an obvious weapon is part of the culture). You also get a functional knife. Why? Because everyone should carry a functional knife!

Special Ability:
Qainos Bond

Expressions:
Combat Edge
Enhanced Sense
Ignore Pain
Command
Detect Lie
Mental Barrier
Adaptation
Qai Blade
Knit Flesh



Skill	Att	SV
Animal Handling	INS	28
Carpentry	STR	29
Cooking	INS	23
Jury-Rig	INS	23
Horticulture	INS	23
Lifting	STR	19
Masonry	INS	23
Mechanic	PER	19
Ride Beast (Kamel)	RES	24
Bond	CHA	43
Discern	INS	43
Transcend	RES	24
Transform	RES	34
Biology	INT	29
Ecology	INT	29
Farming	INS	33
Instinct	INS	43
Legends (Qai)	INT	29
Meditation	SAN	29
Mysticism	SAN	19
Observation	PER	29
Persuasion	CHA	23
Psychology	SAN	29
Stealth	DEX	30
Superstition	INT	19
Language (Rikkan)	INT	59
Language (Dihl)	INT	34

Entertainer

The applause from an appreciative audience, the cheers of a group of happy spectators—these are your lifeblood. Performing is your livelihood and you live to perform. While it is possible to make a living by entertaining others, you rarely receive decent payment for your efforts. It is good that when people are in a good mood they are more talkative; you often supplement your income with the information dropped after one of your performances. Many people talk around entertainers without thinking, and that is definitely to your benefit.

Race: Rolen **Culture:** Kheem **Occupation:** Entertainer

Flesh	C/M	Mind	C/M	Will	C/M
Strength	10/20	Intellect	9/18	Charisma	15/22
Dexterity	10/18	Perception	10/18	Insight	11/20
Stamina	10/22	Sanity	9/18	Resolve	8/16

Consciousness / Blood Capacity	27
Reflexes	10
Size	1

SEC: Servant (1)

Qualities and Assets: Self Control: (Impressionable), Demeanor: (Friendly), Appearance: (Beautiful)

Money: 186 quid

Contacts: 1 Slattern, 1 Tender, 1 Peddler, 1 Gentle, 1 Crook

Gear: You have two costumes/performance outfits. You may have a small makeup case and a small pack with equipment needed for your field of entertainment. You also have a small pouch for keeping tips or payment in. You have a large pack or bag for your props and costumes, perhaps even some basic makeup. The equipment you carry is useless outside the stage; your swords are tin, your jewels are paste, and your clothes are not tailored. You also have a hat or cup for collecting donations when you perform. You have a better-than-average pair of worker's traveling clothes in addition to whatever you have managed to fashion into costumes.

You want to be an actor—pretend you have more stuff.

Skill	Att	SV	Bonuses
Acting	CHA	45	
Bemuse	CHA	40	+1ED
Bluff	CHA	35	+1ED
Disguise	PER	20	
Domestics	INS	23	
Etiquette (Kel)	CHA	42	+1ED
Fast Talk	CHA	35	
Gossip	INS	28	+1ED
Guile	INS	46	
Innuendo	CHA	35	+1ED
Instinct	INS	51	+1ED
Juggling	DEX	35	
Language (Dihl)	INT	24	
Language (Egualan)	INT	19	
Language (Rikkan)	INT	59	
Misinformation	INS	31	
Observation	PER	20	
Oration	CHA	35	+1ED
Persuasion	CHA	45	
Presentation	CHA	45	+1ED
Psychology	SAN	19	+1ED
Storytelling	CHA	35	+1ED
Streetwise	INS	18	
Unobtrusive	INS	56	+1ED



Weaver

You have never had a place to call your own, but that never bothered you; with few possessions and fewer emotional attachments, leaving a place isn't a problem for you. At some point you heard the call of the maroc stone. Seeing no reason why you shouldn't give in to its summons, you quickly bonded and began to touch Ido. You have wandered all your life, and have learned most of what you needed to know on your own. You see no need to join a Maroc school. Let them look down on you as a Weaver if they wish—it doesn't diminish your power.

Race: Rolen **Culture:** Rahn **Occupation:** Weaver

Flesh	C/M	Mind	C/M	Will	C/M
Strength	9/18	Intellect	12/20	Charisma	8/16
Dexterity	10/20	Perception	13/20	Insight	10/18
Stamina	12/22	Sanity	10/20	Resolve	9/18

Consciousness / Blood Capacity	31
Reflexes	11
Size	1.05

SEC: Servant (1)

Qualities and Assets: Self Control: Strong Will, Toughness: Mild Toughness, Direction Sense: Good Sense, Maroc Stone: Bonded(2) , Tenacious

Detriments: None



Money: 78 quid worth of assorted gems, which you plan to trade for maroc stones if you can locate any.

Contacts: 1 Fortune Teller, 1 Apprentice Maroc.

Gear: You wear a djellab and sirwahl with a long, flowing bisht or pelerin—or you may wear a nashl. It is rare to see a Maroc without ghutra and agahl. Maroc—especially those with potent ability—do not like their faces to be seen. Footwear is everything from nalla to siz'me, though the sarik is the most common.

In addition to the general accouterments for Maroc, you may have a walking stick, though it is not suitable as a weapon. You care about only one possession: your maroc stone, which is embedded in an Injury Zone of your choosing. This Injury Zone must be reduced by one life point. The maroc stone will provide you with one point of Ido per rating of the stone whenever you tune into it.

Elemental Knowledges:

Gravity	1
Static	1
Rain	1

Skill	Att	SV
Acting	CHA	18
Bemuse	CHA	18
Carpentry	STR	19
Herbalism	INS	20
Horticulture	INS	20
Instinct	INS	20
Jury-Rig	INS	30
Masonry	INS	20
Mechanic	PER	23
Gossip	INS	17
Streetwise	INS	17
Domestics	INS	30
Ido Holding	SAN	50
Ido Sense	PER	53
Ido Spinning	INT	47
Observation	PER	48
Analysis	INT	37
Evade	DEX	15
Geology	INT	22
Ido Theory	INT	27
Literacy	INT	17
Logic	INT	37
Mathematics	INT	17
Mining	INT	17
Gemology	PER	38
Search	PER	23
Sprinting	DEX	15
Storytelling	CHA	13
Writing	INT	17
Language (Rikkan)	INT	62
Language (Dihl)	INT	27
Language (Ebo)	INT	22
Etiquette (Kel)	CHA	25
Survival (Desert)	STA	22

Table of Contents

Chapter 1
T'nah At A Glance 1
A False Step 1
Introduction 5
A Word About ...
Realism 5
Prejudice, Race, and Culture 5
Our Philosophy on Gaming
Game Basics, Dice, Skill Resolution, Success Value, Skill Rolls, Skill Levels, Opposed Tests, Attribute Rolls 6
DIS, Legend, Epic, Character Basics, Attributes, Skills, Qualities, Contacts SEC, Lifepath, Advancement 7
At A Glance 7
Maroc and Ido 8
Rusahni and Qai 8
Survival 8
Whereabouts 8
Glacial Wastes 9
Ouri Corridor 9
Drachen Wastes 9
Jaan Lands – Krellar 9
Aij'ak Lands – Kahl Gok 9
Tv'ahr Plains 9
Equin Pampas 9
Thalve Woodlands 9
Ch'ak Lands 10
The Spire 10
Koyormun Pass 10
The Grange 10
Mining Guild 10
Trade Guild 10
Remnants of the Renizant 10
Ashik's Anvil 10
Sylvan Steads 10
Zev'Kolsu Keep 11
Other Locations 11
The Pits 11
The Mines of Azwit'ahr 11
The Scorchlands 11
Weather, Fado 11
Guilds and Orders 11
The Trade Guild 12
Mining Guild 12
Grangers 12
Guild of Five, Hand of Five 12
Kheem Houses 12
The Daughters of Yai 13
Ch'ak Columns 13
The Synod of Water Bearers 13
Maroc Orders 13
Blackwings 14
The Red College 14
Tuners 14
Rusahni Sects 14
Azili, Qyen 14
Temiz, Wilders 15
Gimme That Ole Time Religion 15
Yethite Emissaries 15
Keepers 15
Municipal Administration 15
Government 15
The Rule of Law 16
Economy 17
Souqs and Vahnas 17
Accommodations and Services 20
Currency 20
A Note on Currency 20
Commodities, Water 20
Recycling the Dead 21
Kahf, Salt, Animals 21
Slavery 22
Perfume, Spices 22
Chapter 2
Character Generation 25
Questions 25
Character Creation Summary 26
Racial Heritage 27
Andw'ahr 28
Suv'ik 29
Syl 30
Ebon Syl 31
Troog 32
Human 33
Rolen 34
Numid 35
Halfbreeds 36
Bh'ir 37
Druhn 37
Mehti 38
Sunna 38
Talik 39
Loshad 40
Myrlihk 42
Cultural Heritage 44
Aij'ak 44
Azili 44
Ch'ak 44
Dry Denizen 44
Dusteen 45
Dyevan 45
Equin 45
The Guild 45
Jaan 45
Kel 45
Kheem 46
Rahn 46
Kon'ahr 46
Myrshal 46
Noma 47
Qyen 47
Renizant 47
Shnahn 47
Skulae 48
Sylvan 48
Temiz 48
Tv'ahr 48
Wet Denizen 48
Yethite 48
Socio-Economic Category (SEC) 49
Favors 49
Social Standing 49
Attributes, Qualities, and Skills 50
Attributes 50
Flesh 50
Mind 51
Will 51
Special Attributes 51
Qualities 52
Quality List 52
Additional Attributes 52
Additional Skills 52
Aggression 53
Alertness 53
Ambidexterity 53
Appearance 54
Articulation 54
Awareness 54
Communication 54
Deftness 55
Demeanor 55
Direction 55
Empathy 55
Empathic Effect 56
Empathic Influence 56
Faith 56
Ido Mentor 57
Maroc Stone 57
Nimbleness 57
Presence 57
Qai Ability 58
Qai Expressions 58
Reaction 58
Self-Control 58
Socio-Economic Category 58
Technology 59
Tonality 59
Toughness 60
Vanity 60
Assets 61
Acute Hearing 61
Acute Smell/Taste 61
Additional DIS 61
Berzerker Rage 61
Bizarre Fate 61
Claws 61
Dermal Shading 61
Eagle Eyes 61
Enhanced Senses 61
Hooves 61
Leaping 61
Low-Light Vision 61
Peripheral Vision 61
Sensitive Touch 61
Tenacious 61
Tusks 61
Water Caches 61
Willful 62
Worldly 62
Detriments 62
Physical Imperfections 62
Digestive Difficulties 62
Disease Carrier 62
Transmission 62
Lost Limb 62
Missing Tongue 62
One Eye/Poor Depth Perception 62
Overweight 62
Sensitive Skin 62
Slurred Speech 62
Troog Package 62
Mental Illnesses 63
Braggart 63
Compulsion 63
Conceit 63
Greedy 63
Manic 63
Obsessive 63
Phobias 63
Pride 63
Psychotic 63
Rebellious Nature 63
Schizoid 63
Sucker 63
Unstable 63
Acts of the Will 64
Cold-Hearted 64
Covetous 64
Detached 64
Disrespectful 64
Flirtatious 64
Judgmental 64
Lazy 64
Lustful 64
Miserly 64
Pacifist 64
Spendthrift 64
Ungrateful 64
Fields and Occupations 65
Apprenticeships 65
Training Focus 65
Availability of Equipment 65
Length of Apprenticeship 65
Promotions and Adv Occupations 65
Beginning Play 65
Contacts 66
Advancement 66
Artisan 66
Blacksmith 66
Novice 68
Criminal (Gangster) 68
Escaped Slave 68
Footpad 69
Myrlihk Outkast 70
Punk 70
Criminal (Thief) 71
Beggar 71
Crook 72
Hustler, Scavenger, Snitch 73
Entertainer 74
Player 74
Prancer, Recitalist 75
Slattern 76
Kril 77
Aij'ak Kril—Hutcher 77
Bowman 78
Bravo 79
Ch'ak Kril—Grunt 79
Ch'ak Kril—Mule 2nd 80
Ch'ak Kril—Waterscout 80
Dyevan Kril—Skulker 81
Insurgent 82
Jaan Kril—Stabler 82
Jailer 83
Kon'ahr Kril—Tunnel Fighter 84
Loshad Kril—Bushwalker 85
Myrlihk Kril—Huntress 85
Pit Fighter 86
Scout, Squire 87
Watchman 88
Maroc 89
Tuner 89
Weaver 90
Merchant 91
Fortune Teller, Peddler 91
Noble 92
Gentle 92
Rusahn 93
Rusahni Sects, Qyen Pledge 94
Azili Pledge, Temiz Ralla 94
Servicer 95
Animal Trainer 95
Caravan Gopher/Ship Servant 95
Dusteen Retainer 96
Pall Bearer 97
Servant 97
Vangel 98
Disciple 98
Hermit, Initiate 99
Neophyte 100
Vhzine 100
Drafter, Student 101
Politician (Vhzine) 102
Assistant (Politician) 102
Clerk (Politician) 102
Searcher (Vhzine) 103
Questor, Wet Denizen Pioneer 103
Medic (Vhzine) 104
Caregiver (Medic) 104
Doula (Medic) 104
Quack (Medic) 105
Worker 106
Bearer 106
Field Hand, Fisher 107
Rat Catcher, Runner 108
Slave, Trapper 109
Archetypes 110 - 132
Tunnel Fighter—Blacksmith 110
Sensitive 111
Peddler 112
Bushwalker 113
Footpad 114
Scavenger 115
Scout 116
Outkast 117
Maroc Apprentice 118
Noble—Artisan 119
Pallbearer—Thief 120
Political Assistant 121
Retainer—Servant 122

Pit Fighter—Escaped Slave 123
Qyen Pledge 124
Entertainer 125
Weaver 126
Neophyte 127
Fisher—Student 128
Gopher—Rat Catcher 129
Bowman 130
Doula 131
Grunt 132

Chapter 3
Trinary System 135

Skill Resolution 135
Success Value (SV) 135
Effect Die (ED) 135
Difficulty 135
Critical Success/Failure 135
Failed Rolls 136
Alterations 137
SV90+ Rule 137
Opposed Tests 137
Cumulative Rolls 137
Assisted Rolls 137
Dissonance (DIS) 138
Combat 138
Combat Turns 138
Initiative 138
Iniative Ties 139
Combat Action 139
Free Actions 140
Modes 140
Surprising Actions 140
Missile Combat 140
Modifiers 140
Basic Damage Resolution 141
Shock Damage 141
Head Trauma 141
Flesh Damage 141
Blood Capacity 142
Overflow Damage 142
Damage Summary 142
Adv Damage Resolution 142
Injury Zones 142
Overflow Damage 142
Bone Damage 142
Nerve Damage 143
Blood Damage 143
Damaging Effect 143
Pain Modifiers 143
Types of Damage 143
Encumbrance and Fatigue 144
Handedness 144
Skills 144
Success Value 144
Prerequisites 144
Unskilled Use 144
Cascade Skills 144
Related Skill Use 144
Cascades 144
Specializations 145
Skill Lists 145 – 162
Languages 163
Archaic Tongues 163
Rikkan, Spanglish, Deutshan 163
Renizant Languages 163
Dihl, Surrawl 163
Scratch Languages 163
Danaic, Egualan, Gahl, Tchin 164
Unique Tongues 164
Ebo 164
Prinr, Quinay, Trune 165
Hybrid Languages 165
Kharne, Rusarin 165
Familiarities 166
Proficiencies 166
Ido 166
Maroc Stones & Bonding 167
On Channeling Ido 167
The Elemental Knowledges 167
Spinning Mahya 167
Flow 168
Effect and Surge 168
Holding It All In 168
Freeform Mahya 169
Pattern Verbs 169
Elemental Knowledges 170
Fixed Mahya 171
Qai 173
Expressions 173
The Dream 173
Qai Mechanics 173
Expressing Qai 173
Sustaining an Expression 173
Activation 174
Activation Time and Durations 174
Taint 174
Absolving Taint 174
Qainos 174
Crystal Blades 175
Qai Expressions 175
Discerning 175
Appeal 175
Bad Vibes 175
Break Illusion 176
Combat Edge 176
Detect Life 176
Detect Qai 176
Empathy 177
Enhanced Sense 177
Ignore Pain 177
Inflict Pain 177
Overwhelm 177
Psychometry 178
Qai Tracking 178
Sense Dreamgate 178
Bonding 178
Command 178
Detect Lie 178
Dormancy 178
Fortify 179
Invisibility 179
Mental Barrier 180
Mind Reading 180
Mind Wipe 180
Probe 180
Project Emotion 180
Shared Senses 181
Stimulate Growth 181
Taint Transfer 181
Wither 182
Transforming 182
Adaptation 182
Bone Armor 182
Bone Weapon 182
Calcify 183
Camouflage 183
Destroy Pathogens 184
Killing Field 184
Knit Flesh 184
Repair Body 184
Restore Health 185
Sterilize 185
Synaptic Discharge 186
Meta Qai Expressions 186
Dream 186
Control Dream 186
Dream Form 187
Dream Walk 187
Enter Dreamsite 187
Stride 187
Manifesting 188
Qai Blast 188
Qai Blade 188
Transcending 188
Luck 188

Chapter 4
Care and Training of Your T'nahran 191

Healing 191
Self-Healing 191
Specific Care 191
Holistic Care 191
Enhanced Healing 192
Illnesses and Diseases 192
Mental Illness 192
Crippling 192
Spending Wisdom 192
Skill Advancement 193
Attribute Advancement 193
Attribute Steps 193
Attribute Thresholds 193
Elemental Knowledge Adv 194
Learning Mahya 194
Bonding Maroc Stones 194
Qai Increases 194
Legends and Epics 194
Social Rewards 195
Respect 195
Renown 195
Infamy 195
Legend Points, Epic 196
Acquiring Qualities 196
Improving Qualities 196
Quality Reduction 196
Detriment Removal 196
Proficiencies and Familiarities 196
Gaining and Improving 196
Advanced Occupations 198
Character Fields 198
Entry Requirements 198
Terms of Service 198
Promotions 198
Contacts 198
Age 198
Journeyman Plateau 199
Artisan 199
Dilettante, Smith 199
Criminal (Gangster) 199
Brigand, Thug 199
Raider, Rustler 200
Criminal (Thief) 200
Burglar, Grave Robber 200
Cutpurse, Charlatan 200
Smuggler 201
Entertainer 202
Dancer, Escort 202
Street Performer, Fabler, Jester 202
Jongleur, Minstrel, Mime 203
Kril 203
Aij'ak Reiter, Jaan Sky Rider 203
Archer, Soldier, Ch'ak Growler 203
Bounty Hunter, Slave Hunter 204
Loshad Bushfighter 204
Brawler, Ganger 204
Ch'ak Rager 204
Berzerker Rage 205
Gladiator 205
Militiaman, Mule 1st 205
Warden, Warrior 206
Maroc 206
Hedge Wizard, Theurgist 206
Wizard 207
Merchant 207
Huckster, Medium 207
Vendor, Water Seller 208
Noble 208
Aristocrat, Patrician 208
Rusahn 209
Awakened, Qyen Traveler 209
Azili Watcher, Temiz White 209
Servicer 209
Domestic, Valet 209
Dusteen Bondservant 209
Mourner 209
Wagoneer 210
Vangel 210
Acolyte, Cleric Imam 210
Missionary/Yethite Emissary 211
Vhzine 211
Designer 211
Herbalist, Midwife, Nurse 212
Scribe, Herald, Tutor 213
Politician (Vhzine) 213
Advocate 213
Delegate, Alderman, Councilor 213
Envoy, Deputy 214
Searcher (Vhzine) 214
Analyst, Examiner, Explorer 214
Worker 214
Farmhand, Game Keeper 215
Gang Boss, Herder, Handler 216
Messenger, Muleskinner 216
Porter, Prospector, Sailor 217
Woodsman 217
Adept Plateau 217
Contracts 217
Artisan 218
Artificer, Artist 218
Criminal (Gangster) 218
Brute, Pirate, Robber/Bandit 218
Criminal (Thief) 218
Agitator, Bawd, Charlatan 218
Counterfeiter, Tomb Raider 219
Entertainer 219
Danseur, Musician, Gleemaker 219
Actor, Singer, Buffoon 219
Courtier 219
Kril 219
Cavalier, Charioteer 219
Duelist, Guardian, Bodyguard 220
Marine, Mule, Targeteer 220
Trooper, Mercenary 220
Road Warden 220
Wing Leader, Dragoon 221
Maroc 221
Savant, Spinner 221
Merchant 222
Crafter, Diviner 222
Shopkeeper, Caravaner 222
Funeral Director 222
Noble 222
Lord 222
Rusahn 223
Qyen Defender, Azili Lurker 223
Temiz Marked, Rusahn Revereen 223
Servicer 223
Beast Trainer, Falconer 223
Chaperone, Warder, Chauffeur 223
Vangel 224
Monk, Rector, Vicar, Deacon 224
Vhzine 224
Barrister, Builder 224
Political (Vhzine) 224
Liaison, Diplomat 224
Representative 225
Secretary, Administrator 225
Searcher 225
Detective, Interrogator 225
Orator, Wiseone, Teacher 225
Cataloguer, Speaker 225
Pharmacist, Intern, Mesmerist 225
Renizant Thinker 225
Spy, Mole 226
Worker 226
Farmer, Foreman, Miner 226
Rancher, Ranger 226
Rider, Courier 227
Seafarer, Navigator 227
Adept Plateau 227
Artisan 227
Master Crafter 227
Criminal (Gangster) 227
Enforcer 227
Highwayman, Slaver 228
Torturer 228
Criminal (Thief) 228

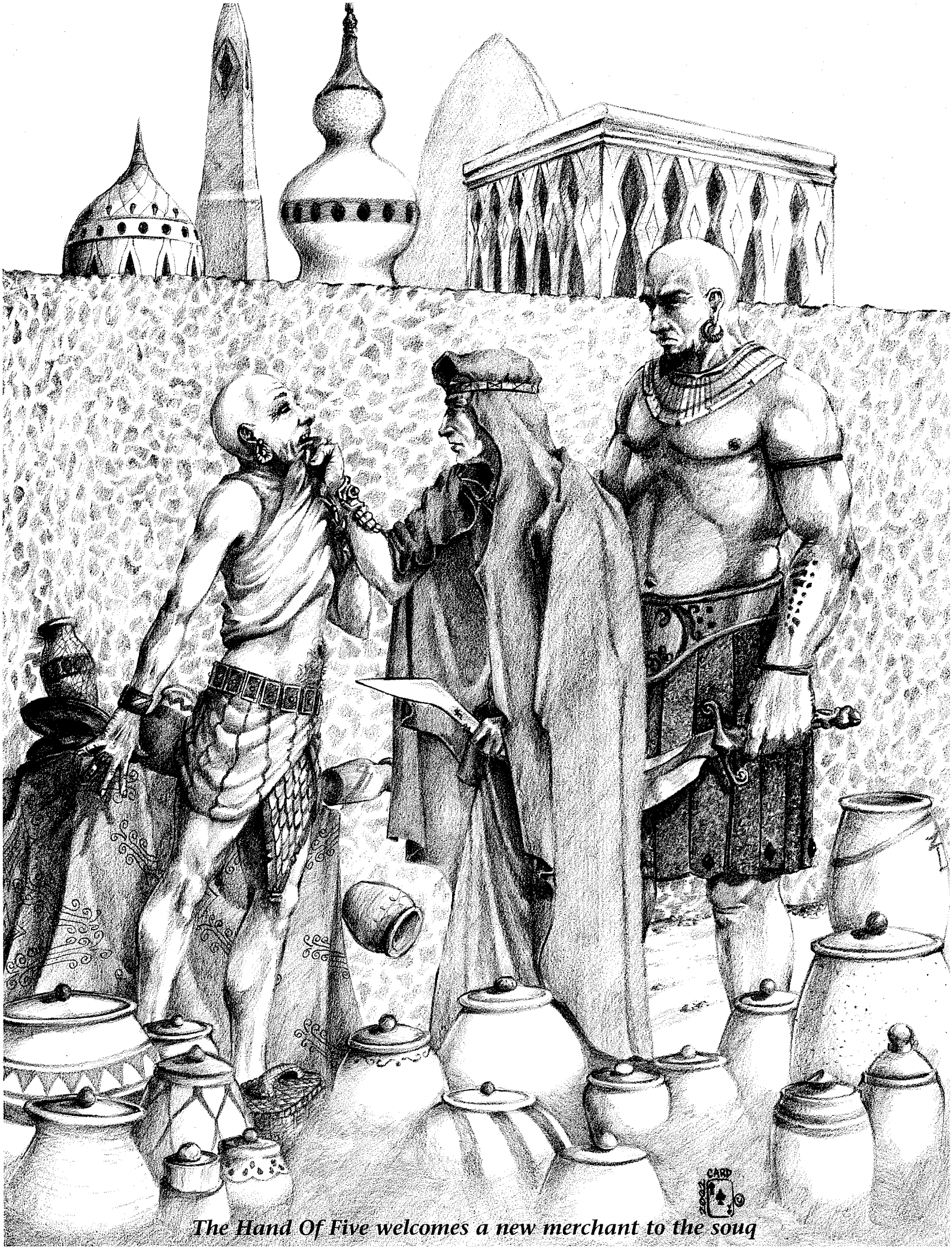
Forger, Gambler, Grifter 228
Rogue 229
Entertainer 229
Soloist, Thespian, Troubadour 229
Kril 229
Armsmaster, Fadon 229
Commander, Knight, Charger 229
Sky Marshal, Krellen 230
Slayer, Sniper 230
Maroc 230
Magus 230
Merchant 230
Trader 230
Noble 230
Baron 230
Duke 231
Rusahn 231
Qyen Protector, Azili Prowler 231
Temiz Gray, Rusahn Guru 231
Servicer 231
Seneschal 231
Vangel 231
Priest, Pastor, Preacher 231
Soothsayer 231
Vhzine 231
Ambassador 231
Astronomer, Demagogue 232
Governor, Magistrate 232
Minister, Senator 232
Healer, Reaper, Alchemist 232
Instructor, Professor 232
Master Builder 233
Scholar, Pontificator 233
Searcher 233
Infiltrator, Inquisitor 233
Investigator 233
Worker 234
Boat Pilot, Driver, Helmsman 234
Overseer, Smelter, Steward 234

Chapter 5
On Being A Bard 237
The Art of Barding 237
Fun, Memorable, and Focused 238
Descriptive Immersion 239
NPCs and Contacts 239
Playing NPCs 239
World Conventions 241
How To Run Promised Sands 241
Pacing, Conflict 241
Types of Conflict 242
Events, Staging 242
Player Relations 243
Motivation 243
Problem Players 244
Pitfalls 245
Dehydration 245
Dehydration Rolls 245
Salt Deprivation 245
Deprivation Penalties 245
Armor and Heat 245
Sun Poisoning 245
Heat Exhaustion & Heat Stroke 246
Heat Tests 246
Spiders and Scorpions 246
Diseases and Ailments 246
Legends 247
Arywan's Harp 247
The Brethren 247
The Canyon of Fire 247
The Cave of Renz 248
The Cave of Truth 248
The Children of Thar 248
Evertree 248
The Five: A Hand and a Guild 248
Haramesh's Corruption 249
Legend of Barrakez 249
Lost Palaces of the Hasmin 249
Marocai, The Obsidian Mask 250
The Pillars of Teytha 250
The Remembrance of the Trees 251
Renizant Hothouses 251
Sarnon Fortress 251
Scarlet Sisters 252
The Shrine of the Cup 252
The Sisters of Fire 252
Spirit Mountain 252
Stairs of Cor'ai, Sulfa Springs 253
The Synod of Water Bearers 253
Tomb of Kings 253
People 254
Ahrgeesa the Evil One 254
Grandma Glys 254
The Crying Man 254
Kadeshi Youssef Osman 254
Lovelorn the Harpist 255
Sheriff Morre 255
The Shorn 255
Contact Archetypes 255
Andw'ahr Kheem, Armorer 255
The Barfly, The Bartender 255
The Beggar, Bodyguard 256
Bureaucrat, The Caravan Driver 256
The Ch'ak Mercenary 256
Ch'ak Rusahn, Crime Boss 256
Criminal Enforcer 256
Criminalist, Denizen Rebel 256
Denizen Soldier, Denizen Spy 256
Djezinti Hunter 256
Dusteen Recruiter 256
The Explorer, Escaped Da'Mete 256
Fan, Fire Fighter 257
Former Military, Gadgeteer 257
Healer, Kel Engineer 257
Kheem Joygirl 257
The Maroc Warrior 257
The Musician 257
Myrlihk Peacekeeper 257
The Porter, The Quartermaster 257
Qyen Missionary 257
Scribe/Historian 258
Slave, Store Owner 258
Storyteller, Street Urchin 258
Sylvan Maroc, Sylvan Warrior 258
Wisdom 258
Awarding Wisdom 258
Individual Awards 258
Team Awards 259
Flora and Fauna 261
Anklebiter, Avci Gagahl 261
Beavers 261
Baphir 262
Bloodwings, Bruckbird 263
Buzzards, Cirrakahl, Condors 263
Delfin 264
Desert Hare 264
Devourer 265
Djezin, Dhiv 265
Gaitzik, Guhnkaar 266
Hkort, Liz'ahr 267
Slijj, Xith 268
Dogs, Drachen 269
Falcons, Frost Wolves 270
Ghul, Granya, Gumash 271
Hoary Ones 271
Ido Bees 272
Iph 272
Iph Kael, Iph Kon 272
Iph Raeen, Iph Tvan 273
Katahli, Keshi-Teke 274
Kirin, Black 274
Killer Bees 275
Koyun 275
Kutul 275
Lurker Coral 276
Manticore 276
Maridh, Pedahv 277
Pompa Rat, Purgen 278
Rockmaw 278
Sailor's Grief, Sand Mole 279
Sand Worm 279
Sihlot, Skrok 280
Snakes, Snargs 281
Snntok, Trunkfish 281
Uzmek ("Ogre") 282
Wait-A-Minute Vines 284
Wraith 284
Yol'kashak, Zevik 285
Zikthorns 285
Riding Beasts 286
Donkey, Horse, Jugal, Kamel 286
Nok 287
Ox, Phah'lok 288

Chapter 6
The World of Tnah 291
History: Wet Denizen 291
History: Kel 293
History: Ch'ak 296
History: Compilation 299
Qai 300
Jaan 301
Ch'ak Hegemony 302
Yethu and the Andw'ahr 302
Rise to Power 303
Shattering Peace 303
Waning Years 303
Fall of the Renizant 304
Cultures 305
Aij'ak, Ch'ak 305
Dusteen 307
Denizens, Dry Denizens 308
Wet Denizens 308
Deep Denizens, Dyevan 309
Equin 310
The Guild 311
Jaan 312
Kel 313
Kheem 314
Kon'ahr 314
Myrshal 315
Noma 317
Rahn 318
Renizant 319
Rusahni Sects, Azili, Qyen 321
Temiz 322
Shnahn 322
Skulae 324
Sylvan 325
Tv'ahr, Yethite 326
Religions of Tnah 328
Dyevan, Equin, Kel 329
Kheem, Kon'ahr, Myrshal 330
Noma 330
Renizant 331
Skulae 332
Sylvan, Tv'ahr 333
Yethite, Maschan 334
Gazeteer 335
Cultures of Prosperity 335
Beyg'ahr 335
Wahdo 336
Heeko 337
Ferra 338
Vit'ahr 339
Zhamin 339
Sephas 340
The Grand Agora 342
Baphem's Exploding Shop of Powders 343
Ariz and Rainoz 343
Uvah 344
The Citadel 346
Bh'awlt 347
The Mess at the Top of the World 348
Drachen Wastes 348
Tower of Tuad'amon 349
Krellar 349
Other Jaan Iali Jhar 350
Kahl Gok 351
Shi'kohl 351
Other Aij'ak Iali Jhar 352
Bareesh 352
Kitheed 353
Uythal 354
Thulh 355
Wall of Sorrows 356
Tn'ahr 357
Equin Pampas 358
Koyormun Pass 358
Oase, Arrika 359
Towering Tankard 360
Wounded Wall 360
The Pits of Shara-shaan 360
Jhevarrah 361
Orthay's Drift 361
Devron's Library 361
Al Kanar 362
The Towers of Al Kanar 362
Denton 362
Red Roan Inn 363
Kafa Tower 363
Vargas 363
The District 363
Ashik's Anvil 364
Sylvan Steads 365
Tnahran Life 365
Pit Fighting 365
Welcome to the Pits 367
Mines of Azwit'ahr 367
Gateways 369
Water, Water Customs 369
Animal Urine, Kamel Urine 369
Zevik Urine, Fragrances 369
Drinks, Teas and Kahf 370
Kahf Recipe, Other Drinks 370
Drugs and Alcohol 371
Alcoholic Beverages 371
Recycling the Dead 371
Salt 371
Grains 371
Sahli Wheat 371
Fruits and Nuts 371
Meats 371
Dairy Products 372
Other Foods 372
Sweets 372
Honey 372
Date Sugar 372
Fig Urine 372
Smoking Herbs 372
Mizwak 372
Azwit'ahr Mucus 372

Chapter 7
Equipment 375
Melee Weapons 375
Missile Weapons 378
Armor 379
Shields 379
Otec and High Tech 381
Ammunition 381
Maroc Stones 381
Everyday Items 383
Farm Animals 384
Riding Beasts 384
Tack Packages 385
Food 385
Drinks 385
Traveling Gear 386
Tools 386
Medical Kits 386
Clothing Types 387
Clothing 387

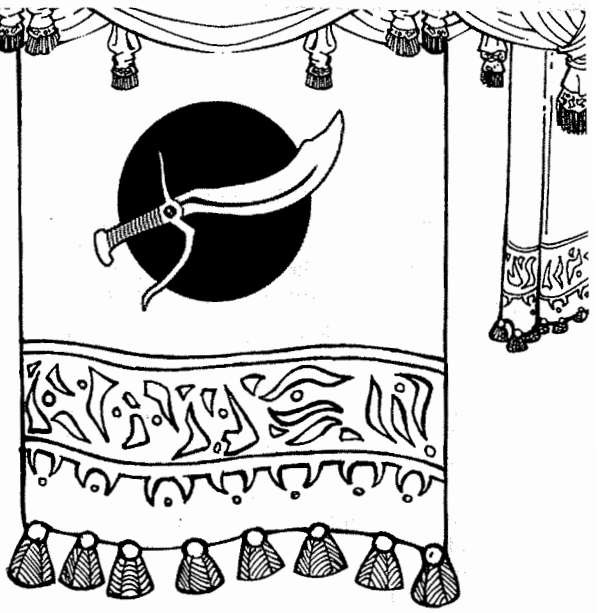




The Hand Of Five welcomes a new merchant to the souq

Chapter 1

T'nah At A Glance



A FALSE STEP

This was the greatest game of all; highest stakes, highest pay.

The air was hot and dry and the sun pounded on his bare head like a hammer on an anvil. Even as light punished him for his foray into the souq, the wind carried both coolness and the smells of the marketplace to him. Jasmine and sandalwood, cooking meat and strings of fresh garlic, unwashed sweat and the musky smell of animals were all brandished like a club, used to greet the crowds of people looking to commence trade. Joash meandered through the throng with his eyes downcast, but at the edge of his sight he caught brilliant colors of the fresh goods for sale: melons and jewelry, flasks of sparkling water and steel swords. All of them belonged to men richer than he, but any of them could become his at any moment. The very thought made his pulse quicken and his heart leap gleefully inside his chest.

With a practiced hand, he distracted a nearby merchant. A moment later, Joash was lost in the crowd again, this time bedecked in a checkered ghutra and a simple, twisted—cloth agahl—the flowing ghutra covered his bare head and neck while the rope-like agahl held it firmly to his head.

Marda was wearing a ragged djellab typical of a beggar, dressed much as he was. He glanced across at Marda, making sure she knew where he was. Her fingers twisted briefly in the 'all clear' signal he expected, but he could tell she was angry at his 'careless ways,' as she called them. Her shoulders were tense, her movements stiff and hasty. To look at her, no one would guess at her Sylvan nature, nor either of their larcenous hearts. They blended into the marketplace invisibly. No one paid attention to beggars, lest meeting their eyes give way to mercy; the bane of profit. Nevertheless, they had to be very careful for to a rich man every beggar was a thief, and so while no one paid looked at them, there were many eyes taking notice, any one of whom could call the guards. People crowded into the souq from a hundred foreign lands, but the one constant visitor to any and every marketplace was death. With a backward toss of her head, she pointed out a Guilder standing nearby—but the Guilder was looking away.

The rising thrill of the chase filled Joash, and he had no intention of stopping.

"Too easy," he muttered to himself. He slipped a chunk of sela root from another stall. It was a largely valueless item, but he just couldn't resist. He sidled away and had spotted another mark when he noticed a Guilder looking at him intently from one of the elevated walkways. Joash dropped his eyes to Marda, who pointed surreptitiously at an alleyway before disappearing into a group of children.

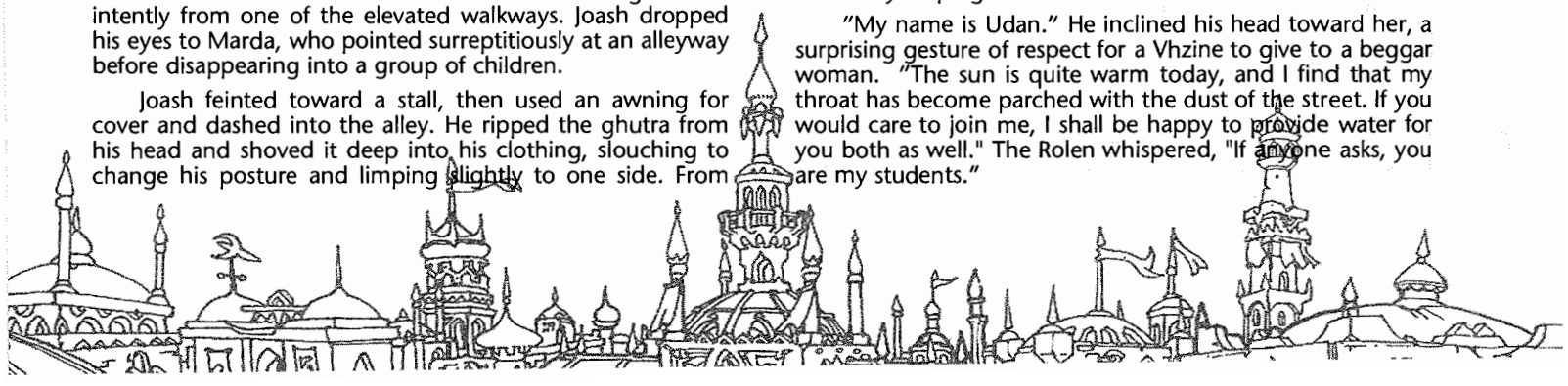
Joash feinted toward a stall, then used an awning for cover and dashed into the alley. He ripped the ghutra from his head and shoved it deep into his clothing, slouching to change his posture and limping slightly to one side. From behind appeared not a checker-hooded boy but a smaller, bareheaded cripple. Halfway down the alley, he ducked behind a rain barrel to hide. After stealing, one should not, cannot run. Running means you are guilty, so unless you hear them already chasing, you have to take it slowly. Still, he would rather have run, it was less exhausting. His hands shook, his heart ready to burst from his chest. He closed his eyes and tried to block out the fear, taking deep steady breaths. His pulse had finally begun to slow when something blocked the heat of the sun from his face. He looked up, seeing the thin, bearded face of an old Rolen.

"If you continue as you have been, every Guilder in town will have your description. And you'll be exiled without your hands." The man's voice was soft and deep, with an educated tone. He was not the Guilder from the walkway, but he smelled of trouble, all the same. Joash wanted to deny the man's words, but the Rolen's eyes showed the truth: he would not be easily fooled.

A silent shadow moved across the ground behind the man as Marda prepared for trouble. The man showed no signs of having seen the Sylvan girl, and Joash was heartened—until the Rolen's next words addressed her. "Your companion and I were discussing the sad state of morals in today's society, young lady. Would you care to join the conversation?"

Marda straightened, frustration and disbelief warring in her gaze. She stepped forward then and went to Joash's side, cautiously helping him to his feet.

"My name is Udan." He inclined his head toward her, a surprising gesture of respect for a Vhzine to give to a beggar woman. "The sun is quite warm today, and I find that my throat has become parched with the dust of the street. If you would care to join me, I shall be happy to provide water for you both as well." The Rolen whispered, "If anyone asks, you are my students."



A ghost of a smile curved Marda's lips at the thought. Udan reached out his hand to Joash, resting it on the boy's shoulder. Joash stiffened for a moment, then nodded. The Rolen smiled, then turned and guided the pair down the alley and onto the street.

They walked only a short distance into the western souq, a marketplace known for its amenities. Several times they were passed by Guilder patrols. Joash was sure he was spotted when he recognized the Guilder who had stared at him. One glance at Udan, however, and the Guilder looked away and moved on.

The souq was alive with the bustle of a typical Trade Guild settlement. Shopkeepers in various stalls lined both sides of the narrow street; some were made of poles and blankets, others completely open, and still others built into the walls of the surrounding homes.



At the edge of the western vahna, a place set aside for eating and drinking while shopping, the aged Vhzine came to a halt. He looked around for a moment, then located a small shop with fresh fruits and water jugs in the front. He walked to it, leading the pair through the low doorway and into the shaded room beyond.

A tall and darkly bearded Denizen approached them. In one hand he bore a small basket of shniz, doughy bread fried in butter and salt, and in the other a bowl of only slightly brown water. He wore the common attire of a shopkeeper: a linen djellab over a pair of salumak, with a rugged kusak around his waist. Several sturdy pouches and a purse hung from his kusak. He smiled upon seeing Udan and hurried forward.

"Welcome, Udan, welcome! I have water and refreshing air for you in the back. Would you care to step in?" His eyes fell upon Joash and Marda in their beggar's attire, and his smile wavered. "And who walks with you?"

Udan took a shniz and nodded his thanks, then dipped his fingers into the bowl and wiped his lips. "Thank you for your hospitality, Derik. These are my new pupils. Please bring three steins of pure water for us." He slipped a small strand of orbs to the shopkeeper, who tallied them up quickly with a broad smile.

"Would you like your water flavored with a hint of lime?"

Udan smiled. "That would be refreshing. Thank you."

Udan directed the pair to the back, where they sat down at a low, circular table with four cushioned chairs around it. Once seated, he reached above their heads and pulled a small cord, opening a small shutter encased in the wall.

Cool air rained upon them like a fine summer mist. Joash started at the sensation. He stared at the vent, lifting his hand to feel the air. Marda took it all in stride, though her eyes briefly betrayed her surprise as well. "How does he make the winter wind in summer?"

"It is a trick the Denizens brought with them long ago." Udan winked and whispered, "We tolerate them for their secrets."

Joash sensed that the older man was speaking playfully, revealing a secret known to very few while at the same time telling him nothing at all, but the joke was beyond the poor thief. He ignored it and closed his eyes, allowing the air to cool his fevered flesh. The feeling was more than he had ever dreamed possible. Marda, however, was not so impressed. She leaned back settled into the deep cushions of the chair, away from the unnaturally chilled air.

As they sat, Derik entered the room with their water. Udan and Derik spoke quietly in some, foreign tongue as Joash and Marda drank. Joash immediately slurped up the pure water. As promised, there was a hint of lime in it. The purity was delightful; he had never tasted anything so refreshing. Without thinking, he gulped it down.

Marda was never as impulsive as he was. She carefully examined the huge mug, sniffing the lime-scented water before carefully taking a sip. By the time she had tasted her water, Joash was draining the final drops from his stein.

As he put the empty cup back on the table, Marda caught Joash's attention. Her fingers flashed signs to him from behind her stein, asking the question, "Why?" Joash shrugged, belatedly catching Marda's suspicion and concern. Though only one word, the real query of her signal was: What does an educated Vhzine want with us?

As Joash pondered, and none of the answers—from pervert to slaver—really appealed to him. He glanced around to count the doors and windows, mentally preparing for an escape in case it was needed. Udan glanced over and noticed the empty stein. The old wizened face cracked into a tender smile. Joash tried to imagine what was behind those eyes that looked so kind. What horrors were in that kind-looking head?

"You must have been thirsty. Would you like another?" Joash nodded and flashed a curious glance at Marda. Her expression was carefully blank, revealing nothing. Udan gave the stein to Derik. "Another, if you please."

He sipped his own water as Derik left, only to return a moment later, with more refreshments. As the merchant sat the stein on the table, Joash realized the hefty sum that this luxury cost—a sum Udan seemed willing to pay without complaint, comment, or even much in the way of thanks. A chill washed through him that had nothing to do with the cool air. He took a long slug of water, gulping it down. It was time to go.

With practiced movements, Joash signaled Marda that his next act would be to run. Surprisingly, she shook her head, her lips compressed with impatience. Wait, she signaled back.

Joash glanced at Udan to see if he'd noticed, but he was lost in conversation with Derik. Neither seemed to notice him at all, both speaking a language he had never heard before. Now was his chance. He finished his drink and slipped off the cushioned chair, stepping away from the table.

Pretending to examine his surroundings, Joash looked at the goods on the counters nearby. Marda shifted in her seat, recognizing something in his face. She shook her head and sipped her water, silently urging him to think before he acted. Udan looked his way once, smiled, and went back to his conversation.

Joash eased further away from the table, closer to the door. He noticed a small silver pin on the counter, shiny and unguarded. Before he could think, the object was hidden in his palm.

His reverie was broken by the merchant's voice behind him. "You there! Thief! Put that back!"

Joash started to run. He was almost at the doorway when the light was blocked. He plowed headfirst into something, then bounced off and landed on the tile floor, dazed. He could hear movement behind him, the clang of a stein against the wooden table as Marda and Udan quickly followed.

A man stood in the doorway, barely taller than Joash but easily three times as wide. He was armored from head to toe in a mix of chain mail, plate, and phah'lok hide. A great axe was slung across his back and his spiked gauntlets were intricately carved with skulls. Joash stared up into a harsh face, a pair of tusks protruding from a bristling beard. The stench of him was horrible; like death, sweat, and some things even less wholesome thrown in for good measure. He tried to scramble away but the man easily caught him by the scruff of the neck. Thick fingers grasped muscle and bone, holding him in place as if he had been nailed to the floor. The fingers twitched slightly, sending a wave of pain down his side, both keeping him still and assuring him that there was a great deal more strength that those fingers could exert.

The warrior's voice was deep and menacing, with a growling sound to it that was very unnerving to the boy. "What is this?"

"A thief." Derik stood to the side, arms folded and an unpleasant expression on his face.

"He is my student, my charge." The Vhzine stepped forward. "I will pay for his error."

The warrior looked at the boy again, leaning in close. "I did not hear from...this." He shook the boy roughly.

Joash's mind whirled as he looked for a way out. This had to be a Ch'ak warrior...all the descriptions fit from every street story or legend he'd heard of them. That meant that other aspects of the stories were probably true as well...probably including their vaunted protection of ... what were they called? He desperately needed a friend right now...so he took a chance. "I...I'm...Yethite."

The Ch'ak instantly pulled the boy to his feet. He grabbed Joash's left hand roughly and focused completely upon it—nothing else in all of the world existed, but Joash's hand. After a moment, the Ch'ak released the boy abruptly. He looked away from Joash to the others in the room, positioning his arm across the boy's neck, both commanding and restrictive, but at least a bit familiar and friendly. Joash glanced over at Udan, only to see the old man as pale as a ghost. "Please, good sir," the Vhzine said. "He's dazed...confused. He doesn't...."

"Silence!" The Ch'ak roared, then looked around for a moment, and then back into the eyes of Joash. "What are you?"

Joash stood a little taller, slipping into the role, "I am Yethite." Udan hung his head and slumped his shoulders. Derik's scowl deepened.

The Ch'ak let go of Joash and faced the shopkeeper. "Load my usual provisions. I will send for them. For now, I must take my new charge—my precious da'mete—back to the column. We march with the sunlight. Tomorrow will be an excellent hunt, and my precious da'mete shall hold a position of great honor." His lips curled into a feral smile as he glanced at the boy.

Marda started to move forward, but Udan quickly reached out to hold her back. "Don't." She struggled to keep her composure.

Joash was happily surprised at the change in attitude with the Ch'ak. Apparently, he had outwitted the monstrous idiot and cunningly outmaneuvered Udan and the shopkeeper out of some prize – he hoped it was worth something in the markets. As he was led to the Ch'ak's mount and lifted to the saddle, he stared downward triumphantly. Udan's skin was sallow, and his hands unsteady as he leaned in close to speak with the boy. "Did you hear that? I'm his precious da'mete!"

"Yes," the Vhzine nodded, sadly and slowly, "I heard. Do you know what it means?"

"Of course," he said, looking down at man who had been kind to him with a barely repressed sneer in his voice. "It means I'm his guest of honor."

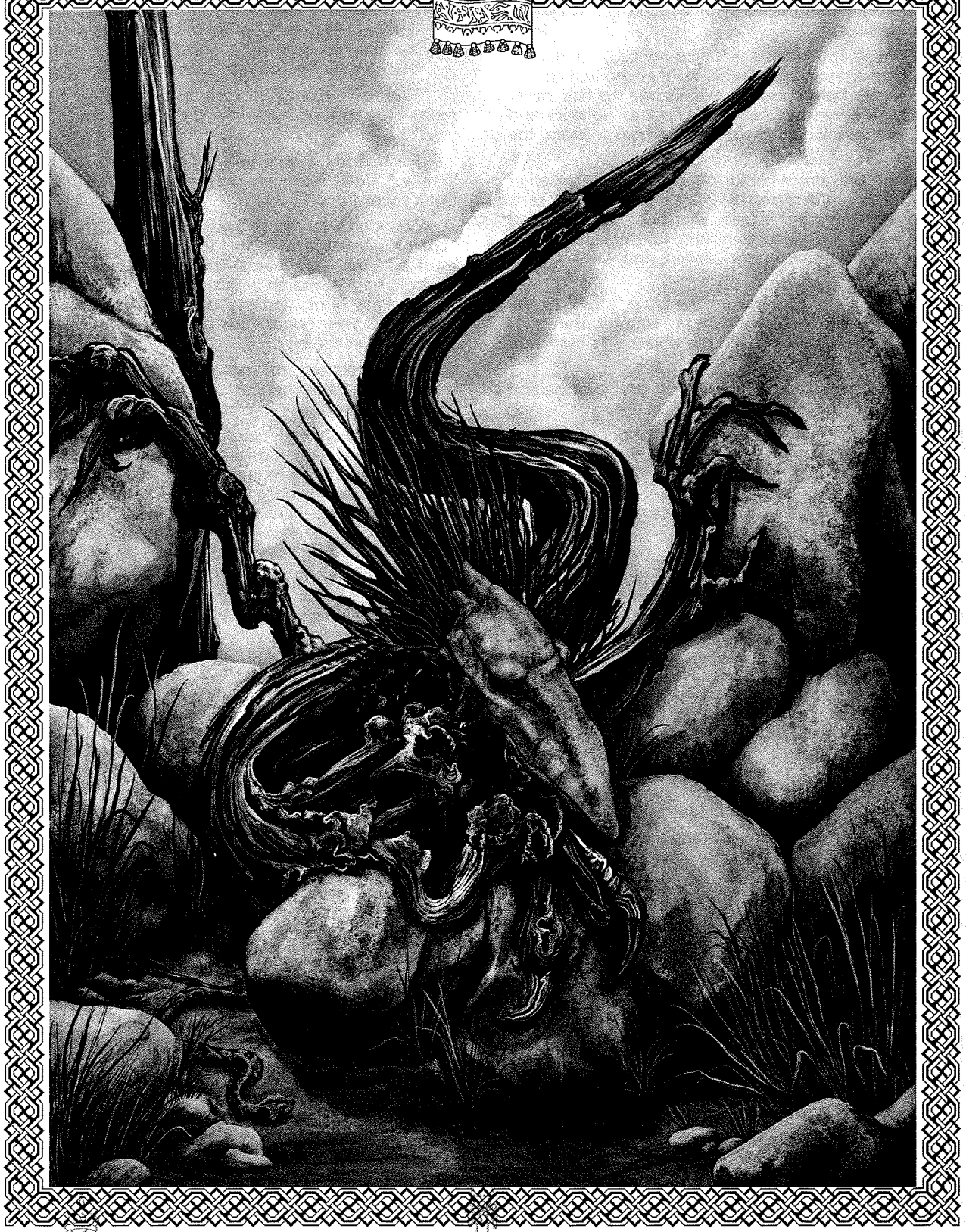
"No." The old man shook his head as the Ch'ak mounted the horse behind Joash and wrapped one burly arm around him. "It means 'walking dead.' Tomorrow the Ch'ak column will hunt you like a fox."

Joash's world spun around him as he looked to Marda. She clung to Udan for support, unshed tears welling up in her eyes. The color drained from Joash's face.

The Ch'ak warrior only tightened his grip and sped away, spurring his steed toward the column and Joash's certain doom.

...and all liars, and all thieves shall find no rest forever.

— Ancient Renizant Proverb



INTRODUCTION

Ah, welcome, thank you for gracing my humble shop with your esteemed presence. What may I help you with today?

A book, you say? Something to occupy your mind during the long journey across the wastelands? You have indeed come to the right shop, I have many excellent titles to show you, most high lord. Do I detect in you a craving for the exotic? Salim is correct in his poor assumption? You like breathtaking and interesting locales, the challenge of new frontiers, meeting strange and unusual peoples? Do I not detect a gleam of true heroism in your eyes, stalwart character in the strength of your jaw? Mayhap I have caught your attention, oh mighty one?

Oh, let me tell you about this book, for an ordinary book it is not. It was originally owned by my first cousin, a noble soul that died and left a widow and four hungry children behind. Yes, I have the fortune of providing for these treasured relatives.

This is a remarkable book that allows you to take on the role of many exotic peoples within a new and exciting world. You are not constrained to be the mere heroic accountant, computer programmer, or intellectual student that you appear. You do not have to remain in the comfortable surroundings of the world of your birth, for this magical tome has the power to carry you into a fanciful and only slightly dangerous realm where it is not enough just to live ... you must also survive!

Through the humble means of this book, you shall create characters who will travel the sands and roads of the world of T'nah, a desert world filled with fantastic creatures, beautiful people, and dark secrets hidden deep beneath the sands of time. I see by the way you wipe your brow that this appeals to you. But first, let me tell you how to use this book.

You must first acquaint your noble self with the text to immerse yourself in the world. From thence you will need to gather your friends and associates to join you on this journey. One such as yourself will of course easily find others who will flock to you to join in the magnificent quest to learn, absorb, and become a part of the tempting world of T'nah.

Next, you must assemble your friends and together you will select a guide, one who has read this dazzling tome and become familiar with the tales and stories, the legends and secrets of this realm. This blessed person is called a Bard. Your Bard will help you create the story that is the lifeblood of your character—a story that will surely become an epic journey through T'nah.

Once you and your associates have created characters, you will of course need minor and very cheap supplies—which I happen to have right here in my shop! Indeed! Look around you! My shop looks humble, but gems are hidden in every shadow. Do you not see the baubles at the counter? The brightly colored stones made of the mystical material known as 'plastic?' They bear the sigils and marks of numbers upon them and will help generate not only the numerical components of your character, but will even help determine your very fate. And a magnificent fate it will be.

You will only need a D4, a D6, a D8, a D12, a D20 and three D10s—these D10s you will use the most in your adventures. It would behoove sir to ensure that one of the D10s was a percentile and another was of a different color than the rest.

There are but few other, minor, paltry things that you must also acquire. Might I recommend myself once again? Paper and pencil are essential—make not the slight mistake of using a pen, for a pen's marks are more indelible and less able to be fudged. One last thing, you will need a DISk.

What is a DISk? You do not know what a DISk is? Ah, surely you jest with poor Salim. Woe to my poor understanding of highborn humor. Poor, uneducated, and hard working Salim. Surely all good patrons know that the DISk is simply a small object used to interrupt the Bard, the very storyteller himself, to interject a new strand of yarn to the tapestry that fate is weaving for your character. No, you need not purchase a special token or object, although I can of course provide you an officially licensed DISk if you so desire.* May rose petals fall at your feet and never hunt again should you buy one. I will perhaps be able to keep from selling my children into slavery if you favor me so—perhaps even keep my dog out of the cooking pots for another week.

Feel free, O Savior of Salim, to delve into the tome of Promised Sands. To learn, to enjoy, to roleplay your every whim. You will be able to create worlds of unparalleled wonder in your mind. What an excellent and rare way of relieving the stresses of life. For surely your life is stressed, unlike poor Salim's. But even one such as you may find life more enjoyable after reading these well-crafted pages.

I personally vow to cut off one of my skinny fingers, should Sir prove unable to entertain himself with the aid of this magnificent book. Only the best quality is sold at Salim's.

Ah, you bless me and my putrid household with your kindness as you walk this book to the counter and purchase it. Thank you, from the bottom of my honest heart.

A WORD ABOUT...

Realism

In our effort to make Promised Sands as realistic as possible, we have considered much of history in its creation. We are not trying to present an ideal society; we are presenting what we think is realistic given our fantastic twists to reality. For this reason, certain things may grate upon those who yearn for a more ideal world. Since you—the players and the Bards of the game—will have the opportunity to help mold and create the world as it evolves, you can directly influence the future of Promised Sands.

The best method to correct a perceived injustice is to face the challenge and correct it. If you don't like what we present here, then play the game, create a new region and submit it to us for development. We'd love to see what you can do.

Prejudice, Race, and Culture

Many of the races, cultures, and societies we present are not as enlightened as our own modern-day cultures and societies. When we present a culture that oppresses anyone, we do so in a negative light—because we don't agree with it.

Prejudice does exist. It's not pretty. It's downright ugly. We are using this medium to highlight these issues. Please do not take our presentation of certain societies possessing a racial or gender bias to imply our approval thereof. We celebrate our differences.

*By contacting BBRACK Productions, Inc. at www.bbrack.com

For the record, the Earth as we know it has one race—humanity. Skin color, face shape, continental origin, hairstyle, or any other excuse people use to vent their inner self-hatred: these things have nothing to do with race. The skin color of our made-up races—some dark as night, some bright as sun-bleached bone—affects nothing in the game. Likewise, so-called 'racial problems' that our modern societies face are properly defined as cultural differences within humanity. When we discuss different races in Promised Sands, we are talking about vastly different physiologies. Ears on the top of the head, additional sinuses in the forehead, tusks; these are physiologies that define the differences in races on T'nah. Don't equate the fantasy with what goes on in the real world.

Our Philosophy on Gaming

Roleplaying games are all about taking on the role of a character. This, obviously, places incredible focus upon the characters. Characters can only interact when there is a story, and stories require a plot.

These things are, therefore, fundamental to roleplaying games: characters, story, and plot. Our writing will reflect our basic philosophy of roleplaying: that people create characters, which interact in a story-like fashion, which involves a plot.

You'll note that we did not mention dice, charts, tables, modifiers or any other things here, which are sometimes used to toss in a random and unknown element to the story. We didn't mention them because we feel they are incidental. The Trinary System is focused heavily on character creation and development. The game mechanics are deliberately minimal in order to keep the focus on the character—and the stories you create. Have fun.

Game Basics

Most roleplaying games, by necessity, break down and define reality in numeric terms that can be manipulated, randomly modified and then translated back into a story. In order to do this, various classifications and props are used. Below are listed the terms and props most commonly used in the Trinary System game mechanics. Don't be daunted by the terminology. Once you have played the game a time or two, these things will settle into your psyche, becoming the foundation upon which you will compose grand tales and exciting adventures.

Dice

The Trinary System uses three ten-sided dice. Two of these dice are percentile (01-100)—they determine the success or failure of an action—and the third is the Effect Die (1-10). It is recommended that different colors be employed to easily distinguish which die are percentiles and which is the Effect Die.

During character generation, you will also want to have a D4, D6, D8, D12 and D20 available to you. It is sometimes easier to have multiple dice, though a single die of each type is sufficient.

Skill Resolution

Skills are the means through which a character understands, relates, and ultimately interacts with the world around him. A skill is knowledge or training that your character has studied or pursued in life. Development can be in the form of extensive daily interaction or formal education—schools, tutors and training.

Success Value

Success Value (SV) for a particular skill is determined by adding the attribute value and the skill value. Each skill will have its own unique and specific SV. This value is considered to be the percentage of success in an average situation. The Bard will modify the SV as the specifics of the situation demand.

The percentile dice must roll a number equal to, or lower than, the Success Value of the skill in order to be successful. If this occurs, then the Effect Die determines how successful the action was. The percentile dice must roll below the Success Value and the Effect Die must equal at least one (1) (after modifications) for a basic success.

Reading or recording the die roll is done by reading the percentile dice first in normal numerical order (i.e. 25% = 25, 10% = 10) followed by a colon and then the value of the effect die. Stating, "I rolled a 23:7" would indicate percentile dice of 23 and an effect die of 7. It would be notated as '[23:7]'.

Skill Rolls

Skill rolls, sometimes referred to as a 'Skill Check,' are made against the Success Value (SV) for a particular skill. The Success Value (SV) is determined by adding the Skill Level for the particular skill to the value of the controlling attribute. Those two numbers combined provide the Success Value for skill rolls or skill checks.

Skill Levels

Skill Levels are how many points of skill your character possesses. This represents the amount of training and/or experience your character has received. Skill levels must be kept separate from SV for the advancement of skills. When added with the value of the controlling attribute, the SV is determined.

Opposed Tests

Some rolls, however, are contested and require comparison with the roll of another character. Opposed tests are made when one skill is used to counter another skill. These are directly opposed rolls to determine the success of a resisted action. The most common forms of contested rolls are during combat. The attacking character makes a Skill Check against his offensive skill, and the defending character makes a Skill Check against his defensive skill. The results are compared. If both rolls were successful, then the one with the highest ED wins the contested roll. In most cases the ED of the other roll is subtracted from the winner's ED to determine an overall effect. In the event that one of the characters fails their roll, the ED they rolled is not subtracted from the winner's result.

Attribute Rolls

Occasionally, it is necessary to test something very basic about your character. Instead of rolling against a Skill, the dice are rolled against an attribute. Attribute rolls are made against the value of the Attribute. Because most Attributes are seldom above 20, this is a test that is often very difficult to make and fails more often than it succeeds.

Most often, an Attribute roll is given when your character has only a small margin of success and no skills apply to the situation. Occasionally, Attribute rolls are required for an unskilled task.

DIS

Used primarily as an interrupt ability, DIS allows the player to quickly intervene in a particular action. It is a rare commodity. Typically the player will toss a circular object—like a coin—to utilize this interrupt. This is referred to as 'DISsing.' The object tossed is referred to as the 'DISk.'

Legend

The ultimate goal of the player is to create the legend for the character. This is done through both character creation rules and game play. As the life of the character unfolds, the player records the deeds of the character, thus creating the legend. This legend can then be submitted to the developers of the game (BBRACK Productions, Inc.) for public recognition.

At the end of each game session, the character is awarded Wisdom points, which may be used to increase the character's ability, reputation, renown or to otherwise improve their legend.

Epic

Legend points are purchased so that your character can achieve legendary actions, which will help you create the epic story of his life. In the end we are all worm food, and our only chance of immortality is in the legends and the stories we leave behind.

What legends and stories will your character leave behind?

Character Basics

Your character is defined by a number of aspects. Again, these terms are used to break down the specifics of the character into numeric values for easy manipulation.

Attributes

Attributes define the more fixed nature of your character. They are your basic traits. Once established, they increase and decrease slowly. Broken into three primary categories—Flesh, Mind and Will—they are further divided into the three primary aspects of each category.

Flesh is divided into Strength, Dexterity, and Stamina.

Mind is divided into Intellect, Perception, and Sanity.

Will is divided into Charisma, Insight, and Resolve.

Skills

Skills represent your abilities and knowledge. Each skill is based upon an attribute, and combines its total numeric value with its controlling attribute to provide a Success Value (SV) for resolving events. It represents your chance of success to perform a given skill in an average situation.

Qualities

Qualities can be advantages, disadvantages, or both. They are not attributes or skills, but can (and do) modify attributes and skills. Qualities help flesh out the specifics of what you are like and help to define the unique way in which your character interacts with the world.

Contacts

Contacts are the people with whom you have developed some kind of relationship. Usually a contact is a positive thing—like a friend or an acquaintance. You may turn to contacts for support, information, or just a gulp of water. However, friendship is a two-way street, and contacts may turn to you for the same.

SEC

SEC stands for Socio-Economic Category. It is a numerical representation of your standing on the social scale. You will begin generation with an SEC passed on to your character from their parents. From there, it is up to you determine how you advance along your lifepath.

Lifepath

As your character develops and grows, they will begin to carve out their lifepath. Most of the time, this will be done through adventuring and playing the game. Sometimes, however, a character may be left for a time and need to catch up with the others. This is when advanced occupations are open to enhance their lifepath during down time.

Advancement

Advancement is achieved through the earning of Wisdom. Wisdom is awarded at the end of each adventure and can be spent on enhancing attributes, skills, and gaining legend points. Wisdom is also used to increase your respect and renown, which are used to enhance your standing in the world of T'nah.

AT A GLANCE

I wish you could see this. The rolling thunder of the ocean, the gentle lapping of waves at my feet. How different it seems from our normal surroundings. Behind me an endless realm of blue; in front of me a very similar, yet markedly different landscape is unfolding. Gentle, rising waves of blistering sand, the sun hammering on its white surface. My stylus is already warm to the touch, I can feel my skin begin to redden. What an adventure this will be, exploring the unknown regions of our world. Who knows what lies ahead? What cultures will I encounter, if any? Is there life here still? I am about to take the first step that will begin the journey of a lifetime, determined to follow through with a second step, a third, and so on, until I have seen all there is to see. As always, I remain your humble servant,

Culrain, historian and first of the travelers



The world of T'nah is savage. It is a place of unforgiving conditions and vicious life forms. This world has been blasted, shattered, and polluted on every scale. Life has been taken to the brink of extinction and has tenaciously pulled itself from the edge. T'nah is a desolate place, a dry, barren, rocky landscape.

The climate is arid, the air warm, rains scarce. Huge tracts of desert span most of the world. While this is the norm, there are yet a few forests, shallow rivers, and even jungles on T'nah. Most sources of water are found in underground reservoirs and streams. Very little surface water exists. Scrub, scraggly weeds, and thin, sharp, long-bladed grass struggle to survive in any crack or crevice that retains moisture.

The primary moon and her two consorts dominate the skies of T'nah. The larger moon is called Yai, after the Renizant female deity. The two smaller moons are named after Yai's children, T'chai and Murrah. The surface of Yai is visibly cracked and broken with a huge gash torn across her surface. Legends say this is a scar from birthing T'chai and Murrah.



The smaller moons are irregularly shaped and do not orbit in the same trajectory as the larger one. T'chai and Murrah both have highly eccentric orbits. They also orbit much faster than Yai. Sea tides are erratic, with wide and random swings. The moons also wreak havoc with the crust of the planet, continually bending and flexing it, causing unpredictable and sometimes violent geological activity.

Maroc and Ido

One of the great enigmas of the world is the power of Ido. It can only be controlled by a few who have the gift to bond with the maroc stones to become Maroc. These bonded individuals are able to wield and control forces far beyond themselves. They are solitary and strongly individualistic, coming together only when it suits their needs. Ido is the raging torrent, the sound and the fury. It is the light and the radiance of sheer power burst into the world.

Maroc are feared by most for their ability to shape and craft Ido to their will. Some are known for their cruelty and short tempers, others are known to be wise and somewhat kind. Their history, however, is tied to the ancient Maroc Kings who waged bloody wars upon the surface of T'nah for hundreds of years before they were put down by the rise of the Rusahni.

Rusahni and Qai

As night has its day, so does Qai quench the heat of Ido. The users of Qai are named for the first person to use and wield it. Rusahl was a complete unknown until he appeared on history's stage to lead his followers—the Rusahni—to victory over the Maroc Kings.

Qai is the power of life. It is fueled by the living things around it and, in turn, radiates energy, which enhances life itself. It is subtle yet powerful, constantly in motion, like the fluid and insistent flow of a river. Rusahni are those who shape and mold the power of Qai. They are accepted by most communities due to their association with life giving energy and healing—not to mention their history of overthrowing the Maroc Kings. However, Rusahni are no different than any other resident of T'nah. As such, they are susceptible to the same negative qualities as all sentient life. Some claim there is another war brewing between the Maroc and the Rusahni. It is a grudge match three thousand years in the making....

Survival

The chief concern of the cultures on T'nah is survival. Their focus for all of recorded history has been devoted entirely to this purpose. This has served to shape them, their mores, their values, and their way of life. Some of these differences are drastic.

There are cultures that have not been touched by such basic imperatives, but they are few and far between. The vast majority of the people on T'nah are keenly aware of how swiftly death may strike. Your character will be brought up in an environment were lives end swiftly for those who are poorly prepared.

Whereabouts

This book is set in a region a few hundred kilometers from the northern polar cap. Mountains border the sea to the west; rumored lands of plenty may lie to the north, nearer the pole, hidden deep in protected valleys. The plains to the east are a barren land of blowing dust with little cover from the vicious weather. Beyond the plains is the blight known as the Scorchlands.

Glacial Wastes: The Northlands are locked in perpetual winter and covered in a huge, slow-moving series of glaciers. These Glacial Wastes are rumored to contain many creatures and beings of legend. Occasionally these creatures venture down the cracks and crevices to hunt in the more verdant strip of life that exists at the foot of the glaciers. The Glacial Wastes are at once a welcome relief and stark terror to the residents of T'nah: thousands of kilometers of broken, craggy ice that creep slowly southward, only to be melted by the hot winds from the west and the Scorchlands to the south.

Ouri Corridor: Where the glaciers encounter the Scorchlands, they melt to create a small and hotly contested land of greenery. It is here that some of T'nah's most vicious battles for survival take place. Lifeforms struggle against one another for the precious resources necessary to survive. The solitary Qyen, a sect of Rusahni, police this area. Many of the oldest Qyen monasteries are here, and rumor claims the Qyen's greatest treasure lies within a valley at the foot of the glaciers—though no Qyen will ever speak of it.

Drachen Wastes: Sulfurous and dark, this land is worse than most desert wasteland. Wild Drachen seek out any source of protein and prey. Geysers and violent volcanic eruptions are the norm throughout this territory.

Jaan Lands—Krellar: Built upon seven craggy peaks, Krellar is a city of balconies and aeries, wide open spaces and high-flying pillars. A vast network of arching walkways and boulevards spans the intervening gulfs, often connecting the peaks, pillars and aeries. The facades of the buildings are ornately decorated. Inside are huge hallways and high, arched doorways that lead to cavernous chambers within. The Drachen here are treated as equals, flying and lounging throughout the open and airy city.

Aij'ak Lands—Kahl Gok: Carved into the sheer walls that surround a huge valley of plenty, Kahl Gok protects the valley below jealously—primarily because is it the source of their food. The network of caverns behind the carved Drachen nests provides living quarters for the Drachen riders of the Aij'ak. Kahl Gok is enclosed almost entirely within the rock cliffs of the single, semi-circular cliff face. A few buildings surround the hutches below ground, and many openings dot the cliff face, but the twisting passages and carved halls inside the mountain are the true city of Kahl Gok.

Tv'ahr Plains: Low-lying buildings and thatched roofs hide communities from the watchful eyes of the Drachen above. Because of its location, the communities of the Tv'ahr plains are not a typical source of food or produce for the rest of Tn'ah. The Tv'ahr tend to keep to themselves. They are generous, but isolated. Occasional groups of Skulae will trade with border communities, but no major exports of food come from this region.

Equin Pampas: To the west of the Tv'ahr lands is an expanse of high desert, dry and barren, yet covered in high, sparse grasses. It is rumored these are the lands of the Equin. Very little contact exists with those who live in this region. There is as much legend as fact about the inhabitants of these lands, though a few of them have wandered about and solidified the truth of the Loshad.

Thalve Woodlands: There are four primary settlements within the Thalve Woodlands. Each of the cities and towns are situated around the large, freshwater Lake Thalve. Originally founded as Yethite settlements, each has grown and developed into a unique and fascinating place.



Ch'ak Lands: The Citadel is carved into the living heart of a mountain. For thousands of years, this has been the home of the Ch'ak. It is a fortress of such immensity that it has achieved the status of 'immovable object' to fit into the Ch'ak reputation as the 'unstoppable force.' No one who is not Ch'ak is ever allowed to leave. It is rare enough that anyone is invited behind the walls and into the caverns who is not Ch'ak. It is at once an honor and a life sentence to any who receive such a call.

Today I met intelligent life on this barren world. Until now, I have only encountered brief glimpses of life in the form of dying greenery and lizardlike animals. The man, if indeed that is the term, was much shorter than I and immensely warlike in appearance. War is apparently the predominant state of existence for cultured life. How primitive it all seems to enlightened beings such as ourselves. He claimed to be of the Ch'ak, a stocky and hardy breed that rule this land. He asked if I was of the Kels and what my business was on Ch'ak lands. Taking an immense chance, I confirmed his suspicions and claimed to be a wandering bard in search of stories and song. As we assumed, the bards have an important status in the cultures of the present. They are the primary source of news and entertainment, a valuable commodity. On hearing this, my newfound companion agreed to take me to a nearby settlement. There is still life here.

—Culrain, Traveling Historian

The Spire: On the far western coastline, ringed by high mountains, is The Spire. It is a huge mountain peak that rises out of the ocean for kilometers into the air. Surrounding its nearly sheer sides is a small ringlet of black sand beach. The rock of the spire itself is also black and glassy where revealed by the snow that caps it. Ancient legends say that at the summit exists a Maroc stone of incredible power. Weather around the spire is always chaotic. Huge temperature changes, high winds, lightning from a clear sky and a higher than normal incidence of Fados which rip across the water to assault the Spire. Some legends claim that if the Spire ever collapses, the world will die.

Koyormun Pass: This pass to the sea is rumored to be haunted and infested with huge, feral cats that walk like men. The richness of the woodlands is avoided by most due to the rumors. There are many, however, who are willing to risk travel for the bounty of the woodlands and seas.

The Grange: The most active city in the Grange is Beyg'ahr. It is an Andw'ahr settlement that is a trading center between the Ch'ak Hegemony and the Trading Guild—who have no formal relations between them. Heeko is a larger city that is centrally located where the grangers take their grains and produce on the way to the markets in Sephas and Beyg'ahr. While not as large as Beyg'ahr, it is nonetheless a vital spot in the trading of grain for the entire region. Between Heeko, Beyg'ahr, and Sephas is the sleepy town, Wahdo. Many of the people in Wahdo work outside the city in the fields or within the city along the river docks. It is very much a sleepy backwoods community.

Mining Guild: Nestled in the western Seyir Mountains, the Mining Guild supplies mineral wealth throughout the region. Rich strikes of gold, silver, copper, iron, and zhani are found throughout the range. There are three primary settlements and mines located in the Seyir Mountains. The town of Ferra sits upon the shores of Lake Ferra, a mining town, built more into the mountain than on the surface. The city of Vit'ahr would be impressive if anyone could see it; aside from a few fortified entrances, the city is completely underground in the top levels of one of the richest mines in known T'nah. Zhamin is a large town that serves as a transit point between the Mining Guild based in Vit'ahr and the Trade Guild based in Uvah, and is known for its high quality zhani and gold production—both of which are used in the production of Guilder currency.

The Trade Guild: Three cities of the Trade Guild sit on the rim of one of the richest known valleys—Red Vale. At the northernmost point of the valley, where the river Lorad splashes over the rim when the winter rains come is the largest of the valley cities, Sephas. Forming a nearly perfect isosceles triangle with Sephas, and the other two cities—Ariz to the east and Rainoz to the west—sit directly across the valley from one another. Their most precious and protected city, Uvah, lies higher in the mountains above the valley, north and west of Sephas. It is here that the Harmony Gate resides.

The Remnants of the Renizant: Where the Renizant touched this part of the world, they left their mark forever. Not only were the cultures and peoples of T'nah shaped by the Renizant, three cities remain. These cities still display the old culture mixed with the newer inhabitants. Arrika is a primarily Noma settlement, a roofed-over town built on several levels in a small plain. Oase is built up on top of a craggy mountain and is split in two unequal pieces by a deep and treacherous gorge crossed by many bridges and spans to link the two halves of the city together. Jhevarra is ruled by the remnants of the Renizant, but has a mix of racial and cultural elements.



Ashik's Anvil: Ashik's Anvil is an expanse of wasteland and desert. This is where the sun god, Ashik, beats heaviest upon T'nah. Some say there are jungles and verdant life beyond the deserts, but no survivor has ever returned to verify these claims.

Sylvan Steads: Located in hidden and secluded valleys far from civilized settlements, the Sylvan steads are hidden along the eastern slopes of the Ch'ak mountains and the southern woodlands on the edge of the glacial wastes. The only people who might be welcomed into the Sylvan Steads that are not part of their culture might be the Qyen—but even they will not acknowledge if this is true.

Trees! Who would have thought it. There are trees to the east of us. For some reason, my guide will not let us pass near them. He is speaking of something or someone called the Sylvan. Do the trees have guardians? Another mystery.

—Culrain, Traveling Historian

Zev'Kolsu Keep: An old Ch'ak Hegemony keep that was abandoned in their retreats (which they call 'realignment'), the Qyen have restored it and use it as the seat of their power for this area of the world. They routinely patrol the eastern side of the mountains and the Ouri Corridor. It is not uncommon to encounter a Qyen defender anywhere, though they are more common on the eastern side of the Ch'ak mountains.

Other Locations: The Sylvan Steads, the location of the Myrlihk enclaves and many of the hidden cache communities of the Ch'ak Hegemony are left off the map as their location is not common knowledge to the residents of the region.

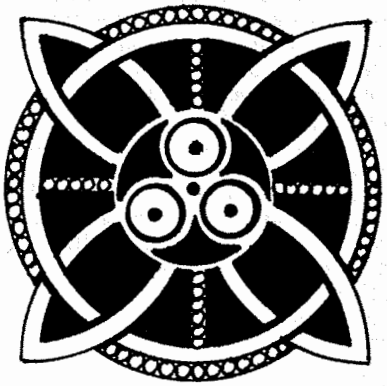
I have just left a settlement and much to my shame, I must admit that I have been in error. The Ch'ak is not the only culture left. I spent an interesting couple of days among a warm and intricate people calling themselves the Dusteen. I entertained them with some of our oldest songs and in return they taught me songs of their people. How different it all was. How beautiful, sad and almost reverent was their Lay of Morning, their Star Hymn and their Song of Passing. There is much more than war to be found amongst the blistering dunes. So much for us to teach them.

—Culrain, Traveling Historian

The Pits: Some of the most common forms of entertainment can provide adventurers with ample combat experience. Pit fighting is sponsored by nearly every city administration. Criminals may redeem themselves in the pits, and captured prisoners live out the remains of their lives as entertainment for the ravening crowds.

The Mines of Azwit'ahr: Even more deadly than the Pits are the mines in the Azwit'ahr mountains. These mines are the final destination for the most notorious of criminals. The Azwit'ahr mountain range is vented by volcanic gases, which produce various and abundant nutrients that are eaten and absorbed by a bioluminescent mold that grows within the ancient lava tubes. This mold and these mountains are the only source of Azwhit'ahr Mucus.

The Scorchlands: The Scorchlands are covered in a perpetual black cloud. Dark, dead soil fills the territory. Those who travel east beyond the Scorchlands and survive return with a mix of strange and conflicting tales. Some speak of blackened soil that erupts with animate vegetation, which tries to devour the traveler. Others talk about vast swamps where poisonous water kills as surely as the flora and fauna. Still others claim that the fabled 'Valley of Yai' or 'Moon Valley' exists there—a veritable paradise watched over by kind and benevolent people.



WEATHER

The weather of T'nah is as harsh as the environment. Gales and windstorms spring up easily. Thunderous, violent blustering winds filled with dust and debris, thunder, and lightning make the most intense thunderstorms and gales you (the player) know seem like light breezes.

Tornadic winds are common. The furies of a fragmented ecosystem lash out like an angry beast. Woe to the adventurer caught in the midst of such a storm when it is whipped to the full height of the fado.

It is night. Oh, what stars they have. Such blissful cool after a sweltering day. Still, I feel the memory of our clean, white halls weighing heavily upon me. But at the same time I can picture us living here. What teachers we could be, truly we could usher in an age of enlightenment among the savage and uneducated people of this land. Today, one member of the caravan I am following saw me use my stylus to put down my thoughts. He didn't understand what it was or what I was doing!

—Culrain, Traveling Historian

Fado: Fados are rare, but common enough that everyone fears them. It is a slow moving storm system; the tornado epicenter, which may reach five kilometers in diameter, whips winds beyond gale-force. These slashing winds easily uproot trees, rip apart houses, and can effortlessly carry a beast or man—even a phah'lok—into the vortex of the tornado.

As if this were not enough, fados also transfer vast amounts of energy through lightning strikes. The adage about lightning never striking twice does not apply to the fado. Multiple strikes at the same location seem even more common with these systems.

To cap off the nastiness of the fado, for reasons that can only be left to speculation, these storms seem to attract meteor strikes. Meteors streak into and around these storms as if drawn to them. The fado is nature gone mad.

I have found Hell. Around me freak winds and enormous lightning bolts scorch the sands. I am huddled in a small cave with only a guide for company, hearing the meteors striking with ever-increasing malevolence. I will attempt to put everything down with my stylus, as I fear I will not survive. A fado they call it. The end of all life. Nature's revenge. Nothing can exist here, no one can live. Our riding animals were torn apart in front of my eyes by the sheer fury of the fado. Their screams still echo in my ears, their terror so very great in the midst of hell unleashed. My companion is praying to his pagan gods. Strangely, I feel compelled to join in. This is most certainly the end.

—Culrain, Traveling Historian

GUILDS AND ORDERS

The organizations formed by people are most often the binding power in an area. Whether a guild, a military organization, a religious order or a group seeking esoteric understanding, these organizations are the driving forces behind the scenes. Guilds and orders control resources, knowledge, emotional ties, and bonds of loyalty, and weave a tangled web of connection throughout the fabric of every society.

The political landscape is rife with traps and pitfalls for the unwary, uneducated, or inexperienced. An order or guild may claim to be interested in a goal while pursuing different objectives behind the scenes. Secret orders, hidden agendas and obscured meanings are the norm.

The Trade Guild: The Trade Guild is an elitist group that does not let any but their own kind into the inner circles. However, they often employ other races and cultures in the lower echelon of their structure. Always on the prowl for otec (old technology), the Guild is frequently interested in the activities of adventurers and often buys up information and artifacts. Struggling against the Trade Guild for power are several hundred lords and kings throughout the land. They, too, are interested in the discoveries of adventurers. The political climate around and within the Trade Guild is rife with treachery. Ancient legends say that there are passages and gateways that lead back to the old Renizant lands. It is rumored that the Trade Guild is still in contact with the Renizant in a far off land. Rumored to be the last remnant of the old power of the Renizant, the Harmony Gate is an incredible treasure. In order to protect it, the Trade Guild has a standing army that rivals even the greatest lords of the surrounding lands, and alliances that secure their strength with nearly every known kingdom.

At the moment we are travelling through a lush valley, the first I have seen since arriving in this part of the world. According to my companions, we are soon to enter a paradise ruled by something described as the Merchant League. I have great faith in this meeting. Who better to provide the best the cultures have to offer than the powerful princes of economy? I am curious to see if they have pastimes here. Do they Run the Diamond? Do they have sports at all?

—Culrain, Traveling Historian

Mining Guild: Dominated and controlled almost exclusively by the Dyevan mining cartels—which, in turn, are tied closely to the Trade Guild—it is a common, and not wholly incorrect, assumption to lump them together with the Trade Guild. But they are a unique group and operate without direct involvement of the Trade Guild commerce culture. Most of the mountains in the region have been honeycombed and worked by Kon'ahr for millennia. Dyevan control of the Kon'ahr societies is loose, but evident. Few Kon'ahr undertowns exist that are not allied, or in some other fashion connected to, the Mining Guild. The controlling force of the Mining Guild is part and parcel of the Dyevan culture. While there are some members in the middle echelons of Kon'ahr and other cultures, the vast majority of the upper echelons are controlled by Dyevan merchant princes who are allied closely with the Trade Guild. Any mining—the organized digging of mineral wealth from the soil, including smelting—falls under the umbrella of the Mining Guild. Membership is easy at first, with nominal fees for membership and mining consultation. The more productive a mine is, however, the more involved they become, until eventually the entire operation is ruled by the Mining Guild.

If we are to settle here, the valley of the Merchant League is one of the most important places for us to move into. If we can convert them, many of the resources needed will be available. I suggest that travellers after me visit this place and try to learn as much as they can.

—Culrain, Traveling Historian

Grangers: In sharp contrast to the way the Mining Guild dominates mineral wealth and the Trade Guild controls commerce, Grangers are much less domineering. From the outside, they appear to be a loose-knit group of farmers with little or no agreement. In fact, most of the members will undercut one another. When there is a perceived threat, however, Grangers will band together, hoard the stores, and break their resolve only when the perceived threat has ended. Because they command a resource necessary for life, they command an undue level of control, which is coveted by the other guilds.

We passed through a small Kel settlement today, that had been touched by the edges of the fado. Scattered buildings, dying animals, and fresh graves were in plain sight. Still, the people accepted this stoically and were already rebuilding their lives. What spirit and determination they have! Such a contrast to the ennui of our own people.

—Culrain, Traveling Historian

The Guild of Five: Little more than a rumor whispered behind the backs of the Trade Guild is the Guild of Five. Supposedly a band of cutthroats and murderers, bandits and thieves, they are the 'bogeymen' of the Trade Guild's nightmares. Whether the Guild of Five exists or not, it still makes an impact on the world. Shopkeepers are not so anxious to turn in those who seem to represent the Guild of Five to the town guards and councils. It is simply cheaper to write off the expense of 'life insurance' on their books than put such a person to the test. Yes, crime, ever part of the human social condition, is alive and well, despite harsh sentencing and the ever-present threat of the Pit. Clever thieves, who skim a bit here and there, remaining free of greed and bragging, can live a long and healthy life.

The Hand of Five: Far more secret than even the Guild of Five is the Hand of Five. The whispers on the wind and the shadows are among the servants of the Five. The mere mention of their name is enough to frighten people. They are the group behind the scenes; the group that no one sees, but everyone knows is there. Legends claim that long ago, T'nah was a green paradise where no one ever had to worry for food or shelter. Everyone worked and everyone lived, life was good. Then the mighty anger of Ashik was visited from the heavens, punishing those who lived before, turning the world into what it is today. From the destruction of the world came the Five. The Hand of Five, creatures who seek power above all else—every vice, every infraction of law, every cruelty, every corruption comes from them. Only a fool would deal with them, but many do so for the promise of great power, in trade for which they extract a victim's very soul. The Hand of Five is a rumor of a rumor, a legend of a myth. Whether they exist or not, they are feared more than anything else.

Kheem Houses: Entertainment is the name of the game. The Kheem dominate all entertainment forms, from the lowly street performer or dancing girl to the most exclusive stage acting. While the Kheem Houses manage the venues with a loose grip, they do not tolerate others inching into their territory. If there is a Kheem House in a settlement, all entertainers are required to register and pay dues. The policing agency of this registration is completely unofficial. Other members and registrants keep track of those they see performing, and report back to the House. The House is pacifistic when it comes to enforcing its will. Using connections generated through their various activities, including indiscreet liaisons between public officials and overnight 'performers,' the Kheem let local municipals solve their problems for them. When the dues are paid, plus the fines for late payment, the performer is allowed to ply their trade again.

The show must go on!

The Daughters of Yai: Born in the distant past, when infant survival was even more pivotal to the survival of the peoples of T'nah, the Daughters of Yai exist to protect the children. During the times of the Maroc Wars, the first vestiges of the Daughters of Yai began to form. As men and women were pulled into the wars, few remained to ensure the safety of birthing mothers. Someone had to aid them in their most vulnerable time. Originally it was a martial order with an exclusively female membership that took their oath of protection literally, and would defend the mother and child from all threats. Their symbol of protection was a single droplet of blood to symbolize their commitment to sacrifice their own lives in the protection of new life. As the wars diminished and the world stabilized under the Renizant Empire, the order changed and took on a suitable name from within the pantheon of the Renizant culture. Taken under the wing of a priestess of Yai, the Sisterhood was transformed from a martial order into a medical order. The heavy doctrinal elements of the reverence of Yai were emphasized, which specifically reverenced life itself. The first training- and birthing-centers were formed under the gentle and loving care of the Yai priestesses. Over the years, with the collapse of the Renizant Empire, many religious trappings have fallen away. The Daughters of Yai still emphasize the importance of safeguarding children and expectant mothers. They still bear the mark of Yai and her bloody teardrop. They do not, however, still adhere to all the rituals and practices of the reverence of Yai.

Membership in the Sisterhood is restricted to females. Though some men have become midwives in various cultures, the Sisterhood does not recognize men in this role. They consider men inferior and unable to truly empathize with a woman in her travails. Though there is this difference of philosophy, they still treat these errant men as uncomfortable allies in the protection of 'yeni'—their term for 'new life.' When a woman joins the Daughters of Yai, upon completing her training, she is issued a headband and satchel, which bear the mark of the Sisterhood. Along with the badge of her office, she carries with her a responsibility to ensure the safety and protection of child and mother under her care.

The symbol of the midwife is that of Yai (the moon) with a drop of red blood from the gash at the bottom—symbolizing the renewal of life. A woman running through town wearing this symbol and yelling "Yeni!" will instantly find the streets cleared and her path open. The life of the tribe, clan, village, town, or city hinges upon her success at helping the mother birth the child. There are various punishments for failing to get out of the way of a midwife on her mission. It is not uncommon to witness public flogging for someone who failed to yield the right of way. It is universal that anyone who impersonates a midwife on her mission will be punished with the removal of the tongue.

Ch'ak Columns: Ever on the outskirts of the Trade Guild's umbrella of protection, the Ch'ak maintain a constant vigil. Truth be known, the Trade Guild fears them more than any other. The fury and fighting capability of a Ch'ak column are legendary. Ch'ak mercenaries are often hired as bodyguards and mercenaries by the Trade Guild, but still watched carefully. Ch'ak riders sometimes travel with the Yethites on their mercy missions—though seldom more than three riders. No one who desires to remain breathing messes with the Yethites, whether they have Ch'ak riders with them or not. Occasionally a Ch'ak column will ride near a Yethite caravan, but the Yethites do not care for this because few people approach when a Ch'ak column is close at hand.

The Synod of Water Bearers: Known to most as simply 'The Synod,' this group has a jaded past. At one time they openly walked amongst the citizenry of the Renizant Empire, their task a dirty, but ultimately honorable, necessity. It was their duty to determine which villages would live, and which would be reclaimed so that the others might survive. Some say the Synod died out centuries ago. Still others say it is alive and well, using it to explain disappearances. Some have even been caught masquerading as the Synod to strike fear into the hearts of those around them. Whether they still exist or are nothing but a faint memory, they are nonetheless a part of the cultural stories nearly everywhere. Bogeymen and darkfiends, bringers of death, few admit that they owe their very lives to the hard choices made millennia ago by the Synod of Water Bearers.

Maroc Orders: Though regarded much like a hungry lion, Maroc are nonetheless accepted. The Trade Guild often employ Maroc for their many and varied purposes. Local lords and kings tend to have a few on their payroll as insurance against the other lords and kings who also have them on their payroll. Maroc enjoy the fear and awe of the masses—though their employers seldom hold them in such reverence. Most Maroc have achieved their prominence through societies, schools, and orders. While these organizations provide a certain measure of training, they also have requirements for honor and loyalty—sometimes at the expense of the Maroc's freedom. Few of these orders are forthright enough to tell the initiates of their long term requirements or goals, especially where they may be in conflict with the young participant's cultural mindset.

Some of the most obvious orders and societies still maintain a high level of mystery as to their goals and motivations.



Mahri, founder of the original Daughters of Yai

Blackwings: The Blackwings are a cadre of Maroc that sell their services to the highest bidder; they are mercenaries. They have a strict code of honor and have never been known to fail on a contract. The group is both feared and admired for the power they wield and the influence they possess. It is a rare lord or member of a guild that doesn't owe the Blackwings a favor, one that the Blackwings are likely to collect. Nobody looks to join the Blackwings; they find you, and if they find you worthy then you are permitted into the group. Each member of the Blackwings has a maroc stone the color of midnight. This is one method of recognizing a Maroc as a Blackwing, for only they have been able to bond with such stones. The Blackwings are rumored to enjoy torturing their victims,



Ch'ak rider on patrol

though no one has ever provided evidence for this accusation. It is rumored that one desiring their assistance can summon them by hanging the severed wing of a blackbird, crow, or raven from their eaves. In truth, this act will tend to bring only lunatics, lone Maroc, or the town guard to strip down the offending image and toss the summoner into jail. The Blackwings would never answer such a call. The only way to summon the Blackwings is to be a Maroc—and one of significant power. Lords and Guild leaders would send their personal Maroc advisors on a search for the Blackwings. It takes weeks or months to discover them, and then the negotiations can begin. When the Blackwings agree to work for someone, they provide them a banner that carries their emblem. Only those who have hired them are allowed to carry this emblem. Any who carry it falsely have never lived beyond a week of this trespass—and in every case, it was clear that the death was at the hand of the Blackwings.

The Red College: Known throughout T'nah for their healers, the Red College is the place to be if you practice the medical arts. Most powers recognize their skill and often attempt to gain their favor because the only thing guaranteed on T'nah is that life is dangerous. Any wagon or caravan bearing the Red College's mark is accepted almost everywhere they travel. While they still charge for their services they will often only ask for what a person can reasonably pay or trade service for service. At the Red College complex the latest medical techniques are practiced thus allowing them to save countless people. They are true humanitarians.

Tuners: These are the untrained, the inexperienced, or the vagabonds. Tuners are able to tune into the power of Ido, but lack the social connections and the training to reach the upper echelons of society and the halls of power. This is not to say that they lack power personally, however—many Tuners are incredibly powerful individuals. They can wield and focus the forces and elements of Ido as formidably as their organized counterparts. Where a structured Maroc organization may train their participants in a similar fashion, the Tuner spins Ido with a unique or specialized methodology. No two Tuners will draw or form Ido in exactly the same manner—unless they have cooperated together or learned similarly. Tuners tend to be loners. More idealistic than their organized brethren, they are no less assertive or dedicated to a goal than organized Maroc. In many cases, they tend to carry a belligerent chip on their shoulder. This is exacerbated by the vitriolic attitude they receive from members of Maroc organizations.

Rusahni Sects: The Rusahni tend to garner more respect than fear from the populace. Their connection to living things and the life force in general has earned them the reputation of being healers, but this reputation is not always deserved. Rusahni receive political and trade commissions just as Maroc do—and usually for the same reasons. Rusahni organizations are usually less homogenized than those among the Maroc. More often they resemble religious organizations—particularly monkish orders—in their dedication, commitment, and individuality. Within the guidelines of the organization, there is wide variation in perspective and methodology.

Azili: Azili believe that neither the Rusahni nor the Maroc should intrude upon the affairs of mundanes. They are known as marvelous healers, though they will not do anything to attempt curing a non-contagious, terminal condition. This would be considered as interfering with the cycle of life. If a child is determined to be Qai sensitive, the Azili quickly step in and impress the parents to turn the child over to them for training. They do this to increase their membership, but also to prevent the child from joining any of the other Rusahni sects or becoming otherwise dangerous to the natural world. Some of the Azili claim the beginning of the order as far back as 500 years, though this claim cannot be documented. The most common rumor implies the Azili are a branch of the Qyen that broke off to form its own sect. The amethyst knives they carry, which are similar to those carried by the Qyen, support this rumor.

Qyen: The Qyen see themselves as the protectors of the common man. They have interpreted their imperative from Qai, "To live and protect life," to refer to civilization and sentient life. They patrol the wastes of T'nah as marshals of the peace, and it is common for smaller settlements and towns to invite a passing Qyen to act as judge and jury in trying cases. Qyen take these requests very seriously. The basis of their justice is simple: to promote sentient life. Qyen

missions, in the western lands, tend to be the castles, keeps, and outposts that were abandoned by the Ch'ak centuries before. These castles and keeps have been rebuilt and are maintained by the Qyen who occupy them. Their only badge of office, a crystalline knife, identifies Qyen. Many people know the Qyen by their nickname, 'The White Knives.'

Temiz: The Temiz believe that they have been appointed to be stewards of this living planet by Qai, the power of life itself. To this end, the Temiz keep a simple philosophy: "What must be done, must be done." They scour the world of T'nah, seeking out newly awakened Rusahni, and new venues of power. Their ambition is to one day attain enough power to stage a swift and bloodless revolution, thereby gaining control of all T'nah. Once in the seats of power, they will establish their ecological Utopia, and bring all life on T'nah into harmony.

Wilders: These are the Rusahni who have chosen not to follow the path of a particular sect. They are vehemently individualistic and chafe against the rules and structure of even the loose-knit Rusahni Sects. Wilders are completely untrained in their use of Qai or, at best, have been trained by someone who was probably completely untrained in the use of Qai. Some may be able to tap into and control some measure of power. Most are completely unable to do so, having only the most rudimentary understanding of their potential. Most Wilders are either located far away from any kind of organized society or they have gone unnoticed, preferring to avoid connection to the austere lifestyle of the sects. Because the Wilders have no access to tutelage or training, they are often more risky when it comes to taint. Wilders will almost always be more tainted. To another Rusahni, this taint will be very obvious. Every scar, every pock, every alteration from the norm in appearance will speak volumes to an expressing Rusahn as to how tainted the individual is. Without training, the Wilder will also be much less likely to know how to rid themselves of the taint they have collected.

Gimme That Ole Time Religion

Those who are learned and wise always have a welcome acceptance amongst the Trade Guild, the lords and kings, and even the commoners. Vhzines and Vangels are readily accepted within the various societies for their wise counsel. Vangels enjoy the most acceptance amongst the common people—who yearn for some sort of promise that the next life will be better than this one. It has to be better—it can't get much worse.

Most cultures follow their own, individual religious leanings. Few of these religions cross cultural boundaries. This is due to the tribalistic nature of the cultures, as well as the tightly woven cultural customs that are tied directly to the religion. Most cultural religions are similar to one another due to their common source in the old Renizant Empire. There are a few, however, whose influence splashes over and seeps through the dividing lines of cultures.

Yethite Emissaries: Spreading their message of peace and kindness, Yethite caravans often wend their way out of the mountains with a bounteous distribution of their crops and wares. Most often the Yethite simply distribute their bounty and recruit those who seek sanctuary from their harsh and vicious lives.

Any who would desire to join the Yethite return with them—no questions asked. Any who try to harm the Yethite must contend with the full fury of the Ch'ak. They make it their mission in life to destroy any that would harm the Yethite. In fact, most cultures now have social taboos against endangering a Yethite.

Yethite caravans do not travel into the cities, nor do they interact with the lords, kings or with the Trade Guild. Instead, they focus on the common people and alleviate their pain with a little extra food, some warm blankets for the chill nights, finely crafted clothing and remarkably durable and artistically decorated tools.

The caravans only accept donations of broken items that need repair. These same items will be refurbished and given away the next time the Yethite caravan travels. The Yethite receive nothing in return for their kindness, except hospitality, respect and a wide berth due to their proximity to a column of Ch'ak cavalry.

Keepers: Knowledge is power. Understanding gives authority to command. Wisdom, however, is that intangible something that tempers the knowledge, shapes the understanding, and provides guidance in careful direction. The Shnahn were sent into the rest of the world at the end of the Renizant civilization in order to bring this temperance to the world.

They failed.

Wisdom diminished, understanding faded, and knowledge fled away like morning dews in a dry T'nahran dawn. In its wake, the Shnahn struggled to maintain their identity, their purpose. As their Renizant forebears had reclaimed resources, the Shnahn turned to reclaim their greatest resource—knowledge.

The purpose of the Keepers is simple: gather knowledge, disseminate understanding and train wisdom. The day-to-day operations dictate collecting books of any and all kinds. These books are copied in painstaking detail and passed on to a student or traded to another Keeper. In addition to collecting information, the Keepers also create it through extensive recordkeeping and journals. The most prized possessions for a Keeper are his journal and his library. He will guard these with his life and will actively copy all that he has—or take on an apprentice to do the copying—so that his accumulated knowledge can be passed on to others. Although the Keepers began with the Shnahn culture, they are by no means limited to it. Their membership includes representatives of any culture.

Municipal Administration

Most municipal administration is handled by the military, or more appropriately, the para-military, arm of a local lord. Some noblemen with power, vision, or simply the raw power to dominate, hold sway over an area and administrate with their own brand of justice.

Tax collection, town militia, and policing agencies are not only under the same umbrella of leadership, but can often be the same people. Fire protection, medical care, education, and any sort of physical development for a town or settlement are dependent upon the community itself. Few lords or regional powers will sully themselves with such mundane duties.

Government

The government structure most common to the face of T'nah is the feudal state. A local lord gains power and demands the locals to pay him for the right to farm his land. He attracts more people to the area, extends his grip, and

eventually, after a few generations, his grandsons are perceived as the owners and rulers of all that exists within their domain.

These lords hold rule and power over everyone within their territory. Some are diabolical, others are benevolent, some merely want to be more profitable to achieve their goals of leisure and comfort. The style of government is as unique as the lord.

The Rule of Law

Although the lord holds sway over everything and everyone within their territory, most of the lords use the guidelines found in the holy books of their culture. Since so many of the cultures on T'nah were influenced by the Renizant empire and their worship of Ashik, most of these holy books are based, in whole or in part, upon the teachings of Ashik.

There are often conflicts that exist between lords as each struggles to control resources. Sometimes a despotic lord is dethroned by others in the vicinity—usually through a concerted effort of several allies. This is often excused by religious reasons—"He was oppressing his people, in conflict with the will of Ashik"—when, in point of fact, the other lords simply wanted an annoying pest removed, or desired the resources he controlled.

The Rule of Law is complex and variable, depending on who is in control of the territory. In some places it is a crime for a woman to uncover her face. In other places it is a crime not to be married if you are able to produce children. In some places sexual relations are forbidden with anyone to whom a lifetime commitment is not given, in others they may desire to increase the genetic stock of their community and visitors are expected to pay a special 'tax.'

As you travel about, be careful of the local rule of law. It may be vastly different than your character's cultural norm.

In very general terms, these are the laws enforced:

1) Respect, honor, and worship God—Disrespect can cause the loss of a hand, the gouging out of an eye, the removal of tongue or testicles, etc.

2) Murder—Killing of an innocent is typically punishable by death, or a sentence to the Pits.

3) Stealing—Stealing, including the theft of a maiden's innocence (or adultery), is typically punished by sacrificing much more than was stolen. Sometimes this means being sold into slavery. (A maiden is usually defined as an unattached woman who is yet under her father's rule.)

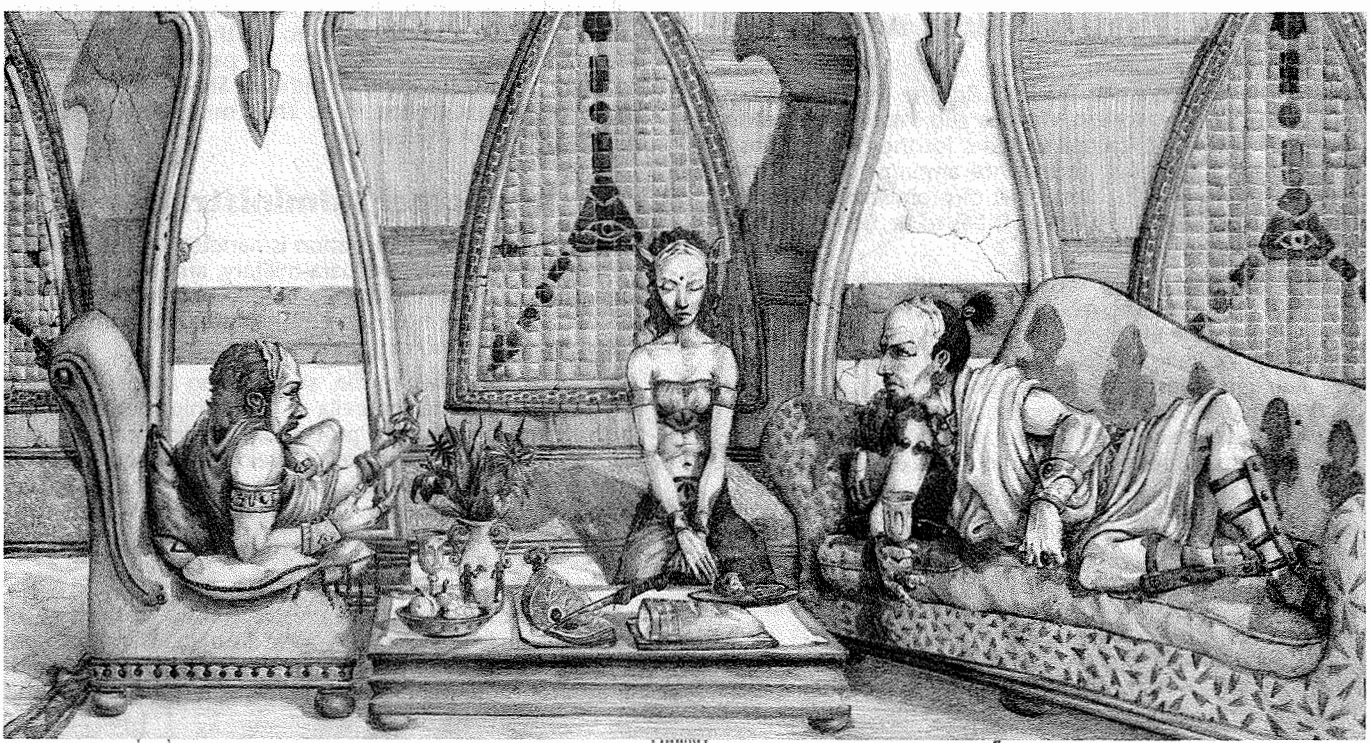
4) Lying—Especially in an official or contractual dealing, lying is punishable by removal of the hand, tongue, or even selling into slavery.

5) The head of the household has absolute authority over the household; activities that would usurp that authority (seducing daughters, fostering disrespect, kidnapping children, etc.) are punished with loss of a body part, the Pits, or death.

Punishments are often severe. Thievery will cause the loss of a hand and/or being sold into slavery. Murder, rape, theft of water, or other serious crime will be punished with death or a life sentence in the Pits. (Fortunately, life in the Pits seldom lasts more than a few years.) Lying, though looked down upon by society, is probably the least punished; it must be proven for even the most mild of punishments. This is why many people have learned to deceive rather than to overtly lie. Deception is misleading someone into believing something without actually telling an untruth.

Jurisdictions for law enforcement are typically an arbitrary border established by the lord of the area. Sometimes it is defined as "All the land visible from this point," or is mapped out and identified with signs and warnings.

The wisest course of action is to enter an area and immediately seek those in power to learn what are the requirements for that municipality.





The Prosecution Rests

Economy

The most common form of exchange is barter. Some cities have instituted their own currencies, and some of them still use the old currencies of the Renizant Empire—where those orbs still exist. Livestock are the most expensive possession, because they are a renewable resource. Young or trained livestock are among the most valuable of commodities.

Precious metals always retain value, though a pound of gold is worthless to someone dying of thirst and hunger. Gems and jewels are also a significant source of value, though often only to the upper echelons of society. They are typically used to decorate items that already have worth.

Items are listed in the value of the Renizant currency, though this is rarely maintained. Negotiation, barter, and haggling are a way of life. Only the very rich, or bad hagglers, pay full price.

A souq is vibrant place. Already, I have been forced to hide my stylus as three different vendors have tried to haggle me out of it. On the up side, I have purchased an old harp and have earned my first cup of water here performing the Dusteen songs I learned.

—Culrain, Traveling Historian

Souqs and Vahnas

The center of life for most of the cultures on T'nah is the souq. It is an old word from surrawl that means 'market-place.' But it is much, much more than simply a place to shop. Set up haphazardly in a central location, souqs are meandering, sprawling districts where vendors of nearly every kind of product set up shops to sell their wares. There is no rhyme or reason to the placement of shops, stalls and corrals. Some are temporary shelters from the sun, built from a few poles and a draped tarpaulin. Others are permanent constructions of brick and mortar. It all depends on the wealth of the shopkeeper—or the image of wealth he wishes to portray.

Ah my friend. Welcome to my humble and most fantastic little shop of meager wonders and unearthly delights. Everything you see before you is personally tested by me. I strive to sell only the best wares in the entire world. Only supreme quality, and if I lie may I cut off a finger in shame.

Yes, yes, my noble sir, I have indeed only nine fingers. But, a waterbottle I sold when I was but very young leaked, and my honor would not be satisfied with anything less than the loss of my finger. Indeed my prince, my honor is the very corner-stone of my little and humble shop. Now, how may a person as lowly as I help such an esteemed and well-travelled man of the world?

A lantern? Aye, I have the very thing for you, fine sir. Here, exquisite Denizen craftsmanship. Nothing like it these days. This particular lantern will never run out of fuel nor will its rich light ever falter. May I cut off a finger if that is ever the case. Yes it is indeed a technological wonder. I would not sell it otherwise, only the best for the best of customers, wouldn't you say? Go on and try it. Press that big button there and, ah you've got it I see. You are most intelligent, sir.

The price, you ask? Well, a rare thing such as this lantern is not for the cheap. A hundred quid sir? Twenty, oh you are ripping my heart out and trampling it in the desert sands like a wild weatherskin. Please sir, do not insult me. I could not consider anything less than eighty, or perhaps a barrel of water kind and noble sir? Thirty or a flask of water? You are a hard man, sir. Stealing the livelihood from a poor, unfortunate soul like me. My mother is old and my wife pregnant again. I beg of you sir. Do not insult an honest trader such as me. Seventy quid and mind you, I will cut off my finger if the quality is anything less than spectacular.

Forty? And I am a ragtag son of a what? You are most cruel. Most vicious. Denizen craftsmanship does not grow on bushes after all. Fifty quid and that is killing myself. Ah, you are most noble kind sir. Fifty it is. May your new and amazing lantern shine on a wondrous future for you and your kin.

—Recording of Salim Nine Fingers

Shopkeepers in the souqs accept a variety of currencies, though the most common form of exchange is barter. It is considered an art form to haggle for the price of an item. Most shopkeepers enjoy the discussions, the tactics, and the ins and outs of haggling. Some will be offended if you do not attempt to haggle over the price of their wares.

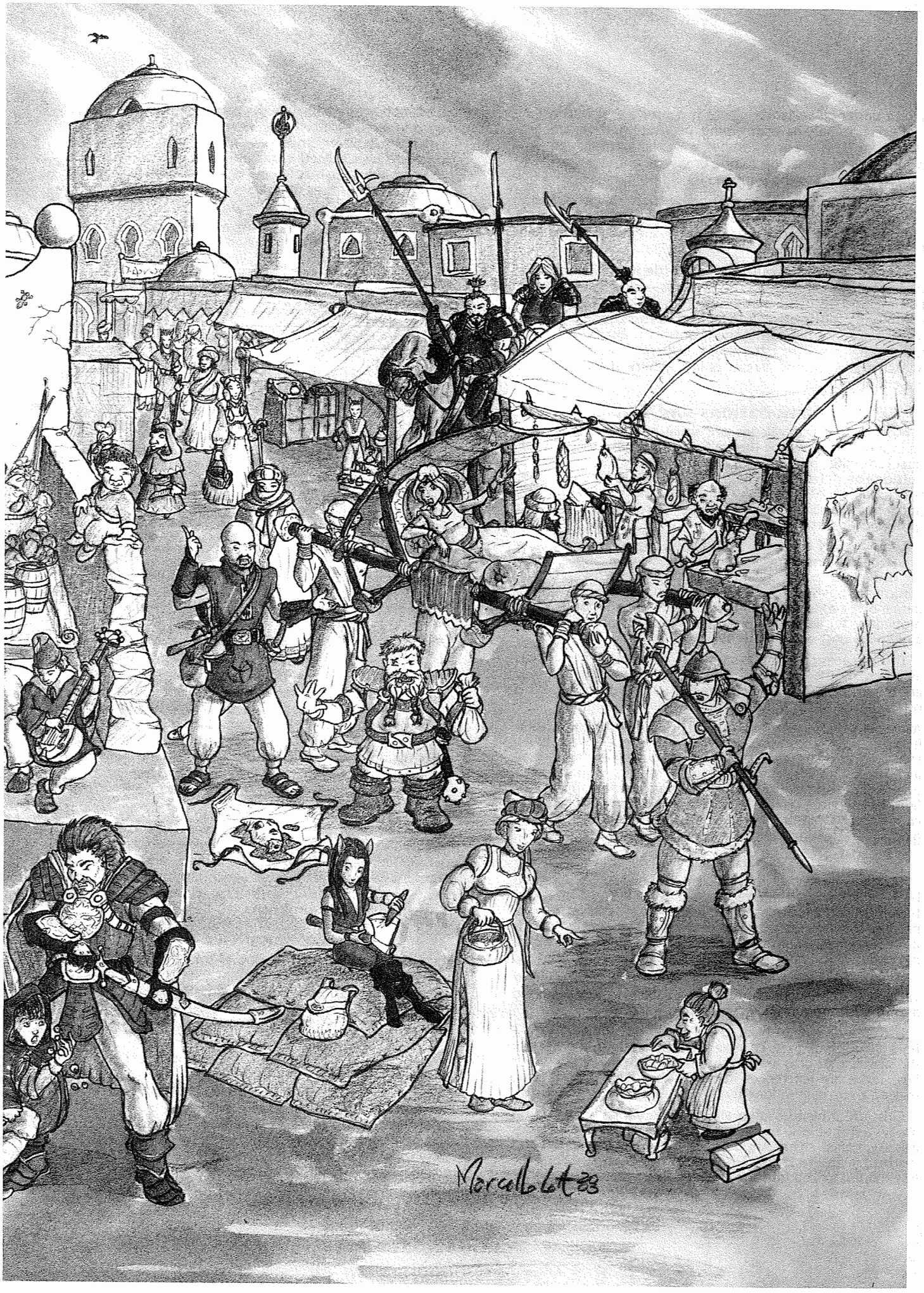
Souqs are more than shopping centers. They are social centers for commerce, banking, and entertainment. Within every souq is at least one vahna ('oasis'). It is usually several shopkeepers who provide food and/or beverages to the shoppers. There are always shaded alcoves, cushioned seating, sometimes even tables and chairs. There are usually porters working for tips who will run between the various food and drink shops to make purchases for those who wish to rest. Larger souqs may have many vahnas within them.

Everything has a price in the Souq. —Salim Nine-Fingers

Vahnas are nearly always rambling locations. They wrap around turns in the streets, push into tiny alleys, sprawl around a well or other water trough. They are filled with alcoves and quiet corners. It is the perfect place for meeting someone, sharing a drink, or gathering together for a night on the town.

For anyone who wants to plot and plan, the vahnas are a near perfect place. It is impossible to keep every part of the




Marcel Lot '23

vahna under surveillance. There is a hustle and bustle that prevents easy eavesdropping. In addition, there are alcoves, and private areas draped with blankets that can be secured by a small tip to one or several of the porters who ferry drinks to the patrons.

Many a clandestine plot was born in these shadows. Many shadowy dealings take place every day, all within meters of shopping families, playing children, the commerce and banking of the community.

Vahnas also exist outside the settlements, along the trade routes. A spring, a well, an oasis—surrounding these natural and sentient-made watering holes springs up a community all its own. A local lord, a merchant prince or a small community sometimes controls them. More often than not, however, they are self governed or even anarchic settlements. Water is life. Where there is water, life congregates.

Accommodations and Services

Most towns and villages are small enough that an inn cannot be supported by the traffic. In places like this, it is not uncommon for travelers to pitch a tent in the town square or outside the gates. There is typically a well or other trough, which has water for animals and riders alike. It may not be pure, but it will quench the thirst, even if it does leave a gritty mud aftertaste.

Those towns that can support an inn, or other walled accommodations, usually provide them as an upper room, or the rooftop, of the building. Sleeping is typically communal unless it is an extremely high class location or the demand for rooms is very low. The most common accommodations for animals in a place like this are little more than a hitching post outside the building.

Those places that do have a full-blown inn are frequented as much by the local lords and wealthy merchants as they are by travelers. The atmosphere in such an establishment is often charged with political intrigue and scheming.

Available services in a town or village depend largely upon its size. Larger communities have many services available—including personal entertainment in your room for a small fee. Smaller towns, however, expect visitors to meet their own local customs. Most local customs do not approve of 'in-room service', which forces those in search of nighttime company out into the streets where the criminal element will gladly provide whatever their heart desires, for a price.

Currency

The old currency of the Renizant is the quid, represented by a spherical 'coin' referred to as an orb. It is still used and traded in a few places. The Trade Guild prefers its use because it makes taxation easier to calculate. However, with no more mints, no empire to back its value, and only vague memories of its importance, fewer and fewer people utilize it.

Due to the intrinsic value of the quid—made of a blend of valuable and precious metals—the baubles are still swapped and traded, though pricing is seldom uniform.

Each denomination of quid is a round ball of metal with a hole drilled through it. The size varies based upon the value of the orb. Larger orbs are worth more; smaller orbs are worth less. There are differences in the patterns and designs, too, making them easy to identify by size, weight, feel, and look.

Orbs are a blend of two alloys in every case. One alloy is always a light bluish metal, about the same color as a cloudless sky, called zhani. Another colored metal is blended and marbled with the zhani. The smaller the denomination, the less zhani is mixed into the blend.

Common orbs are literally the most common forms ever encountered. Scarce orbs were extremely rare even when the Renizant Empire was at its height. Whether the rare orbs ever existed is primarily speculation. However, their amounts are mentioned in various old texts and the Trade Guild still uses the names as a reference.

The basic unit of value is called a flask. An average day of work typically earns a commoner about five flasks. In the old days, this was enough money to purchase water, food and a place to sleep for a single day. What it purchases today depends entirely on the local economy.

Old Renizant Empire Orb Currency

	Amount	Quid	Equivalent	Color
Common	Drop	1/100	1/10 Thimble	Red
	Thimble	1/10	10 Drop	Yellow
	Flask	1	100 Drop	Green
	Jug	5	1/2 Keg	Blue
Scarce	Keg	10	2 Jug	Bronze
	Cask	25	5 Jug	Silver
	Drum	100	10 Keg	Gold
Rare	Barrel	1000	10 Drum	Black
	Vat	10,000	10 Barrel	White
	Well	100,000	10 Vat	Clear

A Note on Currency...

The Trade Guild has been trying for years to institute a regular currency to ease their tax accounting. Because they lack a centralized governmental structure, it has been nearly impossible. Instead, most people still use the old Renizant calculations and values. But more and more places are beginning to fall away from this system and institute their own forms of currency. Coins, chits, blanks, and marks are beginning to show up in every little town and hamlet. Most use the basic division of 10, but some resort to their own strange accounting.

As your character travels about the world, it is certain you will encounter a hundred different currencies in fifty different places. Regardless of the types of currency and exchanges you find, however, there will be one common exchange rate for all: barter. The most ancient of currencies—'this for that'—is alive and well on T'nah.

Commodities

The world always has some kind of tradable valuables and assets. These are the more important sellable items that are necessary for life to continue. In some instance, they are luxury items, but mostly they are the core products, services, and consumables necessary for the continuation of the society.

Water

Pure water is incredibly scarce. Drinkable water is the next rarest. Most beverages are served with some tea or another herb to hide the taste of the impurities that are permeating the water. Only if you specify 'pure water' could you expect to receive something with nearly no impurities—and if any is available, you'd better have real orbs to pay for it.

Water is the all-consuming thought on this world. It is always hot. Always dry. Clean water is a commodity and a medium of currency. Indeed, the sharing of any kind of beverage with someone, regardless of their culture, seems to endebt them to you as though you had shared a blood oath.

—Culrain, Traveling Historian

Recycling the Dead

In the harsh climates that permeate the world of T'nah, reality and the needs of life have dictated practices that may be considered distasteful. However, they are the facts of life in the barren wastelands and deserts. The humanoid body is made up predominantly of liquid. The dead have no use for this liquid; the living do.

Most wasteland cultures have developed some means to recycle the fluids of humanoids and beasts. These cultures, by and large, still consider the direct consumption of bodily fluids and flesh of humanoids to be taboo and distasteful. There are a few exceptions, which are culturally or religiously based. Properly refined and reclaimed, however, these fluids are considered no more taboo or distasteful than drinking from an open stream or a culvert.

Because the entire body is often recycled and reused for the good of the community, most societies find a method of remembrance other than interment. Often these ceremonies revolve around memories and feasts, which feature the artifacts created from the departed. Cultural values are reemphasized in these events, as the community draws together for the common emotional good as well as societal survival.

Kahf

As a social convention, the consumption of the dark, pungent liquid known as kahf is nearly universal. There are many different types of kahf and each serves a specific purpose. Most cultures recognize the importance of sharing fluids, represented by the kahf.

Salt

Few people really understand the importance of salt in retaining water in hot and dry climates. It is a vital substance required by the body to sustain the processes of life. Many peasants will work backbreaking labor in order to earn enough salt, drink, and food to survive for the next day. In hot and dry climates, the body flushes itself of salts and water in an effort to stay cool. These must be replenished regularly for survival and continued good health. Lack of salt in the body results in various symptoms, including fatigue, headaches, shortness of breath, and blackouts. These symptoms become more severe as the levels of salt continue to decline. Eventually, heart attacks, aneurysms, and other serious health problems will lead to the reclaimer. Deals are universally sealed with salt. If someone does not offer salt at the end of the deal making process, the deal is not concluded or they do not expect to uphold their end of the bargain.

Animals

Most animals in T'nah are valued for their ability to survive in the wasteland. Some are meat animals, others are riding animals, and some simply keep the balance in check.

The kamel is a stubborn, obstinate, cud chewing beast with a propensity for biting and spitting. It is a dromedary, with thick wool, a hump on its back for storing fluids and nutrients, and wide-splayed feet for better traction on shifting sand. The sole redeeming value of the kamel is its remarkable ability to survive without food or water for up to three weeks after it has engorged itself. With this ability it has earned the reputation as the 'ship of the wasteland.' Kamels are also edible, and their urine can be used to slake the thirst. Some cultures and religions consider kamel urine as a necessary component in the diet.

Bruckbirds are common fowl, prized for their meat, eggs, and feathers.

Katahli are prong-horned beasts that resemble deer or antelope. They are fast and skittish creatures. When cornered, however, they will only back down from the most dire of situations. They are excellent as meat animals and their leather is highly prized for its softness.

Koyun are the most common herd animal found on T'nah. Their thick, heavy wool is used for many purposes, primarily to line the clothing and provide warmth during the cold wasteland nights. This wool has varying degrees of softness and value increases in direct proportion to the softness of the wool. Most koyun have some form of horns.

Keshi are the next most common herd animal. Not only are they used for meat, but for their milk and hides. The wool from keshi is not highly prized and used only by the lowest echelon of peasantry and slaves. However, one exception is the teke, the male keshi, which grows an exceedingly fine and soft beard beneath its jowls. This beard is highly prized for its softness and to make fabrics, threads, yarns, etc. It takes years for a teke to grow a beard of any length, and many teke beards are needed to produce a single garment. The price for these garments is not listed anywhere. If you have to ask how expensive the garment is, you cannot afford it.

Zevik are bovine animals with dromedary qualities. Much like the kamel, it can store fluids and nutrients in a hump between its shoulder blades; however it lacks the endurance of the kamel and, subsequently, its value. All zevik, regardless of gender, have a large, menacing set of horns, which tend to curve out and forward from the sides of the skull. These horns are used in mating rituals, defense, and attack. The meat and milk are widely used, though not as extensively as that of the keshi or koyun. Zevik are prized for their horns and leather when slaughtered, but the most common use of the zevik is pulling a plow or a cart, as they are quite docile when domesticated.



Slavery

In many places, slavery is a way of life. In other places, it is the rudest form of oppression that could exist. The cultural mindset is the sole determining factor in these attitudes. Some cultures will only use 'indentured servitude,' which is a form of contractual employment that carries with it certain rights for the servant. Other cultures will practice cross-generation slavery based upon various social conventions, which typically strip the slave of their human rights. Those cultures that utilize slaves tend to become dependent upon them. This dependency will eventually drive their economies. Even a small change in the dynamic of their slaving industry can have serious repercussions on the entire culture.

Perfume

As may be expected in a world where water is limited, heat is oppressive, and living with livestock is a way of life, perfume is a highly prized commodity. Most perfume is created from the pungent musk glands of animals. This musk is diluted and pleasing scents added. Many perfumes combine and use the same spices as those used for foods. Often, the spice and perfume trades mingle in transport and sources. A spike in the price for spices will affect both industries.

Spices

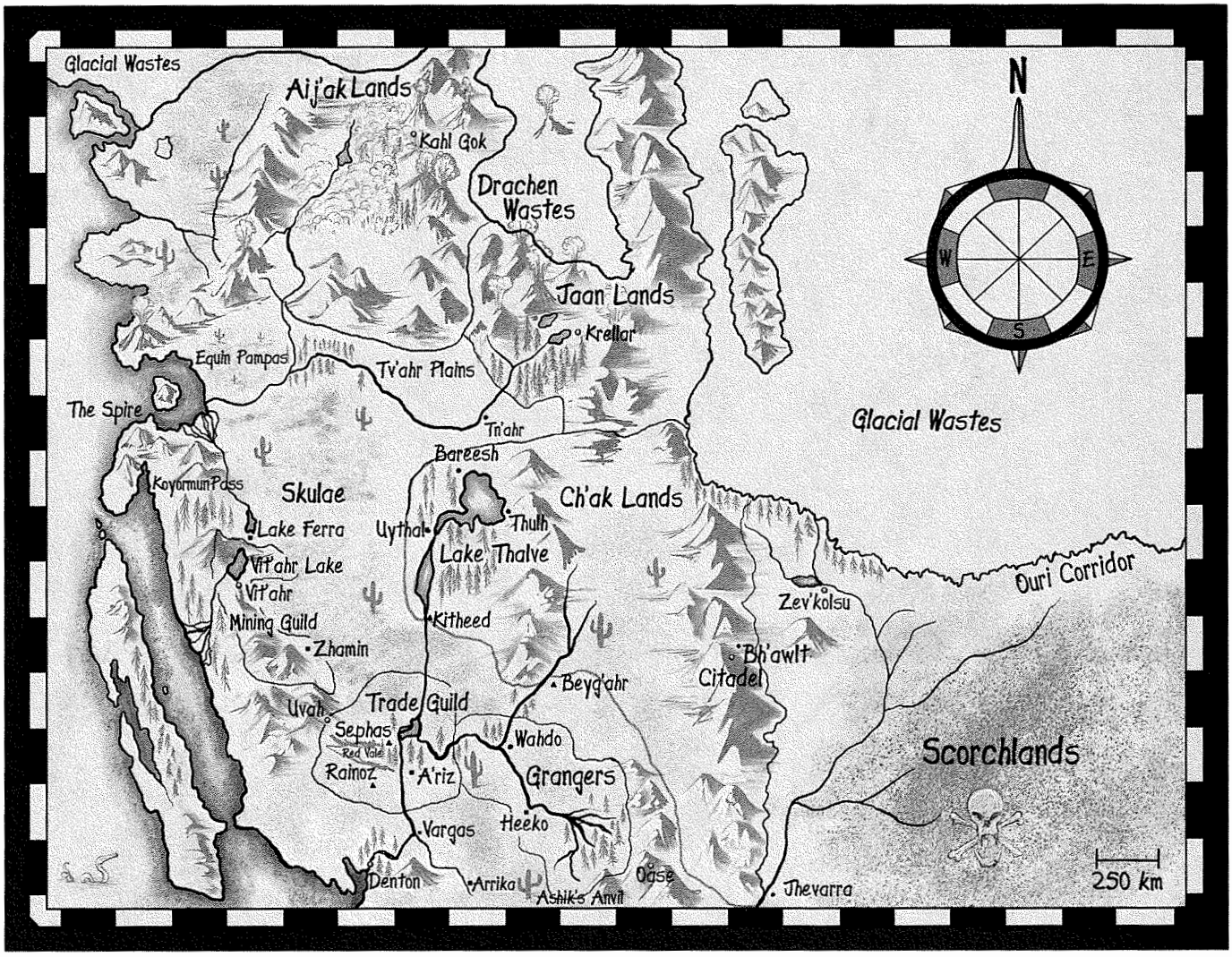
Spices are more than simply an enhancement to the flavor of foods—they are often the very herbs and preventative medicines that keep people healthy. Those who can afford more than one meal a day will add spices to that meal before they would add an additional meal. Spices are used in nearly every aspect of life, from cooking to religious practices, from perfumes to medicinal ointments. Because they are such an integral part of the societies and cultures, a small change in their prices can affect nearly every other commodity. Only the most severe economic crisis can affect overall spice production. While many spices originate in plants, thus controlled by Grangers, there are a significant number that are mineral based and controlled by the Mining Guild.

We all die.
Rich or poor, we all die.
If the rich could pay the poor to die for them...

...then we'd all make a decent living!

—Street proverb





...O ye dry bones, hear the word of the LORD. ...
Behold, I will cause breath to enter into you, and ye shall live....
— Yethite Promise

Does your character have any restrictions? Taboos? What will you simply refuse to do for love or money? These can be cultural accouterments, familial mores, or just personal choices.

What is your character's moral code? Will you kill? Kill an innocent? Steal? Will you violate marital restrictions? Belch in public? The moral choices you make for your character will define the central core of their personality. Character is what you do when no one is looking.

Does your character have any goals? Even if you want to do nothing more than sit on a padded couch fanned by nubile Talik, everyone has a goal.

What is your character's personality? How do you perceive the world? How do you react to adversity? How do others perceive your character? Does a spilled drink lead to a fight, or another round with joyous laughter? Do you have a sense of humor? The personality of your character cannot be quantified with numbers and statistics on a piece of paper. It is a fluid, changing, evolving aspect that grows and develops with the character—by you, the player. Sometimes in ways you'd never imagined!

What (or whom) does your character hate? Love? Do you have a secret love? A secret enemy? Are you a patriot? Do you get nauseated at the scent of phah'lok jerky? Do you love swords, but despise knives? Is there someone who despises you? Why? The reasons for these can be perfectly logical and obvious, such as a child who loves their caregiver. They can also be obtuse, dark, and incomprehensible.

What special quirks or Qualities does your character possess? Maybe touching your nose with your tongue could be a valuable skill. Are you able to plan well? Can you think on the fly? Do you cry over spilled milk? Can you implement a plan and see it through to completion—or do you grow bored easily and move on to the next task?

What is your character's name—does it have special meaning? Is your name a legacy, or simply a handle? Names can have many meanings, both to you and to others. Is it something that describes you? Is it something you feel you need to live up to? Is it an honor that needs to be protected, defended and avenged? What's in a name? A rose, by any other name, would smell as sweet—or would it? Ask Pee Wee Herman. Ask Rip Torn. Ask John Crapper.

What's in a name? Everything.

Write a wise saying and your name will live forever.

— Anonymous

Why has your character sought adventure? If you can't answer this, you're playing the wrong game. There is no treasure buried in the deep, mazelike caverns. Those caverns populated with hordes of nasties just waiting for the next dungeon-delver do not exist on T'nah. So, why have you sought adventure?

Now that you have considered these questions, you are ready to begin character creation for Promised Sands. Follow the steps below to create your character. Don't forget your answers to the questions above.

Talent develops in quiet places,
character in the full current of life.

— Johann Wolfgang von Goethe

CHARACTER CREATION SUMMARY —STEP BY STEP

Follow the steps listed below to create your character. You may need to refer to other sections of the book during this process.

Step 1: Choose your character's Racial heritage. This step provides the first die value for each of your Attributes. It will also provide you with some basic Qualities. Make a note of the die values associated with each Attribute and the Qualities, Quality points, Assets, and Detriments listed.

Step 2: Choose your character's Cultural heritage. This step provides the second die value for each of your Attributes. Notate this die value beside that which was given for your Racial heritage. Additional Qualities may be given; however, the bulk of your Cultural heritage will be providing your character with their beginning skills. This is where you also determine your character's initial SEC, which will dictate what fields and occupations are available to you.

Step 3: Choose your character's Qualities, Assets, and Detriments. Because the Qualities, Assets, and Detriments may have some bearing on your choices for occupation, make your choices based upon your character concept. You are not required to spend all your quality dice or points at this time; however, they must be spent before Step 6 or they are lost.

Step 4: Choose your character's Apprenticeship. The first apprenticeship will provide the last die for each Attribute. At this point, all the dice that you can use for Attributes is complete. Notate the value with the other die values from Racial and Cultural heritage. They will be used in Step 5. Your apprenticeship is the basis upon which you will develop your entire life. It is possible to become an apprentice later in life, pursuing another occupation, but you will never have the same degree of training and accomplishment as your first apprenticeship, nor will you receive any Attribute dice for any additional apprenticeships. The time spent as an apprentice varies and may be extended if you fail to promote, or change occupations.

Step 5: Determine your character's Attributes and Skills. Once all the life choices have been made, you may roll the dice for each Attribute, totaling their numbers and notating these as the 'current value' on your character sheet. Also add up the totals of the maximum value for the dice, and notate these as your character's Attribute maximums. You may be able to increase your Attributes—but you will never be able to increase them beyond the maximums.

Step 6: Equip your character. You begin the game with the accouterments of your occupation. Depending on the culture and occupation, this package of equipment and money will be different. You may spend this money as you see fit on other items. Any money remaining after you have purchased equipment and before actual game play begins is lost, unless you are from the Merchant or Noble field. Personal wealth is based upon what you own, not how loudly your purse jingles.

Step 7: Begin play! Welcome to the world of T'nah. You may now begin to play the role of your character.

RACIAL HERITAGE

The genetic heritage of your character's background is defined by your racial choice. This will provide you the initial die value for determining the character's Attributes. It may also provide you with some Qualities and/or special abilities.

It is through Racial heritage that your character inherits their basic biology and physiology. Some races may have a different method of thinking, a completely different process, which will be reflected through their Racial heritage. Most often, however, different mindsets will be reflected in the next section, Cultural heritage. The racial effect on a character determines their basic genetic background. This primarily affects their Attributes and Qualities—Skills are not conferred until the child develops through their culture. This represents only that which is conveyed to the character from conception to infancy.

Qualities are also provided through Racial heritage. They most often involve physical or physiological differentiation. These Qualities are typically fixed and finite values with little variation.

RACE DESCRIPTIONS

The world is a very different place than the old records revealed. It is inhabited by a plethora of different genotypes. Cataloguing each of these will require many years of study and is beyond my abilities. Those that I have listed are the most common types in this area of the world, though certain legends have indicated that other types may exist elsewhere. It appears that most of the racial types are variations on a theme, though some are obviously not from the same genetic tree.

There are two races that have been described to me that seem naught more than a legend. They are an enigma. They are both radically different from the rest of the races and from one another. For quite some time, I thought them only legends, but recently, I was fortunate enough to encounter some members of these races. One of them is called the Equin. They are, essentially, bipedal horses. The one that I saw was dead, but it was clearly a strong and capable individual. Its body was huge, powerful and muscled. The specimen that I saw was covered in wounds from bladed weapons and, apparently, claws. Which brings me to the other race.

The other race is called the Myrlihk. There were three of them found with the body. Two of them were near death and subsequently died. The third one recovered and is beginning to learn the local language. I have high hopes of interrogating this one to learn who and what it is.

Physically, the three were strikingly different. One was much larger and striped with loud and colorful gashes of color. This one was nearly dead when it arrived. The other one that died shortly after the first was tan, with roundish black spots all over its body. Both of the dead Myrlihk were obviously female. Their figures are human enough to clearly indicate the female from the male. Were it not for the fur, in fact, one might find them quite appealing. The third—and surviving—Myrlihk is black all over. Smaller than the other two, more wiry and also a slighter frame, it appears this one was responsible for making the kill.

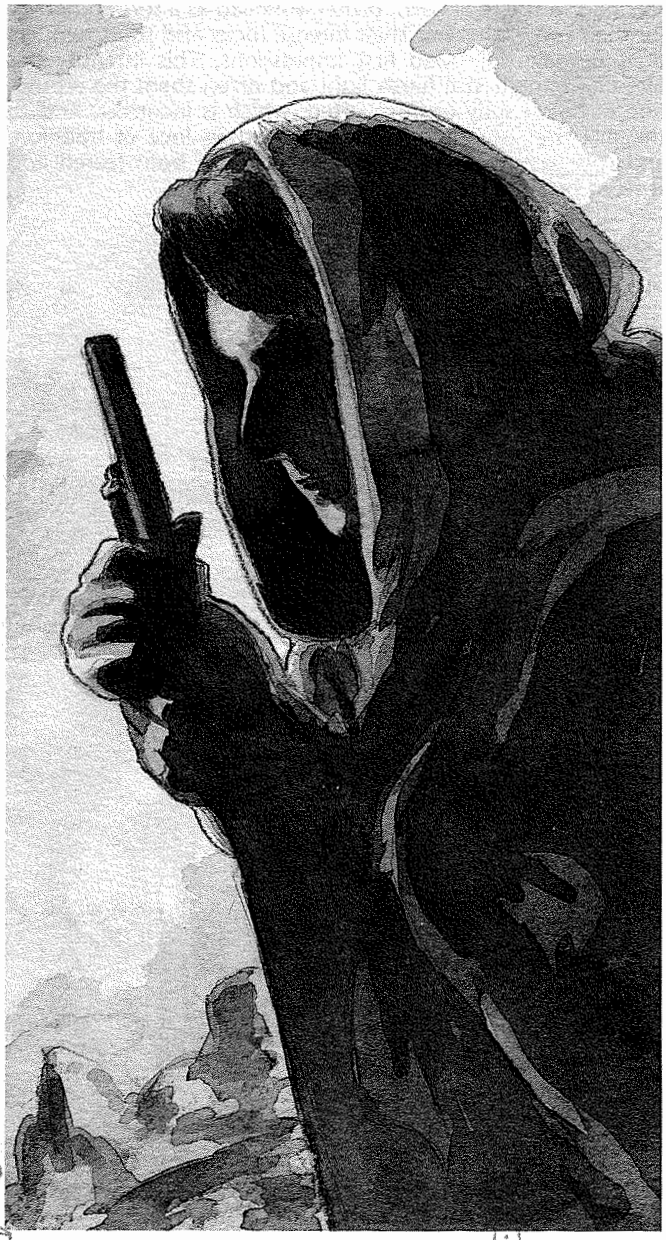
—Culrain, Traveling Historian

Most of the humanoid races hearken back to their original human stock. Some have developed alterations in their appearance, and in many cases their genetic code has been significantly altered—but they are still members of the species homo sapiens.

Some of the races presented are not—nor have they ever been—members of the human race. Though they have the basic form and shape of humanity, they do not share the genetic code. These races have a much more exotic background that can only be guessed.

Many of the races are able to interbreed with one another. This has resulted in a few unique Halfbreeds. These Halfbreeds are often sterile—though they can sometimes breed with their progenitor races to produce a pure-strain child. Occasionally, they will produce a continuation of the Halfbreed line, but most often this is not the case.

It should be noted that it is uncommon for races to cross-breed. These are rare and unusual individuals who have no true 'people' and are often ostracized by the societies in which they are born. Players should carefully consider the ramifications of choosing their race when creating a character.



Andw'ahr

Andw'ahr are short of stature—standing, on average, a mere 1.2 meters in height. Though they are short and stout, they are solid, strong and sturdy of build. They measure nearly to three-quarters of a meter across the shoulders. They are known to be fiercely loyal to clan and are formidable warriors. Most are pale-complected and dark haired with bulbous features. Small tusks project from the mouth. Sometimes they resemble extended canines—upper, lower or both. They are thicker than typical canine teeth. Hair growth is thick everywhere on the body, with the males displaying trademark beards. Depending on cultural bias, sometimes the females, too, are bearded—though they typically shave their faces smooth on a regular basis.

Andw'ahr are known for their pragmatic perspective on life, their short tempers, and their intense focus on the job at hand. They are hardworking and industrious, seldom idle—seeming to use their hard, brutal workload as a sort of therapy for their short tempers. Their intense focus and short tempers do not make for good first impressions. This intensity has often cast them in a harsh light and given them the reputation of being surly or introverted, which is incorrect. Add to the mix their standoffish nature and their love of tradition, and it is easy to understand why they are both feared and revered by the people around them.

Yet they do have a joy and zest for life. Indeed, the first time one hears an Andw'ahr laugh or tell a joke, it is shocking and somewhat surprising. But these stout-hearted people are still from human stock—they feel and express the full range of emotion (though they would rather cut off their own fingers than cry).

Most who would cast them in a bad light call them 'dwarg'—a reference to the old images of other short, bearded beings from legends. This is the equivalent of a racial slur to the Andw'ahr. While they may laugh with some whom they know and trust over the name—and even use it amongst themselves—it is not a word with which to trifle. References to the way the Renizant relegated them as miners or calling them 'dwarg' does not sit well with the average Andw'ahr.

Andw'ahr Race		
Attributes		Dice
Flesh	Strength	D8
	Dexterity	D6
	Stamina	D10
Mind	Intellect	D6
	Perception	D6
	Sanity	D6
Will	Charisma	D4
	Insight	D6
	Resolve	D6
Qualities		Tusks
Quality Dice		D4
Quality Points		+2



Suv'ik

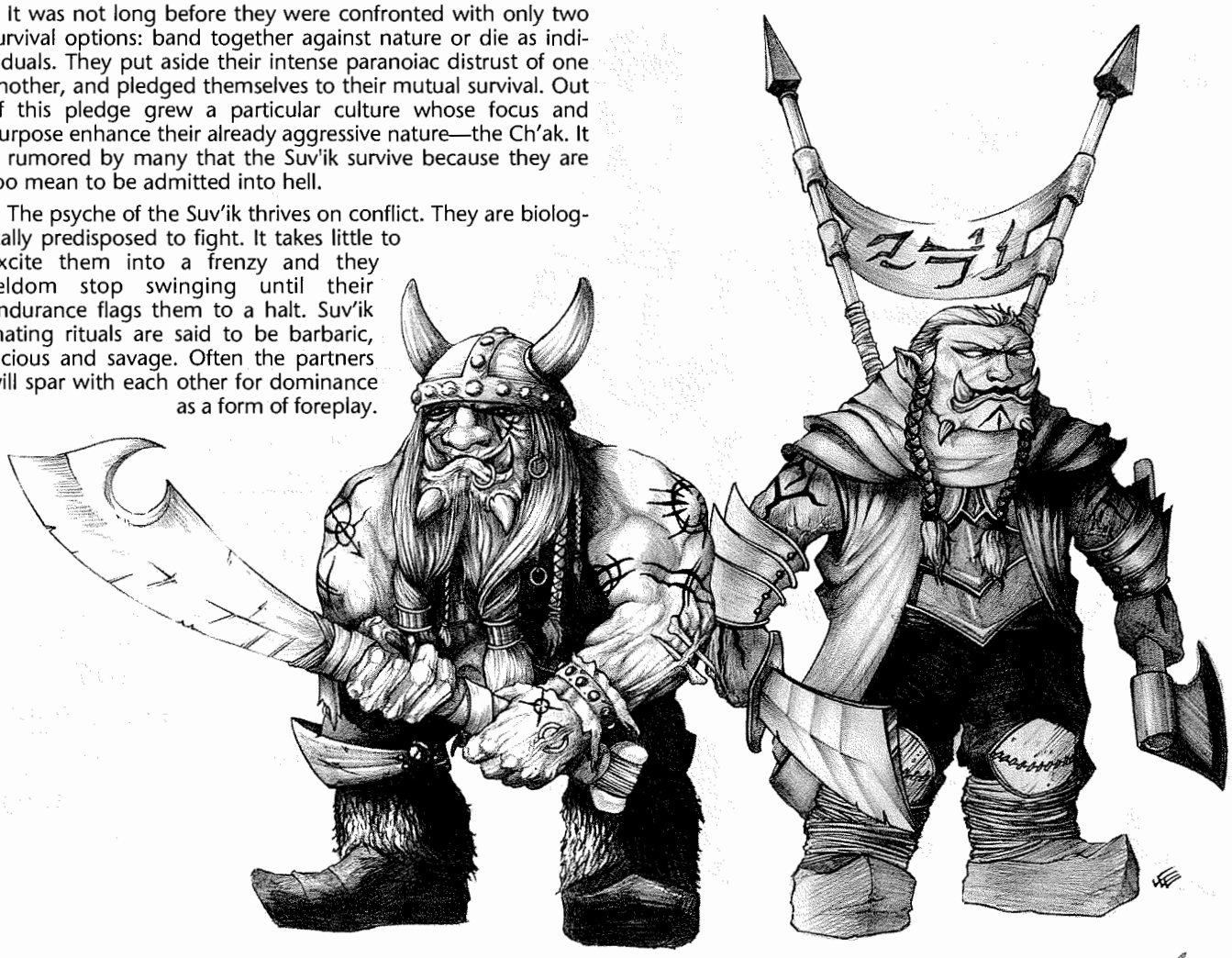
The Suv'ik are the progenitors of the Andw'ahr. They are taller than the Andw'ahr norm—1.35 meters tall and seldom less than three-quarters of a meter wide. Heavily muscled, squat, and fierce, the Suv'ik are close to the perfect example of an 'immovable object.' The harsh environment has honed and shaped their race into the epitome of strength and endurance. Paler than normal from hiding in the caves, yet covered in a carpet of dense, coarse body hair, the Suv'ik look savage. Their strength and endurance are dramatically enhanced through many years of continuous battle against the elements, each other, and much larger and deadlier creatures. Their thickly tusked faces are harsh and cruel—even their smile looks like a grimace of hatred. Nearly all Suv'ik have the same style of tusks—they jut up from just below the outside of the lower lip, like a wild boar and from either side of the chin.

When the Rain of Death began, there were large numbers of people called 'survivalists' who left civilization for the remotest regions of the planet. Many of these people took shelter deep in the mountain caves. After the bombardment, those who survived dug out to face the brutally dangerous conditions of their new environment. As their bodies hardened, so did their psyches.

It was not long before they were confronted with only two survival options: band together against nature or die as individuals. They put aside their intense paranoiac distrust of one another, and pledged themselves to their mutual survival. Out of this pledge grew a particular culture whose focus and purpose enhance their already aggressive nature—the Ch'ak. It is rumored by many that the Suv'ik survive because they are too mean to be admitted into hell.

The psyche of the Suv'ik thrives on conflict. They are biologically predisposed to fight. It takes little to excite them into a frenzy and they seldom stop swinging until their endurance flags them to a halt. Suv'ik mating rituals are said to be barbaric, vicious and savage. Often the partners will spar with each other for dominance as a form of foreplay.

Suv'ik Race		
Attributes		Dice
Flesh	Strength	D10
	Dexterity	D6
	Stamina	D10
Mind	Intellect	D6
	Perception	D6
	Sanity	D4
Will	Charisma	D4
	Insight	D6
	Resolve	D6
Qualities		Tusks (2 Sets)
		Presence D8+2 (Negative Aspect)



Syl

Syl stand 1.5 meters in height on average, and are slightly more slender than a human of the same stature. They are quite capable at using their agility and slender forms to gain the advantage over a larger, more bulky opponent. Syl are trim and lithe, but they lack the waiflike appearance of the Troog. Where coloration is concerned, the Syl are original. Their skin is normally a mottled brown, mimicking sunlight dappling through leaves, or the appearance of tree bark. In an urban environment, the shading of a Syl's skin will change to more traditional flesh tones, though still tinted faintly green. These alterations are imposed subconsciously—the Syl have little or no control over the shading of their skin. In its normal state, the Syl's skin will look like a young oak, vibrant and slightly green. Syl hair is less varied, tending to be dark, however, some sport auburn or dusk colored hair.

Their facial features are long and thin, with small, pointed ears high on their heads, but they do not have the deer-like appearance of the Troog. Rather, it is a graceful, angular look that many people of all races find attractive. Syl are known for their striking good looks. They are not known for their diminutive personalities.

The Syl and Troog are related, even more closely than Syl and Ebon Syl. The similarity of their appearance, however, is due to more than an analogous set of common ancestors. The environments that have shaped the Syl and Troog are remarkably the same. While the Syl and Troog are forest dwellers, the Ebon Syl prefer the depths of the earth, far from the scorching rays of the sun.

Though vegetarians by nature, Syl do not have the problems with the digestion of meat that the Troog have. This has tended to influence the cultures dominated by Syl toward a respect for nature, while still placing themselves at the top of the food chain. Respect for the plants and animals of the wild does not prevent them from defending their lands, however. The Syl can fight quite effectively. It is not unusual to see a remarkably skilled Syl blade master amongst a throng of mercenaries, and Syl archers are greatly sought after.

Syl have a wild, untamed, and smoldering disposition. They tend to be aloof and carry themselves with an air of superiority that speaks more of confident ability than arrogance. While the Syl are capable of expressing the full spectrum of emotions, they are renowned for their harsh and sometimes savage temperament. It is not unknown for brutal and ruthless Syl with a violent and destructive nature to roam the world seeking to satiate their sadistic appetites.



Syl Race		
Attributes		Dice
Flesh	Strength	D4
	Dexterity	D8
	Stamina	D6
Mind	Intellect	D8
	Perception	D6
	Sanity	D6
Will	Charisma	D8
	Insight	D6
	Resolve	D6
Qualities		Empathic Effect (D6)
		Demeanor (D4-1)
Quality Dice		D4
Assets		Dermal Shading

Ebon Syl

Ebon Syl are nearly identical to their Syl brethren in size and shape. They stand 1.5 meters tall on average with the same slender build. Ebon Syl facial structure bears a subtle resemblance to that of a rat. Their noses are long and incredibly sensitive. Their ears, wide and scooped, sit on the top of their heads. Their eyes are round and dark—solid black—to catch every photon of light. They even have a slight buck-toothed appearance.

Over the years, their eyes have adjusted to their primarily dark environment, allowing them to see superbly in dim lighting. They are even able to provide a vague shadowy sight in pitch darkness. But in the light of the sun, they are nearly blind. Their eyes are aimed more forward than a typical Syl—and much more so than the Troog.

Their skin is alabaster white with very little variation. Their fair skin is ill suited to the harsh climate of T'nah, which tends to drive them into darker confines like caves and covered cities. Their hair color is also light blonde, platinum blonde, or even white.

Underground life has changed their diet and their way of life. They are remarkably skilled at mining, excavating and culling underground cave streams for nutrients. These nutrients, combined with the fish from dark, cavern streams and the occasional cave beast, completely satisfy the dietary needs of the Ebon Syl. Ebon Syl do not suffer the same slurred speech effects of their Troog cousins.

Ebon Syl Race		
Attributes		**Dice**
Flesh	Strength	D4
	Dexterity	D6
	Stamina	D4
Mind	Intellect	D6
	Perception	D10
	Sanity	D6
Will	Charisma	D6
	Insight	D8
	Resolve	D6
Qualities		Low Light Vision
		Empathic Effect (D6)
		Claws
Quality Dice		D4
Quality Points		+2
Detriments		Sensitive Skin (Extreme)



Troog

The Troog are trim, lithe, almost waiflike, shorter and thinner than the average human. They tend to have darker skin tones and fair hair, as they have an almost genetic preference to be outdoors. They also have a decidedly gazelle-like appearance to their faces. The Troog stand 1.4 meters in height on average, but they are more slender than a human of the same height.

Their elongated ears are higher on the head than those of a human. Troog are able to control the direction in which their ears are aimed, to better hear the approach of predators. Highly sensitive, Troog ears are capable of scooping up even the faintest of sounds. Their foreheads are wide and smooth, and their almond-shaped eyes are closer to the sides of their heads like most herbivores. Due to this placement, Troog have poor depth perception at close ranges, but enhanced depth perception at longer ranges.

Troog jaws lack certain teeth necessary for eating meat and have, in their place, teeth more appropriate to grinding vegetables and grain. Coupled with a wider mouth and tongue, this affects their language-speaking ability—making the Troog language unique, and non-Troog speakers stand out instantly.

The Troog race tends to be slow to anger and genetically predisposed against killing. And after 3500 years of brutal life on T'nah, it is amazing to see that this has not changed. Violence tends to affect the Troog mentally in the same manner that meat affects them physically. The Troog are ineffective fighters to say the least.

Lovers of nature and the wild, they are most at home in the sparse forests of T'nah, but they may be encountered in virtually all lands. The relationship a Troog has with nature is remarkable. As if sensing their non-predatory nature, other herbivores are less inclined to run from a Troog and are much more easily trained by them. To watch a Troog train one of these animals is like watching a fellow creature sharing an understanding rather than a master training a pet.

Due to their light, airy attitude, their lively, energetic pursuit of life, and their deer-like features, most tend to cast the Troog in a kind light. But it should be noted their hearts and souls are no less free of temptations and lusts than any other. They are capable of the full range of emotions. The true difference lies in how they must deal with those emotions.



Troog Race		
Attributes		Dice
Flesh	Strength	D4
	Dexterity	D10
	Stamina	D4
Mind	Intellect	D6
	Perception	D8
	Sanity	D6
Will	Charisma	D6
	Insight	D6
	Resolve	D8
Qualities		Empathic Effect (D6)
		Empathic Inf (D4)
Quality Dice		D4
Quality Points		+3
Detriments		Pacifism (Mild) Troog Package*

* Troog Package
- Cannot Eat Meat
- Enhanced Peripheral Vision
- Poor Depth Perception
- Heavy Accent
- Enhanced Hearing

Human

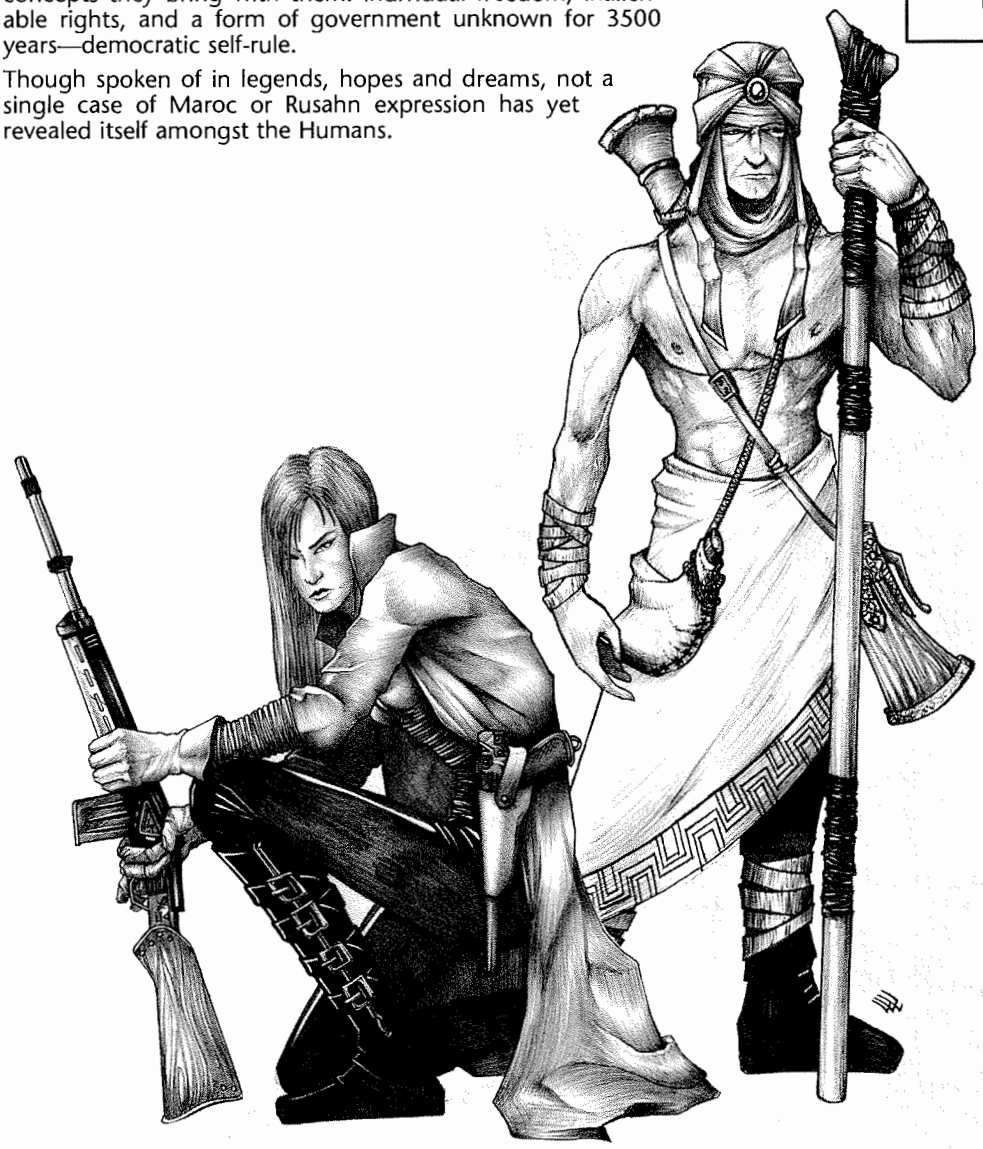
Humans from the old, pre-catastrophe, world are just now emerging from the seas. They stand 1.7 meters tall and weigh about 80 kilos on average. Some have been on the surface for almost 200 years, but the bulk of humanity is just beginning their exodus from the deep. Many of them have lived in controlled environments and under strict diet conditions for generation upon generation. The conditions that afflict an affluent society, such as obesity, are completely non-existent.

Human technology and perception is different from the other societies of T'nah. Humans consider the world theirs. They even call it by a different name.

They are not as careful as the surface dwellers with every resource, which earns them the reputation of being needlessly wasteful. By surface standards, they are ludicrously sentimental about death and the dead. But the most striking difference in perspective between the humans rising from beneath the waves and surface dwellers are the Old World concepts they bring with them: individual freedom, inalienable rights, and a form of government unknown for 3500 years—democratic self-rule.

Though spoken of in legends, hopes and dreams, not a single case of Maroc or Rusahn expression has yet revealed itself amongst the Humans.

Human Race		
Attributes		Dice
Flesh	Strength	D6
	Dexterity	D6
	Stamina	D6
Mind	Intellect	D6
	Perception	D6
	Sanity	D6
Will	Charisma	D6
	Insight	D6
	Resolve	D6
Quality Dice		4D4
Quality Points		+4



Rolen

Rolen are the closest to the old world humans that remain on T'nah. Their name, in fact, means 'traditional.' Rolen are larger, hardier and more endurant than their forebears, due primarily to the deadly nature of T'nah. They stand 1.8 meters tall and weigh 100 kilos on average.

Often, the Rolen will refer to themselves as 'men' or even 'mankind,' which serves to cause confusion among those who have had encounters with the human Denizens. Indeed, the Rolen are the closest genetic stock to the Humans on T'nah. They are also the only other race with which Humans can interbreed with ease.

The most distinguishing characteristic that separates the Rolen from old world humans is quite subtle. Externally, Rolen and Humans are very similar, except perhaps that the Rolen tend to be a bit larger with a more developed musculature. Internally, they are nearly identical as well—the only exception exists in their brains. The Rolen have a larger pituitary gland and the two halves of their brains are connected more solidly to one another.

Though still not common, there is a higher incidence of Rusahn and Maroc amongst the Rolen than the humans.

Rolen Race		
Attributes		**Dice**
Flesh	Strength	D8
	Dexterity	D6
	Stamina	D8
Mind	Intellect	D6
	Perception	D6
	Sanity	D6
Will	Charisma	D6
	Insight	D6
	Resolve	D8
Qualities		Self Control (D6+2)



Numid

Many forms of life have developed since the great catastrophe. The Numid are the most uniquely adapted sentients on T'nah. They are almost perfectly adapted to live in arid climes, where water is scarce. No other species of humanoid has undergone more extreme physiological changes.

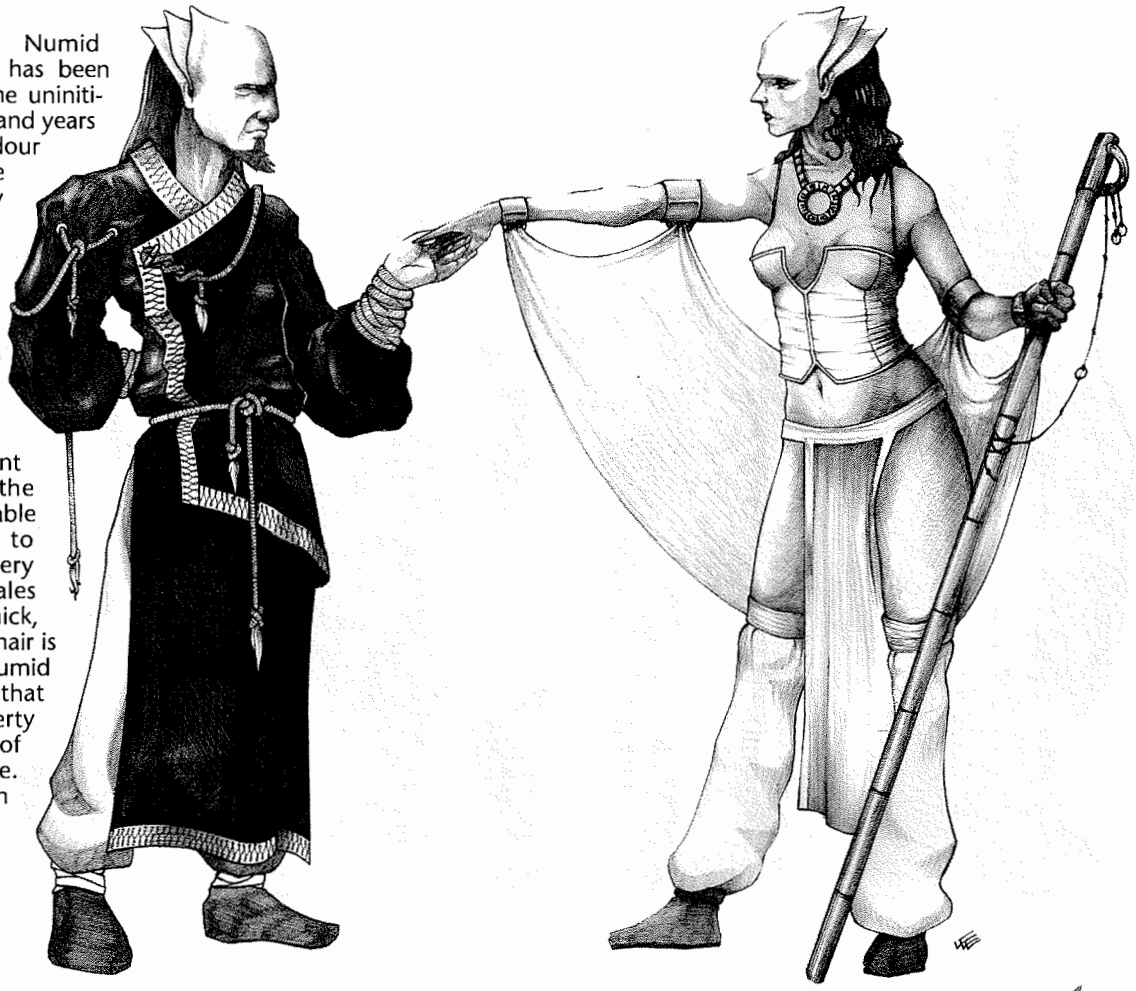
The average Numid is 1.9 meters tall. Compared to their human progenitors, Numid males weigh slightly less than a male human of the same height. On the other hand, Numid females are slightly heavier than their human counterparts. For enhanced desert survival, a Numid's body stores additional vital fluids in bladders inside the abdominal cavity.

In comparison to humans, the Numid has an enlarged brain case. The Renizant are more pronounced than the Noma or the Shnahn. The Numid's most distinctive feature is a series of bony ridges, extending back from the upper forehead. These run from temple to temple across the top of the skull. This feature has earned them the slur of 'bonehead.' Underneath is an intricate system of biological heat sinks. Air is circulated through a series of bony vents and passages, cooling thousands of little veins of blood in the process. The ridges alternate inhaling and exhaling, though there is always at least one venting. Among the entire Numid species, there is an absolute minimum of three ridges. The Renizant, 'purebred' Numids, have the most ridges—and the largest brain.

The sound of a Numid 'breathing' this way has been known to unsettle the uninitiated. With great skill and years of training, a troubadour may develop the ability to 'sing' by passing air through its ridges.

Numid hair growth is restricted to the sides and back of the head. The cranium is always bare in both males and females to prevent interference with the airflow. It is fashionable for Numid males to keep their hair very short, while females tend to favor a thick, luxurious coif. Facial hair is common amongst Numid males—virtually all that have reached puberty have some form of beard or moustache. The style of such things depends on clan membership.

Numid Race		
Attributes		Dice
Flesh	Strength	D4
	Dexterity	D6
	Stamina	D4
Mind	Intellect	D8
	Perception	D8
	Sanity	D6
Will	Charisma	D8
	Insight	D8
	Resolve	D6
Qualities		Water Caches
		Empathic Effect (D6)
Quality Points		+2



Halfbreeds

When the first Halfbreeds appeared with the joining of the Andw'ahr and Syl, the Renizant gave them the name 'Mehti,' or 'mixed blood.' For many years, this name referred to any Halfbreed. It has come to mean, however, the specific pairing of Andw'ahr and Syl. Halfbreeds were perceived as a curiosity at first, but they quickly became an abomination to the Numid sensibilities.

The first Halfbreed born into the Renizant Empire was Xandra Mok'lee. She was, in fact, the first known Halfbreed in history. Her mind was agile and quick, questioning every tradition and every taboo. She introduced new philosophies and theologies into the Renizant culture. Many people swarmed to her side and became her avid devotees. Xandra's genius and mechanical intuition provided many new advances and improvements on old devices. Her modifications and enhancements also heralded a new age of scientific exploration, innovation and experimentation. But, at the height of her popularity, she and her cult of followers were discovered performing horrific acts that shocked the Renizant Empire to its core.

After she was arrested and sentenced to death, the Triark of the Renizant Empire issued an emergency edict that banned the existence of all Mehti. Enforcing this edict sparked a wave of enforced segregation. All Halfbreeds were declared illegal under penalty of death, and no interracial marriages were allowed for any reason. Renizant cities and towns established sectionalized living areas for each race in an effort to keep the bloodlines from mixing. With the passing of the Renizant Empire, however, these unions are becoming more common. Few are alive that remember the details of past horrors.

The other Halfbreeds were given their own unique names as they appeared. The names presented here are the Renizant names for the races. It should be noted that in some cultures, they go by other names. For instance, the Kon'ahr and Tv'ahr cultures refer to the Druhn as Rol'ahr, the Mehti as Syl'ahr, the Sunna as Ro'syl, and the Talik as Kyepets. Attitudes toward Halfbreeds can vary widely, even within a culture. Most cultures accept them. Some cultures despise them. Only one culture, the Yethites, truly embraces them. They represent a new racial diversity, which many cultures are struggling to resolve. To their benefit, their numbers are few, so they amount to little more than an oddity in most places.



Bh'ir

It was bound to happen: a union of Suv'ik and Troog. Their proximity and the Ch'ak veneration of the Yethites led to the joining of these two very different races. Melding the deer like features of the Troog with the harsh, bony, tusked visage of the Suv'ik presents a shocking image. It is at once delicate and heavy, aquiline and brutish. Their ears are smaller and less sensitive than the Troog, and fixed in position. Their eyes are also more focused toward the front, as with the Suv'ik. Bh'ir stand as tall as a Troog—1.4 meters—but they are built more heavily. Thick muscles knot under their flesh and their girth is wide, though not nearly as wide as the Suv'ik and, therefore, they are not as strong or tough as the Suv'ik.

The most striking oddity of the Bh'ir is not their significantly odd appearance. Rather, their minds, continually struggling with opposite biological imperatives, are strained beyond reason. On the Suv'ik side, they are continually urged toward the adrenaline rush of fighting and combat. The Troog influences, however, urge them to calm and peaceful pursuits. This constant internal struggle has an effect of twisting their minds.

They are far too violent to remain within the Yethite culture, but the Ch'ak, who consider them to be 'blessed' by the Troog influence, accept them with open arms. Their violent tendencies are nowhere near as intense as the Suv'ik. However, their twisted and odd way of thinking is often used in the creation of new tactics, surprising strategies, and unique engines of war.

Whether the Bh'ir are insane is really quite open for debate. At the very least, bipolar disorder, psychosis, and even schizophrenia are common ailments. In the Ch'ak society, a psychotic serial killer may be perceived more as a leader and someone to be admired than insane.

Bh'ir Race		
Attributes		Dice
Flesh	Strength	D6
	Dexterity	D8
	Stamina	D6
Mind	Intellect	D10
	Perception	D8
	Sanity	D4
Will	Charisma	D4
	Insight	D6
	Resolve	D4
Qualities		Empathic Effect (D4)
		Empathic Influence (D4)
		Tusks
Quality Dice		D4
Quality Points		+3
Detriments		Pacifism (Mild)

Druhn

Born of a Rolen/Andw'ahr pairing, Druhn are shorter and stockier than a Rolen, with enhanced strength and endurance due to their Andw'ahr blood. They stand just a little shorter than the average human—1.6 meters. With their stronger, stockier build, they also tend to weigh 20 kilos more than a human of the same height.

Druhn tusks are no less prominent than those of their Andw'ahr cousins. However, they seem to stand out more distinctly on someone who looks like a stocky rolen.

With their genetic propensity toward short temper, intense focus, and pragmatic hard work, they fit well within the Kel culture where they developed. Though born typically to Kheem parents, the Druhn are nearly universally drawn to the philosophies of the Kel. Hard work. Building a new tomorrow. More hard work. Yes, this is the culture for them! This does not mean they will not choose another lifestyle, but the majority of Druhn who are born to the Khem migrate into the mainstream Kel culture at an early age.

The Kel culture is most suited to reward their natural tendencies. The overly hospitable Kel disposition, their single-minded focus on building, and their ease at accepting others who are different satisfy all the basic needs that a Druhn craves. They are ill suited to the lifestyle of entertainers where most of them are born, but it is not unheard of for a Druhn to entertain. In fact, they make excellent buffoons.

Druhn Race		
Attributes		Dice
Flesh	Strength	D8
	Dexterity	D6
	Stamina	D8
Mind	Intellect	D6
	Perception	D6
	Sanity	D6
Will	Charisma	D4
	Insight	D6
	Resolve	D8
Qualities		Tusks
Quality Dice		D4
Quality Points		+2

Mehti

Mehti is the name applied to children of a Syl/Andw'ahr couple. They are nearly a true melding of the two races. And therein lies their problem. Mehti look like a more muscular version of a Syl, but with more hair and small tusks. At an average of 1.5 meters, they are still as tall as most Syl, though they lack the lithe and trim physique. They have more of the sturdy build of the Andw'ahr.

The Andw'ahr have a genetic predisposition toward focused concentration and careful, steady—often brutally hard—physical exertion. The Syl, as a race, tend to be more emotional and intuitive in their dealings with the world. Syl are wild and emotional, sometimes even feral. Because of these diametrically opposed tendencies, a Mehti can quickly swing from peaceful contemplation to bloodthirsty rage in a matter of seconds.

A frequent problem among the Mehti is acute bipolar disorder. Mehti are not insane —they simply have a different way of thinking. Their minds absorb abstract concepts easily. They think on a different level. Indeed, if any race can be said to be genius, it would be the Mehti.

They are eccentric and strange, challenging the customs and ways of their culture. This has a tendency to put off those around them who are more likely to blindly accept cultural norms. To most non-geniuses, the mind of a mental prodigy is a frightening thing. This label of 'strange' and 'different' seems to be universally applied wherever Mehti are found.

Since the collapse of the Renizant Empire, more Mehti have surfaced. They have a reputation for being twisted and demented in Renizant-influenced cultures. However, in cultures where they are not oppressed, the majority of these hybrids are perfectly normal and live quiet, normal lives, though they do tend to be pariahs within their cultures.

Sunna

The offspring of a Rolen/Syl coupling are called Sunna. Taller than their Syl cousins, Sunna stand about 1.5 meters in height. They are built more similarly to the Rolen, however. Though not as strong as a Rolen, they have great endurance. And if they could be said to lack anything, they make up for it in spades with their vibrant, outgoing, and delightful personalities.

Sunna take naturally to any endeavor where the strength of their personality can shine. Warm and outgoing, expressive and friendly, able to set nearly anyone at ease, Sunna fall naturally into the culture from which the bulk of their number have developed—the Kheem.

Though they still live with the Syl shaped mouth—producing a slightly slurred speech—the Sunna take naturally to any kind of entertainment. They are perceptive and personable, instinctively able to work a crowd, making them a natural 'face' for any operation.

Accepted into nearly any community, Sunna settle in quickly and establish themselves easily. They carry with them a vibrant and infectious zest for life. Instinctively, Sunna are the life of the party.

An enemy is just a friend I don't invite for tea.

—Gilliah Smythe, Envoy

Mehti Race		
Attributes		Dice
Flesh	Strength	D6
	Dexterity	D8
	Stamina	D8
Mind	Intellect	D10
	Perception	D6
	Sanity	D4
Will	Charisma	D6
	Insight	D6
	Resolve	D4
Qualities		Empathic Effect (D4)
		Empathic Influence (D4)
Quality Dice		2D4
Quality Points		+2
Detriments		Unstable

Sunna Race		
Attributes		Dice
Flesh	Strength	D4
	Dexterity	D6
	Stamina	D6
Mind	Intellect	D6
	Perception	D8
	Sanity	D6
Will	Charisma	D10
	Insight	D6
	Resolve	D6
Qualities		Empathic Effect (D4)
		Empathic Influence (D4)
Quality Dice		D4
Quality Points		+1

Talik

In perhaps the oddest genetic pairing imaginable, the tall, head-plated Numid joined with the small, lithe Syl to produce one of the most exotic of the hybrid races. Gaining only a little stature over their Syl cousins, the Talik stand 1.5 meters tall on average. They are of a heavier build than the Syl norm, but not grossly so. The waiflike appearance is significantly diminished, but the overall look is still trim, thin, and lithe.

Talik ears are on the top of their heads, much like the Syl, though bonier and more ridged. They have lost the ability to move their ears. Typically growing between the same breath plates (though not always), their ears still retain a sharply pointed cartilaginous scoop.

Hair is sparse on the Talik body and their head is no exception. Where most Numid have a crescent of hair and most Syl a full mane, the Talik are commonly bald—gender makes little difference.

Of all the races, the Talik are the most empathic. The abilities of the Syl and Numid are enhanced through the blending. Whether due to their strong empathy or some other factor, Talik also have the strong possibility of expressing Rusahni tendencies.

Due to the physiological, ideological, and cultural differences between Numids and Syl, most of these hybrids have been produced through little choice on the part of the Syl. Most were born slaves. Those who are not found within the cultures of the Noma, Renizant, or Shnahn are either escaped slaves or an entirely new generation.

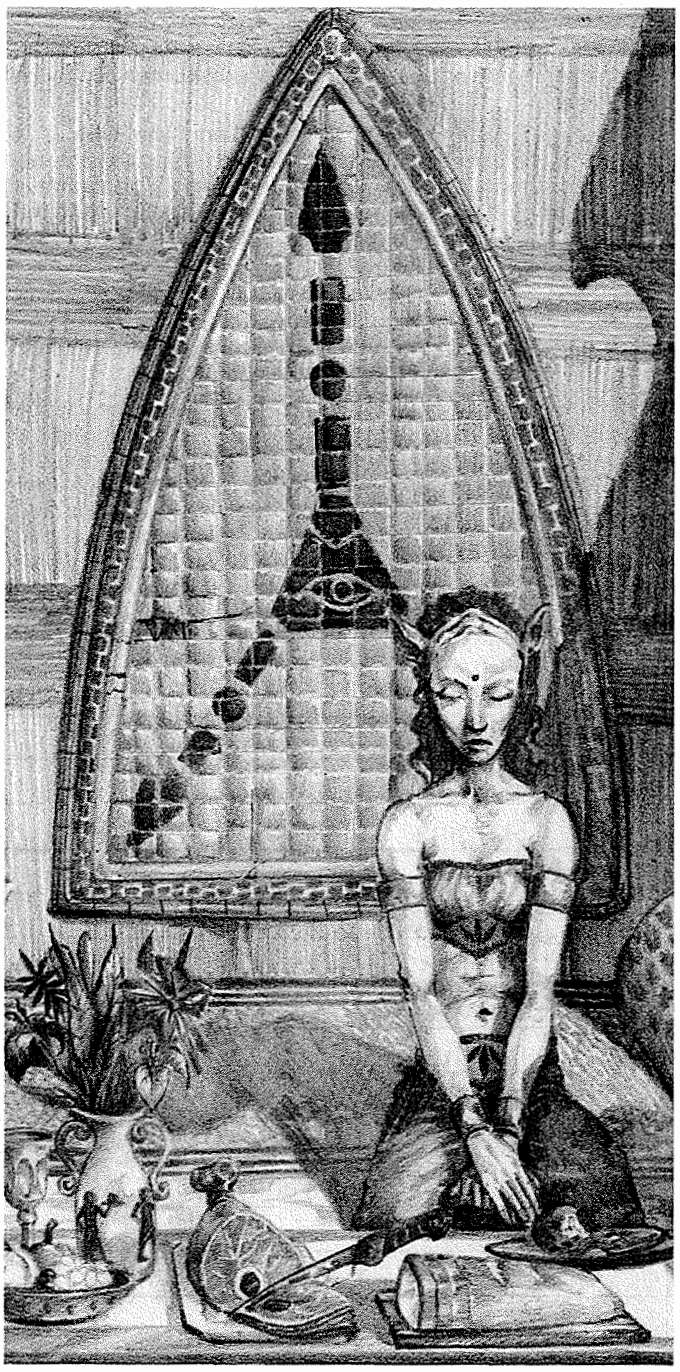
Of all the cultures, the Noma treat Talik with the most contempt. They are highly prized as household servants amongst the Noma—who seem to gain a morbid satisfaction through the enslavement of a former Renizant slave class. While the Noma treat all slaves as property, they consider Talik even lower—commonly referring to them as 'it.'

Talik Race		
Attributes		**Dice**
Flesh	Strength	D4
	Dexterity	D8
	Stamina	D4
Mind	Intellect	D8
	Perception	D8
	Sanity	D6
Will	Charisma	D6
	Insight	D6
	Resolve	D6
Qualities		Empathic Effect (D6+1)
		Empathic Influence (D6)
Quality Dice		D4
Quality Points		+1

The Talik have no specific culture of their own. Instead, they take on the cultural background and training of other peoples. They have little identity of themselves culturally and only a vague identity racially.

Such rich diversities in the peoples of T'nah—for that is what they call this place. I feel I have only scratched the surface in learning the racial diversity. I must delve into and learn the cultures of the peoples.

—Culrain, Traveling Historian



Loshad

Loshad are bipedal horses. They are tall and brawny; their legs have an elongated heel that looks like a backward knee, which ends in a strong, durable hoof. Powerful and well built, their chests ripple with knotted cords of muscles.

Their heads resemble a horse nearly identically, but their mouths are more humanoid. Most Loshad are herbivores, though there are the occational deviants who are not so picky. They do not have pronounced canines, but their teeth are capable of chewing and rending meat.

The glory of the Loshad, however, is their flowing manes and tails, which they groom extravagantly. They take great pride in them. Only members of their fighting orders would consider cutting their manes or tails—and most of these orders simply tie them back.

The Loshad hand is quite unique. Along the back is a remnant of the carapace of a hoof. Beneath that carapace are three thick, strong fingers and a smaller thumb. The thumb is not offset as on the human hand, but is perfectly opposite the middle finger; it can be folded under the fingers when balled into a fist, making their hoofed backhand a formidable attack.

Four distinct breeds express themselves within the Loshad race. Occasionally there is a crossbreed, but these blends are always sterile. It is more typical for cross breeding to result in one or the other of the different parentage.

Arbin: The dominant breed is the Arbin. They are generally the most intelligent of the Loshad. They also possess amazing speed and grace. The Arbin act as judges and lawmakers among the Herd. Coloration tends to be a more intense shade, no matter the color. They are deep black, dark brown, rich auburn and bright white—though the darker colors are much more prevalent. There are no splotches or spots in the Arbin sheen, which they take pride in.

Klystel: The second most powerful faction is the Klystel. They are usually the largest and strongest breed. The Klystel see themselves as the enforcers. They are the most militant faction of Loshad. Klystel have more pronounced manes and tails. They also sport thick hair growth just above the ankles and the wrists. They are nearly always a medium shade of brown and their manes, tails, and wrist/ankle hair is contrasting—light tan, off-white or even bright white. Klystel take great pride in their appearance, primarily their musculature.

Pluceh: The Pluceh make up the main body of the laborers. Being not quite as clever as the Arbin, nor as powerful as the Klystel, the Pluceh represent the middle ground for the Herd as a whole. If there were a single trait distinctive to the Pluceh, it would be their stamina. Long hours of hard labor ("These humanoid slaves are too puny!") have more than prepared them for the long run. The coloration of the Pluceh is the most varied; it is even spotted, splotched, and painted. Pluceh take pride in their expansive variations of color.

Pen Do: The last breed is the Pen Do. They are smaller in stature than their brethren, being close to human height, but possessed of almost boundless energy. Most sentients find it difficult to be near these hyperactives for any great length of time because of their irrepressible need to be going somewhere or doing something all the time. The Pen Do lean strongly toward the coloration of the Pluceh, though it is rare for them to be spotted. In a truly odd twist, Pen Do seem to take pride in their accomplishments instead of their appearance.

As a recent addition to the world of T'nah, their isolationist attitudes and their distinctive appearance, the Loshad do not allow others into their culture.

We know fear like the Myrshal know bathing.

—Brun Longshanks, Bushwalker

Loshad Race					
Attributes		Arbin	Klystel	Pluceh	Pen Do
Flesh	Strength	D8	D20	D10	D8
	Dexterity	D8	D6	D8	D8
	Stamina	D8	D12	D10	D8
Mind	Intellect	D6	D4	D6	D6
	Perception	D8	D6	D6	D6
	Sanity	D6	D6	D6	D4
Will	Charisma	D8	D4	D6	D6
	Insight	D6	D6	D6	D6
	Resolve	D6	D6	D6	D4
Qualities		Hooved	Hooved	Hooved	Hooved
		Vanity (D6)	Vanity (D6)	Vanity (D6)	—
Quality Dice		—	—	—	4D4
Quality Points		+2	+2	+2	+2
Detriments		Pride	Pride	Pride	Unstable



We came to this place, we know not how. Our bodies formed of this foreign soil. Our spirits are pure and this gives strength to our sand.

Through fire and blood, we keep our spirits pure for The Return.

—Opening litany for Equin council meetings

Myrlihk

The Myrlihk are a matriarchal race of furred, feline-like beings. There is wide variation of form and function within the Myrlihk, who refer to the three major subsets as 'branches' of their 'pride.' Though interbreeding can and does occur it tends to produce offspring of either one or the other of its branch, though a sterile crossbreed is occasionally expressed.

As a whole, Myrlihk are taller than the average human, though more lithe. Their bodies are catlike from the human perspective—furred, retractable claws, and a feline facial structure with sharp, thin, pointed teeth. The average Myrlihk stands approximately 1.8 meters in height, but weighs in at a mere 70 kilos. Their trim bodies, however, are powerful. Their musculature is dense and efficient, making them formidable when evenly matched for weight.

Myrlihk are wild, emotional creatures, expressing their emotions in passionate displays that vary from minor tail-twitches and gleaming eyes to screaming roars. An attentive observer should never have to wonder about the emotional state of a Myrlihk.

Each of the three branches of the pride has its own definitive appearance, lineage, and cultural queues. It is almost as if the Myrlihk are not a single race. Each branch of the pride is as separate and distinct as the races of T'nahran humanity that have developed from the old human stock of Earth. Though they seem to share a common ancestor, each branch is a unique expression of their particular genetics.

Their pecking order is as follows:

Osov: These are stately, royal, lion-esque—they are the rulers of the pride. Their short fur is light tan with little variation. They appear diminutive compared to others of their kind—especially the Voheen. It is in their carriage and demeanor that their stateliness is evident. The males have huge, flowing manes of hair around their head and necks. Osov are known for strategic and tactical expertise, and their ability to command a group instinctively.

Voheen: Brightly colored in garish stripes, these are the largest of the Myrlihk. Their tiger-like appearance enhances an already fierce attitude. The Voheen make up the bulk of the Myrlihk military. They are cold, calculating, methodical strategists. They tend to be loners. Though excellent at fighting and hand-to-hand combat, they lack much in the arena of tactics—preferring the 'scream and leap' philosophy.

Oseek: Smaller than the Osov, the Oseek are typically tan, spotted or black in coloration. This leopard- and panther-esque appearance enhances their tendency to remain in shadow until they choose—they prefer to wait patiently for their prey, and then leap at it in a sudden flurry of claws, teeth, blood and death. They are slim, lithe, swift, and nearly silent runners. Ever vigilant, the Oseek are keenly aware of everything around them. What they lack in size and lineage, they make up for in cunning.

Myrlihk Race				
Attributes		Osov	Voheen	Oseek
Flesh	Strength	D8	D12	D6
	Dexterity	D8	D6	D8
	Stamina	D8	D10	D6
Mind	Intellect	D6	D4	D6
	Perception	D8	D8	D8
	Sanity	D6	D6	D6
Will	Charisma	D6	D4	D6
	Insight	D4	D4	D6
	Resolve	D4	D4	D6
Qualities		Claws	Claws	Claws
		Vanity (D6)	Vanity (D6)	Vanity (D6)
Quality Dice		D4	D4	D4
Quality Points		+2	+2	+2
Detriments		Conceit	Conceit	Conceit



The Myrlihk Song of Union

Different peoples, different faces,
hearts the same, yet different races.

Osov, the leaders, true and proud,
flowing mane, roaring loud.

Voheen, the warriors, fierce and cold,
stripes aglow, ever bold.

Oseek, the shadows, swift and still,
spots hidden, silent kill.

Bone and sinew, tooth and claw,
mane and stripe and spot and paw.

All as one, deep inside,
in our wildness, see our pride.



CULTURAL HERITAGE

The Cultural heritage of your character is a mixture of the traditions, mores, and philosophies prevalent in the society where they were raised until about the age of 10 or 12 years. This is the first training they receive—including language, music, literature, customs, mindset, etc. Modern psychology calls these the 'formative years' of development.

Give me a child until he is ten, and he will be mine for life.
—Socrates

Train up a child in the way he should go, and when he is old, he shall not depart from it. *—Proverbs 22:6*

This is a significant time in your character's life and should not be treated casually; it will serve to define the basis for their psyche.

An additional die is provided for each Attribute from this period. Basic skills favored by the culture are also provided at a beginning level. These will be the cultural emphases, pastimes, and skills necessary for survival within the culture. Basic language skills and cultural Qualities are also supplied.

The Qualities that are provided through Cultural heritage represent specific perspectives ingrained into anyone—regardless of race—who grows up in that culture. Cultures are typically regional and these Qualities represent the type of environment where the culture is based.

Your character's initial Socio-Economic Category is also determined here. Most characters will be from the broad field of servant—the working class—though some may be from higher or lower categories. Remember, however, this is only the base, and can be changed through choices of occupation or Qualities.

Beginning characters receive 10 skill levels for listed skill for their chosen culture—unless otherwise indicated by a different number in parenthesis.

Aij'ak

Typical Race: Suv'ik and Rolen

Composed primarily of Suv'ik, the Aij'ak culture is centered around the raising and training of their Drachen mounts, which they treat as exceptional steeds. Warriors at heart from their origin with the Ch'ak culture, they are still focused upon martial structures. Only the most worthy are allowed to raise and train the Drachen.

STR: D6	**DEX:** D6	**STA:** D4
INT: D6	**PER:** D6	**SAN:** D6
CHA: D8	**INS:** D8	**RES:** D8

Qualities: Alertness (D6+2), D4

Languages: Kharne (50), Ebo (10), and Rusarin (15)

Skills: Animal Handling, Crossbow, Mounted Archery, Mounted Melee, Observation, Ride Beast, Running, Thrust, and Weather

Survival: Mountain; **Etiquette:** Drachen; **SEC:** D6

Azili

Typical Race: Any

Less numerous than their counterparts, the Qyen, the Azili recruit aggressively. Since they have fewer missions, they receive fewer foundlings. The majority of their mundane monks tend to be the offspring of their missionaries. Because of this, they have the highest ratio of Rusahni to mundanes of any of the known sects. Like the Qyen, they only protect the common man from Maroc. How one mundane treats another mundane is all part of the natural order, and really none of their affair.

STR: D6	**DEX:** D8	**STA:** D6
INT: D4	**PER:** D6	**SAN:** D6
CHA: D6	**INS:** D8	**RES:** D8

Qualities: Qai-Ability D6+2, Qai Expressions (D6)

Languages: Rikkan (50), Equalan (25)

Skills: Biology, Domestics, First Aid, Horticulture, Meditation, Observation, Slash, Stealth, Thrust

Survival: Choose; **Etiquette:** Azili/Qyen; **SEC:** Publican (3)

Ch'ak

Typical Race: Suv'ik

Until recently, only Suv'ik could live as Ch'ak. The Ch'ak are focused entirely upon fighting, battle, and warfare, and require the service of another culture to provide its daily mundane necessities. To be Ch'ak is to be the most fierce and feared of all the warriors on T'nah.

STR: D8	**DEX:** D6	**STA:** D10
INT: D4	**PER:** D8	**SAN:** D6
CHA: D4	**INS:** D8	**RES:** D4

Qualities: Presence (Negative) (D4), Toughness (D6+2), and Aggression (D6+2)

Languages: Ebo(50), Trune (25)

Skills: Carousing, Geology, Kick, Leadership, Metallurgy, Punch, Slash, Thrust, Wrestling

Survival: Mountain; **Etiquette:** Ch'ak; **SEC:** Commoner (2)

Dry Denizen

Typical Race: Human

For several generations, the Dry Denizens have lived upon the surface of T'nah. They speak of their history living beneath the waves of the oceans, but few T'nahrans consider these wild tales to be more than legends. Dry Denizens seem to disdain hard work, and like to invent and use machines to make their lives easier.

STR: D6	**DEX:** D6	**STA:** D6
INT: D6	**PER:** D6	**SAN:** D6
CHA: D6	**INS:** D6	**RES:** D6

Qualities: Technology (D6), D4+2

Languages: Spanglish (50), Dihl(25)

Skills: Fishing, Horticulture, Irrigation, Jury-Rig, Literacy, Mathematics, Navigation, Sailing, Swimming

Survival: Coast; **Etiquette:** Denizen; **SEC:** D6

We walk through the dry places, seeking rest, and find none.
—Culrain, Traveling Historian

Dusteen

Typical Race: Any

This is the primary culture that serves the needs of the Ch'ak. Originally, the Dusteen were their slaves, set free when the Ch'ak embraced the Yethites and became their protectors. This protection extends also to the Dusteen, though they are not regarded as holy, like the Yethites.

STR: D6	**DEX:** D6	**STA:** D8
INT: D6	**PER:** D8	**SAN:** D6
CHA: D6	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Ebo (50), Trune (25)

Skills: Cooking, Dodge, Domestics, Farming, Horticulture, Instinct, Irrigation, Observation, Unobtrusive

Survival: Mountain; **Etiquette:** Ch'ak; **SEC:** D6+2

They worship the drachen,
which gives power unto the beast...
—Ch'ak commentary on the Jaan

Dyevan

Typical Race: Ebon Syl

Composed primarily of the Ebon Syl, they are perhaps the most secretive of the cultures of T'nah. Living below ground in homes carved in bedrock, the Dyevan avoid exposure to the surface world. They dominate the Guilds. They are the power behind the throne. The only guild without strong Dyevan influence is the Grangers.

STR: D4	**DEX:** D8	**STA:** D4
INT: D8	**PER:** D8	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Gahl (50), Dihl (15), Rikkan (10)

Skills: Climbing, Geology, Guile, Insight, Melismatic Technique, Orientation, Singing, Stealth, Spelunking

Survival: Mountain; **Etiquette:** Kon'ahr; **SEC:** D6

Equin

Typical Race: Loshad

One of the strangest and most unusual of all the cultures, the Equin are comprised exclusively of Loshad—the horsemen. They are extremely tribal, yet united on any front, which would threaten them as a whole. They are in a constant state of cold war with the Myrshal.

STR: D8	**DEX:** D6	**STA:** D8
INT: D6	**PER:** D4	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: Toughness (D6+2), D4

Languages: Arbanese (50), Prinr (25)

Skills: Dirty-Fighting, Enigmas, History, Intimidation, Kick, Logic, Oral Traditions, Running, Teaching

Survival: Plains; **Etiquette:** Equin; **SEC:** D6

The Guild

Typical Race: Ebon Syl

The Guild appears to be a loose-knit organization, but is actually a web of intrigue, deceit, backstabbing, manipulation, and greed. Dominated ruthlessly, though near invisibly, by the Trade Guild, this culture is influenced heavily by the values of the Dyevan culture. The Guild accepts any race within the culture, but only Dyevan will rise to the highest ranks.

STR: D4	**DEX:** D6	**STA:** D4
INT: D6	**PER:** D8	**SAN:** D4
CHA: D8	**INS:** D10	**RES:** D8

Qualities: 2D4+2

Languages: Dihl (50), Gahl (15), and Surrawl (10)

Skills: Appraise, Business, Drawing, Forgery, Instinct, Literacy, Mathematics, Persuasion, Rarities

Survival: Streetwise; **Etiquette:** Renizant; **SEC:** D8

Jaan

Typical Race: Rolen

A remarkably beautiful people, the Jaan are known for their tall, strong, striking physiques. The height of their culture and their rulers are the Drachenlords and the Valkyri. The Drachen of the Jaan are treated as equals, not merely steeds. The Jaan and Aij'ak were once united and friendly with the Ch'ak, but have been in a state of hostility, if not open war, with the Ch'ak for millennia. Were it not for their Drachen, the Ch'ak would have conquered the Jaan in the distant past. This is a constant annoyance to the Ch'ak—and a point of pride to the Jaan.

STR: D6	**DEX:** D6	**STA:** D4
INT: D6	**PER:** D8	**SAN:** D4
CHA: D6	**INS:** D8	**RES:** D10

Qualities: Direction (D6+2), D4

Languages: Rusarin (50), Khorne (15), Ebo (10)

Skills: Animal Handling, Archery, Mounted Archery, Mounted Melee, Observation, Ride Beast, Sling, Thrust, Weather

Survival: Mountain; **Etiquette:** Drachen; **SEC:** D6

Kel

Typical Race: Rolen

Perhaps the most hospitable culture on the face of T'nah, the Kel are openly kind and generous. They revere strength and hard work as well as a mind focused upon developing the future. The Kel would prefer to build upon the past, rather than resurrect it from the ashes. They tend to avoid conflict and will be more likely to hire protectors than to mount their own forces. The Kel have spawned two subcultures known as the Kheem and the Rahn.

STR: D6	**DEX:** D6	**STA:** D8
INT: D6	**PER:** D6	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: Self-Control (D6+2), D4

Languages: Rikkan (50), Dihl(25)

Skills: Animal Handling, Carpentry (20), Cooking, Jury-Rig, Horticulture, Lifting, Masonry, Mechanic, Ride Beast

Survival: —; **Etiquette:** Kel; **SEC:** D4+2

Kheem

Typical Race: Rolen and Halfbreeds

The Kheem are the antithesis of the Kel. They are fun loving entertainers who focus upon enjoying life and sharing that with others. Though secretive about their ways, they are open with their performances. All forms of entertainment are the purview of the Kheem, who have little other interest than to enjoy life and entertain others—for an orb, of course!

STR: D6	**DEX:** D6	**STA:** D6
INT: D6	**PER:** D6	**SAN:** D8
CHA: D8	**INS:** D8	**RES:** D4

Qualities: Demeanor (D6+2), Appearance (D6+2)

Languages: Rikkan (50), Dihl (15), Equalan (10)

Skills: Acting (20), Gossip, Guile, Innuendo, Instinct, Misinformation, Persuasion, Psychology, Unobtrusive

Survival: —; **Etiquette:** Kel; **SEC:** D4+2



Welcome to the Kheem house...
What's your pleasure?

Rahn

Typical Race: Rolen and Halfbreeds

Migrant workers with wanderlust, the Rahn roam for work. They are not secretive, but keep to themselves. They are the definitive loners—seeming to only accept their own company. While they will often travel in groups, there is no loyalty to the group. If an individual takes work, the group moves on without them, and neither will mourn the loss.

STR: D6	**DEX:** D8	**STA:** D8
INT: D6	**PER:** D6	**SAN:** D6
CHA: D6	**INS:** D6	**RES:** D6

Qualities: Toughness (D6), D4+2

Languages: Rikkan (50), Dihl (15), Ebo (10)

Skills: Acting, Bemuse, Carpentry, Herbalism, Horticulture, Instinct, Jury Rig (20), Masonry, Mechanic

Survival: —; **Etiquette:** Kel; **SEC:** D4+2

Kon'ahr

Typical Race: Andw'ahr

Beneath the mountains and digging through the heart of T'nah, the Kon'ahr are most at home with a roof of stone over their heads. For many years they were in charge of the Mining Guild. Recently, however, the Dyevan have assumed control of these mines. The Kon'ahr have been relegated low ranking roles. Due to their strong cultural motivation to work, they have not yet realized they are becoming enslaved to the Guild. Almost exclusively Andw'ahr, they are accepting of other races, so long as they work hard.

STR: D8	**DEX:** D8	**STA:** D10
INT: D6	**PER:** D6	**SAN:** D4
CHA: D4	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Ghal (50), Dihl (15), Rikkan (10)

Skills: Climbing, Crossbow, Geology, Lifting, Mining, Observation, Orientation, Sculpting, Spelunking

Survival: Mountain; **Etiquette:** Kon'ahr; **SEC:** D4+2

Myrshal

Typical Race: Myrlihk

Catlike and distant, the Myrshal are comprised exclusively of Myrlihk females. Only one male is allowed to live in the Myrshal cities—he is little more than a figurehead for their queen. Males are banished to live on their own. (Male characters are still raised within the Myrshal culture, only ejected upon reaching sexual maturity.) There is a constant state of suspended hostility between the Myrshal and the Equin—though both sides often take targets of opportunity.

STR: D6	**DEX:** D6	**STA:** D6
INT: D6	**PER:** D8	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: Nimbleness (D6+2), Reaction (D6+2)

Languages: Prinr (50), Arabanese (25)

Skills: Camouflage, Disguise, Domestics, Fashion, Guile, Hide, Instinct, Observation, Stealth

Survival: Forest; **Etiquette:** Myrshal; **SEC:** D6

Noma

Typical Race: Numid

All Noma are Numid. They are the bastard stepchildren of the Renizant Empire, and the reason the empire fell. They are avaricious, lascivious, and hedonistic. Little love is lost between the Renizant and the Noma. Though they cannot be held completely to blame for the fall of the Empire to their care, they nonetheless were in charge when the Trade Guild raped the Empire to death. The Noma consider themselves superior to all others, and treat them as little more than slave labor.

STR: D6	**DEX:** D8	**STA:** D8
INT: D6	**PER:** D10	**SAN:** D6
CHA: D4	**INS:** D6	**RES:** D4

Qualities: Empathic Effect (D4-2), Empathic Influence (D6), D4+2

Languages: Dihl (50), Surrawl (25)

Skills: Body Language, Bribery, Deceit, Guile, Instinct, Lurking, Observation, Negotiation, Unobtrusive

Survival: Desert; **Etiquette:** Renizant; **SEC:** D6-2

Qyen

Typical Race: Any

The Qyen are unique amongst the Rusahni sects. Many of their members began life as foundlings. These foundlings are considered the true epitome of the Qyen, for they have not been tainted by the outside influences of other cultures. Whether they can touch Qai or not, they are still accepted, and sent out as watchers and agents to gather information. They are the keepers of justice within the wasteland; where no law exists, they establish order.

STR: D6	**DEX:** D6	**STA:** D8
INT: D4	**PER:** D6	**SAN:** D6
CHA: D6	**INS:** D8	**RES:** D8

Qualities: Qai Ability (D6+2), Qai Expressions (D6)

Languages: Rikkan, Equalan

Skills: Biology, Domestics, First Aid, Horticulture, Meditation, Observation, Slash, Stealth, Thrust

Survival: Choose; **Etiquette:** Azili/Qyen; **SEC:** 3

Renizant

Typical Race: Numid

Noble, intellectual and proud, the Renizant would have the world believe they were the shepherds and the teachers who brought civilization to the barbarians. The truth, however, is often hard for even the most realistic Renizant to face—they were lazy, selfishly devoted to gaining knowledge, and negligent in the task of guiding the Empire that they created. Few true Renizant remain—and they are ensconced in the cities, retaining as much power as possible. Almost exclusively Numid, the Renizant tend to relegate others into substrata of humanity.

STR: D4	**DEX:** D8	**STA:** D4
INT: D8	**PER:** D6	**SAN:** D8
CHA: D8	**INS:** D6	**RES:** D6

Qualities: Empathic Influence (D6), D4+2

Languages: Surrawl (50), Dihl (25)

Skills: Bluff, Diplomacy, Guile, Instinct, Leadership, Logic, Negotiation, Persuasion, Politics (Renz)

Survival: Desert; **Etiquette:** Renizant; **SEC:** D6

Shnahn

Typical Race: Numid and Halfbreeds

Originally the Shnahn were sent out as emissaries of the Renizant Empire to regain lost territory through generation-spanning education. They have since seen the error of these ways and are seeking to correct the mistakes of the past. They are the teachers of T'nah, using the shepherding of animals as a paradigm to guide other cultures. They accept any race in their culture, though they are still nearly exclusively Numid.

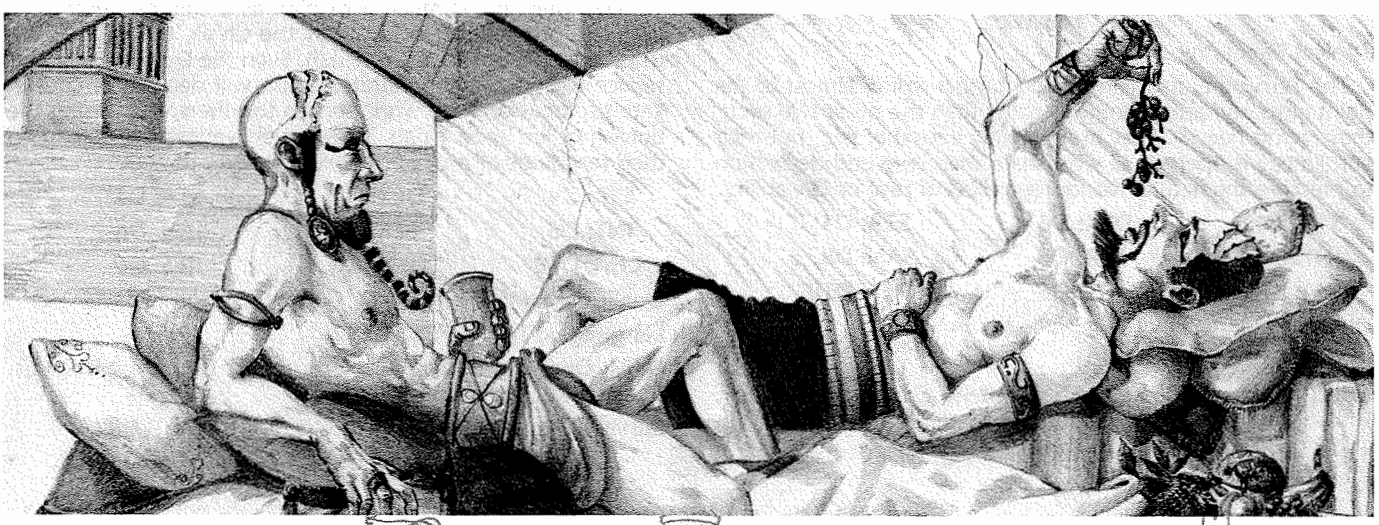
STR: D4	**DEX:** D6	**STA:** D4
INT: D10	**PER:** D8	**SAN:** D6
CHA: D6	**INS:** D6	**RES:** D8

Qualities: Communication (D6+2), D4

Languages: Surrawl (50), Rikkan (15), Dihl (10)

Skills: Animal Handling, Animal Husbandry, Observation, Ride Beast, Sling, Staff, Story Telling, Teamster, Tracking

Survival: Desert; **Etiquette:** Renizant; **SEC:** D4+2



Skulae

Typical Race: Syl and Halfbreeds

Wandering where others fear to tread, living where others die, the Skulae are the soul of the wasteland. The concept of family is foreign to the Skulae, who are far more open with relationships. Skulae wander and travel, seldom with the same group for more than a few years, unwilling to remain in one place for very long. They are ideal as guides, caravaners, and scouts into and through the wasteland. Comprised primarily of Syl, the Skulae consider diversity to be exotic and desired.

STR: D4	**DEX:** D8	**STA:** D8
INT: D4	**PER:** D10	**SAN:** D6
CHA: D4	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Danaic (50), Rikkan (15), Dihl (10)

Skills: Animal Handling, Animal Husbandry, Dodge, Domestics, Leatherwork, Observation, Ride Beast, Tanning, Teamster

Survival: Desert; **Etiquette:** Nomadic; **SEC:** D6

Sylvan

Typical Race: Syl

If the Skulae are the soul of the wasteland, the Sylvan are the heart of the woods—the cold, black, twisted heart of the woods. Forests are incredibly rare on T'nah, and the Sylvan seem to have found them all. They guard the forests religiously and fiercely. Referred to as 'steads,' the Sylvan are known to enslave or kill any others who discover their whereabouts. The only exceptions to this extreme protectiveness are the Qyen, who are welcomed and highly regarded. Sylvan are almost exclusively Syl—though a rare few may have other origins.

STR: D4	**DEX:** D8	**STA:** D6
INT: D6	**PER:** D8	**SAN:** D6
CHA: D6	**INS:** D8	**RES:** D6

Qualities: 2D4+2

Languages: Equalan (50), Rikkan (15), Dihl (10)

Skills: Archery, Camouflage, Carpentry, Hide, Music, Poetry, Story Telling, Singing, Tracking

Survival: Forest; **Etiquette:** Sylvan; **SEC:** D6+2

Temiz

Typical Race: Any

The Temiz are guardians of the natural world, almost to the point of martyrdom. Though smaller than the other two sects, they recruit heavily. They are primarily a rusahni sect, but their enrollment is open to all who share their love and dedication to preserve the natural world, regardless of race or Qai ability.

STR: D4	**DEX:** D6	**STA:** D4
INT: D6	**PER:** D8	**SAN:** D8
CHA: D6	**INS:** D6	**RES:** D10

Qualities: Qai Ability (D6), 1D4+2

Languages: Rikkan, Dihl

Skills: Animal Handling, Biology, Botany, Domestics, Ecology, First Aid, Horticulture, Herbalism, Observation

Survival: (Choose); **Etiquette:** (Choose); **SEC:** 0

Tv'ahr

Typical Race: Andw'ahr and Halfbreeds

Closely related to the Kon'ahr, but living on the surface and dedicated to agriculture, the Tv'ahr 'mine' the surface of T'nah. They farm, garden, plant, and harvest. Dedicated to their labors, these hard-working farmers release their energies in many feasts and festivals throughout the year. Almost exclusively Andw'ahr, they are no less friendly to any other race and accept others with open arms—as they hand them a plow and pull them into the fields.

STR: D8	**DEX:** D4	**STA:** D8
INT: D6	**PER:** D6	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Tchin (50), Rikkan (25)

Skills: Carving, Climbing, Farming, Horticulture, Irrigation, Lifting, Observation, Smithing, Weather

Survival: Plains; **Etiquette:** Tv'ahr; **SEC:** D6+1

Wet Denizen

Typical Race: Human

Only in the last few years have these people begun to surface. They bring with them much more recent tales of living beneath the ocean. They are often quiet, observant people. Wet Denizens nearly always have unusual or unique gadgetry. They have an attitude and demeanor of superiority toward other races and cultures—though they will pay lip service to local lords and barons.

STR: D6	**DEX:** D6	**STA:** D4
INT: D8	**PER:** D6	**SAN:** D8
CHA: D8	**INS:** D4	**RES:** D8

Qualities: Technology (D6+2), Alertness (D6+2)

Languages: Spanglish (50), Deutshan (25)

Skills: Biology, Computer Operation, History, Literacy, Mathematics, Observation, Pilot Boat, Search, Scavenging

Survival: Coast; **Etiquette:** Old Ways; **SEC:** D6-1

Yethite

Typical Race: Troog

The most peaceful, diplomatic, and trusted culture is the Yethite. They are as much a religion as a culture. Revered as holy and protected ferociously by the Ch'ak, the Yethites are thus tolerated by the rest of T'nah. Even the Dusteen will offer service willingly to the Yethites—who will decline, of course. Yethites focus on hard work, service to others, and easing the burden of life upon T'nah. They travel everywhere, spreading their teachings of peace and love wherever they go.

STR: D4	**DEX:** D8	**STA:** D4
INT: D6	**PER:** D8	**SAN:** D6
CHA: D10	**INS:** D6	**RES:** D6

Qualities: Aggression (D4-1), Communication (D6+2)

Languages: Trune (50), Ebo (25)

Skills: Dancing, Hide (20), Horticulture, Literacy, Mechanic, Observation, Philosophy, Sprinting

Survival: Forest; **Etiquette:** Yethite; **SEC:** N/A

SOCIO-ECONOMIC CATEGORY (SEC)

You may not choose the social category from which your character is born. Heredity makes that decision for you. However, if you are born of a higher station, you may choose to lower your standing. If this option is taken, you lose all the benefits of the higher category and gain the stigmas of the lower.

Altering your SEC typically occurs at the same point when you choose an apprenticeship. Until this point, you may enjoy whatever benefits the higher social station provides. Once the apprenticeship is chosen, however, your social standing is established.

Once your initial SEC has been determined through the choice of culture, apply the listed skill modifiers. Then select any occupation that has an SEC restriction equal to or lower than what you have rolled. The occupation SEC that is chosen will determine starting money later in the character generation process.

Example: *Ren rolls up a character with an SEC value of Publican (3). In selecting his initial occupation, he may choose any apprenticeship, which has a beginning SEC restriction of 3 or less. He selects the Hustler apprenticeship. The SEC value of Criminal (0) from the Hustler apprenticeship replaces his birth SEC of Publican (3).*

Do not use starting SEC for money calculations. Also, we encourage you to come up with a background story to explain how the former nobleman that your character was born became a footpad working for a gangster. It is the character story that is all-important in this situation.

Favors

If you select an occupation that has an SEC lower than that conferred through heredity, the difference may be used as favors. There are a total number a favors available equal to the value of your SEC. Once you have spent a number of favors equal to the value of the SEC, it is reduced to the next lower level. This continues until the birth SEC is equal to the occupation SEC. At that point, there are no more remaining favors.

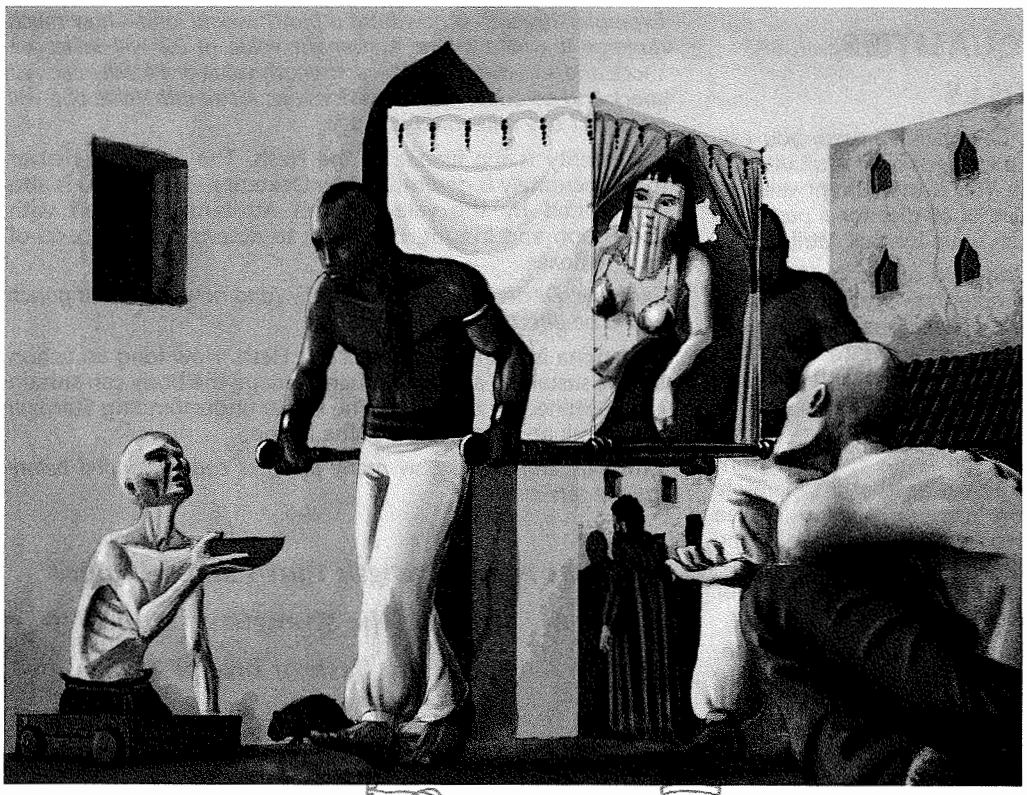
Favors may continue to be used, but when the value is dropped below the level required by the occupation entry requirements, you are forced into demotion. Demoted characters may face criminal prosecution—which may require them to use further favors.

Social Standing

Social standing is a fickle thing. It can change with the winds. One thing is true—the higher you are when you fall, the harder and farther that fall tends to be. Royalty ousted from their thrones will invariably fall straight to criminal status. This may not affect your actual occupation; it is only a change in your SEC. Typically, royalty will have contacts in other nations who will come to their aid—but in their own territory, they are persona non grata. If they remain in their homeland, they would either be imprisoned, executed, or lead a resistance cadre against the ruling powers.

Socio-Economic Category (SEC) Quality

The culture wherein you begin your life provides the base for the SEC Quality. This quality provides no bonus Quality points if you choose to take a lower station. If your character is of a different race than the typical race of the culture, apply a –1 modifier to this roll. If your chosen race is the typical race of a culture with which your chosen culture is at war, you are automatically a slave. You may buy higher SEC with Quality points in exactly the same way as other Qualities.



If you have chosen a culture that does not keep slaves, yet have rolled a slave SEC, then you are at the lowest rung of the social ladder. In fact, the social ladder is probably sitting squarely on your foot. You could be a criminal, indentured servant, or even indebted so deeply that the only possible hope is to strike out into the vicious and dangerous world to seek fortune.

Hmm...now there's a thought!

Just be sure that you remember to go back and pay your debts. Those kinds of things have a nasty tendency to show their ugly face later on in the campaign.

(Are you paying attention to this, Bard?)

Social standing provides the character with a basic package of backgrounds.

1-2 **Slave (0): Indentured Servant, Common Criminal**
Gossip or Streetwise +15SV, Etiquette +15SV, Unobtrusive +7SV, 30 skill levels in languages

3-5 **Servant (1): Liberated Slave, Blue Collar, Nobody**
Gossip +7SV, Streetwise +7SV, Etiquette +7SV, Domestics +15SV

6-7 **Commoner (2): Vassal, Serf, Anonymous**
Shopping +15SV, Domestics +7SV, Etiquette +7SV, Ciphering +7SV

8 **Publican(3): Courtier, Unknown**
Mathematics +7SV, Gossip +7SV, Literacy +7SV, Etiquette +15, SV 30 skill levels in languages

9 **Patrician(4): Merchant, Known**
Fashion +7SV, Music +7SV, High Culture +7SV, Etiquette +15SV, 40 skill levels in languages or Literacy

10 **Noble(5): Hero, Merchant Prince, Famous/Infamous**
Fashion +15SV, High Culture +15SV, Dancing +7SV, 50 skill levels in languages, Etiquette, Politics or Literacy

(For convenience, this information is repeated in the Qualities section.)

SEC: Quid, Savings, and Contacts

0 No quid; 3 former slave contacts, 2 street contacts

1 1D10+3 in purse, 3 street contacts

2 2D10+5 in purse, 4 contacts each owe you 2D10

3 8D10+12 in purse, 3 contacts, 1 owes you 3D10

4 8D10+12 in purse, 5 contacts, all owe you 3D10

5 5D100+100 in accounts, 4D10 in purse, 10 contacts

ATTRIBUTES, QUALITIES, AND SKILLS

Once all stages of development have been passed, you can begin to quantify the character on paper. For each Attribute, roll the three dice and add their totals. This is the current value of your Attributes. The maximum value of all dice for a particular Attribute is the character's maximum value for that Attribute.

Due to the random nature of this kind of Attribute assignment, we would like to make a recommendation: Ask your Bard if you can roll three times for each Attribute, and use the best of the three. This will help your character to be a little better than random chance, while still allowing for the randomness of reality. Remember, however, that the Bard is the final arbiter.

Skills are determined by adding the levels received from each field of development. Write down each skill separately on the character sheet; record the name and value for the controlling Attribute. Add these two numbers together for the Base SV (SV) for each skill. If a Quality modifies the SV, also make note of those changes. Be sure to leave room on your character sheet for notes and details.

Qualities should be recorded in their appropriate location. Any modifiers they provide should be applied as the quality reads. Qualities sometimes provide conditional effects, so be sure to note the trigger events and the details of the effect.

Derived Attributes (Consciousness, Fatigue, Reflexes, Size) are calculated according to mathematical formulae. See the section on Attributes for details of the formulae. Make these calculations after applying changes due to Qualities, as they may have some bearing on the value.

ATTRIBUTES

The Attributes of the character are broken into three main categories, which, in turn, are broken in to three specific functions of that category. There is the Flesh, the Mind, and the Will. The quantity and diversity of these categories is expressed as the force, finesse, and endurance of each category.

Attributes change value over the life of the character, rising and falling as your world shapes and molds you to suit your experiences. However, in general terms, when an Attribute is lowered, it is from some form of injury—whether owing to age, or actual damage. It is also generally true that an increase in an Attribute is due to development—whether through growth and maturity, or continued practice.

Flesh

How you interact with the physical world and whatever affects your physical form is defined by these values.

Strength is the ability of the Flesh to exert a force against the outside world. How much you can lift and how far you can jump is defined by this value. The Strength value can also be used to determine the force of a physical attack.

The amount of additional damage you inflict in a hand-to-hand or melee battle is as follows:

Shock = Strength divided by 7

Lethal = Strength divided by 20

Example: *Strength is how hard a punch would land—how much damage it would inflict. A strength value of 22 will inflict +3 shock and +1 lethal damage. A strength value of 14 will inflict +2 shock and no additional lethal damage. A strength value of 6 will not inflict any additional damage.*

Dexterity is the finesse of the Flesh. The ability to deliver force accurately is determined by Dexterity. Basic speed is also determined by the value of this Attribute. Coupled with Perception and Insight, this helps to determine the speed of your Reflexes.

Example: *Dexterity is how accurately (and how quickly) a punch would be directed.*

Stamina is the endurance of the Flesh. How long an action can be sustained and how much damage the body can sustain is determined by this value. The key to understanding Stamina is to think about duration of the action.

Example: *Stamina is how many punches can be landed before fatigue sets in.*

What is my strength that I should hope?
Is my strength the strength of stones?
Or is my flesh of brass?

—Joab, Yethite Prophet

Mind

How capably you think, and how well you perceive the world around you—processing the information about your surroundings—is defined by these values.

Intellect is the force of the Mind, the raw computing power and seat of intellectual knowledge. How much you know and understand about the world around you is determined by this value.

Example: *Knowing that the sound of a thunderous roar is a jet engine is a function of Intellect.*

Perception is the finesse of the Mind. Your basic awareness of your surroundings and the speed of processing your thoughts are determined by Perception. Coupled with Dexterity and Insight, this helps to determine the speed of your reflexes.

Example: *Hearing the thunderous roar and processing that it is not a naturally occurring sound for the surroundings is a function of Perception.*

Sanity is the endurance of the Mind. It is the ability of the Mind to remain vibrant in the face of an onslaught of mental attack. This can be a shock to the sensibilities of your mind (perhaps seeing a gruesome scene) or upon the shocking experience of fear.

Example: *Never having heard a jet engine, a primitive man would immediately face the fear of something beyond his experience and may struggle with his sanity.*

Will

How solidly you are rooted within your own understanding of the world and how much confidence you possess is a function of your Will. This is your spirit, personality, and ability to function in a social situation.

Charisma is the force of the Will. It is the means by which you will interact with other entities in the world around you. Although it can be influenced and increased with certain other additions (e.g. physical beauty, a harsh appearance, a soothing voice), these are merely bonuses to the raw force of your Will.

Example: *This is the force of the attack that a guard must resist when you attempt to bluster your way through a guarded entrance.*

Insight is the finesse of the Will, your decision-making aspect. This is your judgment and wisdom. It is how well you process your perceptions of other entities and direct your will to interact with them. Coupled with Perception and Dexterity, this helps to determine the speed of your reflexes.

Example: *Knowing how to direct your Charismatic appeal against the guard is a function of Insight.*

Resolve is the endurance of the Will. It could just as rightly be called 'willpower.' This is the raw ability of the Will to maintain a course of action under the attack (or temptation) to change course.

Example: *When the guard challenges back, it is the Resolve that stands firm, forcing you not to break into a run.*

I can afford to be reasonable...
because I'm right.

—Djeff Alhahn, Dry Denizen Caregiver

Special Attributes

Special Attributes are those that are not determined by choosing a die size or making a roll. Rather, they are derived from existing values.

Consciousness is used to make rolls against falling unconscious due to trauma. This trauma is not limited to the physical, but can also include mental attack or a challenge to the will. Consciousness is calculated as the sum of Stamina, Sanity, and Resolve.

Consciousness = (Stamina + Sanity + Resolve)

Consciousness serves several purposes:

Shock: Each time your character receives a stunning attack, Consciousness is reduced by that amount. When the number reaches zero or below, the character falls unconscious. Shock damage will rise and fall rapidly during combat. Each combat turn without additional physical or shock damage to your character restores one point of Consciousness.

Fatigue: Fatigue is how tired your character is. A fully rested character has a full Consciousness rating. As your character performs more activity, fatigue increases. This is indicated by reducing Consciousness. While Shock damage is recovered quickly, fatigue requires resting. The best rest is sleep. Because Shock and Fatigue are restored differently, it is best to record them differently as they are sustained. We suggest using a slash ("/") to record shock and an "X" to record fatigue.

Blood: It represents the total amount of blood loss your character can sustain before unconsciousness. Your character has a total blood capacity equal to his Consciousness attribute.

Blood Capacity = Consciousness

Reflexes is a measure of how quickly a character can respond to a stimulus. It is most often used for combat situations, but uses the awareness of all the character's faculties. Reflexes are calculated taking the average of Dexterity, Perception and Insight (round up).

Reflexes = (Dexterity + Perception + Insight) / 3 (round up)

Size: An abstract calculation based upon the size of the 'average human.' Whether this difference is in the form of stature or girth is entirely up to the player to decide within racial bounds. The value of a character's Size is not race or culture specific. This value will modify the weight and cost of worn items—such as clothing and armor—as well as the amount of food and water required to survive. It will also be a good means of determining how threatening an opponent appears to be. Size is expressed as a percentage. The formula is Strength plus Stamina, divided by Dexterity plus ten, rounding up. The value provides a multiplier to use in situations determined by Size.

Size = (Strength + Stamina) / (Dexterity + 10) (round up)

Example: *Marda the Syl thief has a Strength: 9, Dexterity: 18, Stamina: 10. (9 + 10) / (28) = .67 or 67%. This gives Marda a Size: 67%—providing Marda a 33% reduction in the cost and weight of worn items, and food/water requirements from those listed.*

Example: *Gronk the Ch'ak kril has a Strength: 19, Dexterity: 15, Stamina: 24. (19 + 24 / 25 = 1.72 or 172%. This gives Gronk a Size: 172% requiring from Gronk an extra 72% in the cost and weight of worn items, and food/water requirements from those listed.*

QUALITIES

The Trinary System combines the concepts of Edges and Flaws into a single function called a Quality. Quality effects can be positive, negative, or both. They always have a positive numeric value. Even those Qualities that seem a disadvantage to the character will also have a positive value associated with them.

During character generation, a series of dice will be allocated to the generation of specific Qualities. These dice may be used in any combination to roll on any list chosen by the player. There are stipulations:

1) No more than three dice may be used for a single roll.

2) Only one quality may be taken from a single list.

3) Any value rolled over 10 is lost.

Example: *Ren chooses to roll on the Attention list of Qualities. His character has 3D6 and 1D4 in quality dice with 2 points in his quality point pool. Ren decides to throw 1D6 and 1D4. The dice are rolled and the results are 4 and 3 Respectively—totaling 7. Ren's character receives the quality 'Hair Trigger' and all the associated benefits.*

In addition to allocated dice, additional Quality points may be assigned. Quality points are used to modify the rolls of the quality dice to help facilitate a particularly desired result. Quality points may not be spent directly on a quality in a list unless the character has no remaining quality dice. They are primarily used as a bonus to a die roll.

Example: *Ren was hoping for the result of Focused in the above example. That quality level is 2 points more than his roll. Ren chooses to spend his 2 Quality points as a bonus to his roll, increasing the roll from 7 (Hair Trigger) to 9 (Focused). He now has the quality that he wants for his character and its total cost was 1D6, 1D4, and 2 Quality points.*

Taking a deliberate negative to the Quality die roll can generate extra Quality points. This is usually done after the Quality dice are rolled. Roll the die (or dice), determine the result, choose to take a negative, reduce the roll by the negative value, and add the Quality points to your character's pool for the next rolls.

Aside from Qualities, there are separate factors called Detriments. Detriments are also listed with a positive value—but that value is the number of additional Quality points provided to the character for taking the detriment. It is also possible through game-play to acquire a Quality, Asset, or Detriment.

Detriments are exactly what they sound like. They are significant disadvantages. The point values for the Detriments are listed with a plus sign beside them. This is to indicate that the points for the Detriment are provided to the character's quality point pool. Detriments acquired during play do not provide this benefit, only during character generation. If your character loses an arm, acquires a mental illness, or becomes cursed during play, that's part of the hazards of adventuring!

Example: *Ren decides to provide a little flavor to his character to make him unique. He chooses that the character has lost his hand during some part of his life. This Detriment provides Ren with a bonus of 2 Quality points for his pool.*

Assets are exactly what they sound like. They are an advantage to the character. They are considered a type of Quality and are purchased with Quality points. You may not take an Asset that cancels out or otherwise negates any aspect of a Quality or Detriment already possessed.

Extra Quality points may be spent on Assets, which are not constrained by the restrictions noted for Qualities. For one thing, dice may not be thrown to generate Assets. Any Quality level that the character can afford may be chosen. If a quality desired by the player is contained in a list, he may choose to purchase it directly.

Example: *Ren decides that his character, even though it is not a Numid, has adapted a similar type of water caching system in his body. He chooses to purchase 'Water Caches' for 2 Quality points. Additionally, Ren desires to increase his Attributes. Spending his 4 remaining Quality points, he purchases an extra 1D4+3 to roll and distribute to his Attributes.*

The quality point pool only exists during character creation. Once game play has begun, the pool must be zeroed out. Few players deliberately sacrifice such important resources. One of the last things to do before adventuring the character is to spend these last remaining points on incidental Qualities, Assets or Detriments.

QUALITY LIST

Below is the list of Qualities, Assets, and Detriments.

Additional Attributes

You gain a number of additional points to your Attributes. Spend them as you see fit, in whichever Attributes you desire (as long as they do not exceed your character's Attribute maximum).

1 Add 1	6 Add 1D6+3
2 Add 2	7 Add 2D6
3 Add 1D4+1	8 Add 2D6+2
4 Add 1D4+3	9 Add 2D6+4
5 Add 1D6+1	10 Add 2D8+4

Additional Skills

You gain a number of additional points to your skills. Spend them in new skills or existing skills with the following restrictions:

No skill may exceed 50 skill levels.

No single skill may receive more than 10 of these points.

May exchange 15 skill levels from these points for Elemental Knowledges or Mahya. Qai Expressions may be purchased for 25 skill levels.

1 Add 2 skills at 5	6-7 Add 2D10+2 x 10
2 Add 1D4 x 5	8-9 Add 3D12+3 x 10
3 Add 1D6 x 10	10 Add 4D20+5 x 10
4-5 Add 1D8+1 x 10	

Aggression

This quality determines your overall attitude about fighting and violence.

1 Extreme Pacifism: You must make a Resolve check in order to be involved in any kind of violent act—even self-defense. This includes attempting to block or parry attacks. Even if you succeed, you lose one point of Sanity. If you kill, even accidentally, you lose 1D4+1 points of Sanity.

2 Mild Pacifism: You may defend yourself with Block or Parry but may make no aggressive actions. In order to act aggressively, you must pass a successful Consciousness check. If you kill you lose 2 points of Sanity.

3 Self Defense: You may defend yourself, including performing aggressive actions in that defense, but you are still unable to emotionally resolve killing. You may not initiate combat. You tend to avoid killing blows and will strike to incapacitate unless forced to make a killing blow. If you kill, you lose one point of Sanity.

4-5 Situational Aggression: You may attack and defend as the situation requires. You may only initiate combat if you are directly threatened with violence.

6-7 Violent: You enjoy a good fight and will look for an excuse to have a fight. You like to settle minor disputes with a fist fight where a few words could solve the problem just fine. In order to avoid fighting, you must make a successful roll versus Consciousness.

8-9 Blood Lust: You don't just enjoy fighting, you enjoy making other people hurt. You aren't happy unless you have violently proven you can best anyone. In combat, you must make a Consciousness check in order to avoid killing blows.

10 Blood Thirsty: You are looking not only to injure or hurt others, you want to kill. Every stressful situation requires a successful Consciousness check or you will fly into a rage and try to kill. In combat situations, you may not make anything less than an all-out-attack. You receive a permanent +12 to all offensive actions and –12 to all defensive actions.



Some people would say that Hasim has a problem with aggression...

Alertness

The bonuses listed apply to the Observation skill (unless otherwise indicated) when testing whether you have noticed something in your immediate surroundings—whether accidental or deliberately searching.

1 Impaired senses (All): Provides a decrease of –12SV and –2ED.

2 Loss of one sense: Provides a decrease of –25SV and –3ED when using one sense—pick one.

3 Impaired Sense (One): Provides a decrease of –7SV and –1ED to one sense.

4-6 Keen Senses: Provides an increase of +1ED.

7-8 Acute Alertness: Provides an overall increase of +12 SV and +1ED. Provides an additional +1ED when searching for something specifically stated.

9 Hyper-Senses: Provides an overall increase of +18SV and +1ED. Also provides a +25SV to detect and ambush or premeditated surprise attacks.

10 Preternatural Senses: You receive the benefits of Hyper-Senses and also have a gut instinct about people. Add +1ED when sensing the mood or tone of a person or group nearby. Also provides the same benefit to notice the use of Ido nearby.

Ambidexterity

The ability to perform an action depends entirely upon how one has learned to use their hands. Most people have one dominant hand. A few have the ability, to varying degree, to use their hands interchangeably. Still others have birth defects or wounds from their youth that preclude the use of a hand.

Apply the modifiers listed whenever you attempt to use your off-hand for any purpose. Note that this does include shield blocks and 2nd weapon usage. There are no free water flasks on T'nah.

1 Withered Arm: You cannot use your off-hand at all. It is withered and shriveled, completely unusable. Some may be sickened by it. On a percentile roll of 10 or less, your withered arm is grotesque and deformed. You will receive a -2ED to all social rolls whenever others can see it.

2 Severe Offhandedness: You have an extremely dominant hand; it can be either left or right; roll your percentile dice. On a 75 or lower, your character is right handed. The other hand suffers a –33SV and –4ED. (Most of the world is right-hand dominant. Most tools, therefore, are made for the right hand. The Bard is free to impose a -1ED penalty on any tool you use if you are left-handed. Sorry, southpaws, it's a fact of life.)

3-4 Dominant Handedness: You have a normally dominant hand; it can be either left or right. Pick one. The other hand suffers a –18SV and –2ED. (Note that if you pick the left hand, you can possibly suffer the above penalty of -1ED for right-hand oriented tools.)

5-6 Partial Ambidexterity: You are naturally better with your offhand than most. Pick an offhand, you have a –7SV and –1ED with that hand. (Note that if you pick the right hand as your off-hand, you can possibly suffer the penalties in #2 above for using right-hand oriented tools.)

7-8 Trained Ambidexterity: You have trained yourself to be somewhat ambidextrous. Your offhand suffers a –3SV. (You are not affected by penalties associated with using tools designed for your off-hand. You switch hands and take the -3SV—which is really negligible.)

9 Natural Ambidexterity: You have complete natural ambidexterity. There is no penalty for using either hand.

10 Monkey Boy!: You have natural ambidexterity, as above, and you can also use your feet with a similar grace. Writing, picking locks, sewing, etc., may all be done with the toes. Any advantages conferred to your hands through other Qualities (e.g. Deftness) apply equally to your feet. Due to biological constraints, however, you do suffer a -2ED when using your feet.

Appearance

Appearance is how you look in the eyes of others. Typically for first encounters, general attitudes, confrontational situations, and other social places where appearances could sway the opinions of others, the Bard is free to use these modifiers.

1 Hideous: You are so ugly that you elicit an emotional reaction when you are seen. -12SV and –1ED.

2 Ugly: You frighten young children. -7SV and –1ED.

3 Plain: You are the last one picked for a dance. -7SV

4 Fair: You are the second to last one picked for a dance. -3SV and +1ED

5 Decent: Some find you appealing, others will not. +3SV

6 Attractive: Many find you appealing to gaze upon. +7SV

7 Handsome/Pretty: Most people will find your appearance appealing. +7 SV and +1ED

8 Beautiful: Only the blind will not react favorably to you; the envious have the opposite reaction. +12SV and +1ED

9 Striking: You are so beautiful that you elicit an emotional reaction when you are seen. Envious people will not like you at all. +12SV and +2ED

10 Stunning: Those who find your gender attractive will run into poles, miss steps, and suddenly have the inability to speak when they see you. Envious people will hate you. +18SV and +3ED



Articulation

This is how much control you have over the joints of your entire body and the fluidity of motion. The more articulate your joints are, the more flexible and capable they are at performing various tasks.

1 Frozen Joints: Suffer –12SV and –2 ED to all Dexterity based tests.

2 Arthritic: Suffer –7SV and –1ED to all Dexterity based tests.

3 Stiff Joints: Each day that you awaken, make a test against double your Stamina. If you fail, you suffer a –1ED to all Dexterity based tests for that day.

4-5 Flexible: Gain a +3SV bonus to all Dexterity based tests.

6-7 Hyper Extension: Gain a +3SV and +1ED bonus to all Dexterity based tests.

8 Double Jointed: Gain the advantages of Hyper Extension with an additional +7SV to Escape or any other skill used to free oneself from entanglements.

9 Dislocation: You are able to pop joints in and out of their sockets at will. Gain all the advantage of Double Jointed, but increase the SV bonus for escaping entanglements to +12SV.

10 Contortionist: You can fold your body in ways that Ashik finds disturbing. You may fit yourself into incredibly confined spaces. You also gain all the advantages of Dislocation. Reduce your weight by 50% and your Strength may not exceed 12.

Awareness

The Quality of Awareness modifies how focused or disciplined you are in noticing your surroundings. Unless otherwise stated, all bonuses to SV and ED apply to the skill of Instinct.

1 Oblivious: –10 skill levels—thereby raising prerequisites to 20 skill levels. On the upside, you can't be surprised!

2 Unaware: –7SV and –1ED. You can only be surprised if you fail a Consciousness check.

3 Preoccupied: –3SV and –1ED.

4-5 Edgy: –3SV and +1ED and +7SV to detect an ambush.

6-7 Hair Trigger: +3SV and +1ED and +12SV to detect ambush.

8 Acute Awareness: +7SV and +1ED and may make an Instinct check to counter any surprising actions.

9 Focused Awareness: +12SV and +1ED and may make a Dodge roll against all surprising actions.

10 Sense Danger: As Focused Awareness, plus you are immune to all surprise. You also have a permanent +25 to your Reflexes for the first round of combat.

Communication

The quality of communication is focused on the social and verbal repartee between you and others. It is a mixture of communication and etiquette. Unless specified otherwise, all bonuses apply to language skills.

1 Mute: You cannot speak at all. Period. This can be either a psychological condition or a physical condition at the discretion of the player.

2 Stutter: You speak with a stutter. –7SV and –1ED to all Charisma based skills.

3 Slurred Speech: You slur when speaking. –1ED to all skills that involve the spoken word.

4 Dialect Talent: Within your own language, you may identify and imitate regional and SEC dialects like a native of that area.

5-6 Language Talent: You have a way with languages. +7SV to all languages.

7-8 Pleasant Voice: You have a pleasing voice. Gain Dialect Talent above and +7SV to any skill using the voice.

9 Linguist: Gain a skill level of 20 in Literacy. In addition, you learn any new language to skill level 10 for only 20 wisdom points. Further, the cost to advance a language is halved.

10 Cultural Adapter: Gain the Linguist quality and sound like a native in whatever languages have been learned, to a skill level of 40. The Etiquette skill does not require a specialization; you are fluent in the Etiquette of any culture within hours of encountering it. Any skills provided to multiple Etiquette skills (including Streetwise) may be distributed as you see fit.

Deftness

The quality of deftness affects the fine motor activity of your character. All bonuses to SV and ED apply to the following list of skills: Bowyer/Fletcher, Calligraphy, Carving, Drawing, Juggling, Knotwork, Painting, Pick Locks, Pick Pockets, Sculpting, Tailor.

If you receive a modification to SV, the skill must already be possessed. If you receive a modification to skill levels, this affects the actual learning of the skill.

1 Ham Fisted: Your character is an anomaly of science! He might as well have no fingers or thumbs! –10 skill levels—raising prerequisites to 20 skill levels.

2-3 All Thumbs: Every action looks ungainly and sometimes comical.–7SV but a skill level of 10 is still considered to have fulfilled any prerequisite requirements.

4-5 Deft Fingers: +3SV and +1ED.

6-7 Good Manual Dexterity: +7SV and +1ED.

8-9 Excellent Manual Dexterity: +7SV and +2ED.

10 Prestidigitation: +15 skill levels and +2 ED to listed skills.

Demeanor

This is how the rest of the world perceives you. In most circumstances it is accurate.

1 Insecure: You are pushy, overbearing, and consider compromise to be losing—even though others do not consider it a competition. For you, life is a power trip. You want to be in control but you recognize that you may not have what it takes to be in control, so you will pick on the weakest member of the group in order to assert yourself. You are insecure. To be accommodating requires a successful Consciousness check.

2 Bad Temper: You are irritable and easily annoyed. Any stress at all will tend to infuriate you. When you are irritated and annoyed, you suffer a –12SV to all Perception based skills.

3 Belligerent: You are obnoxiously stubborn and like to get your own way. Because you do not see the point or validity to that which others have suggested, you suffer a –7SV to all Charisma based skills.

4-5 Resolute: You are determined in nature and perceived by some as stubborn, however you will listen to what others have to say. You may not change your mind, but you will listen. Gain +1ED to Resolve based social skills, but suffer a –1ED to Charisma based Social skills.

6-7 Friendly: You are outgoing and personable. Gain +1ED to all social skills.

8-9 Compassionate: You are caring and openly concerned about the feelings, ideas and well being of others. Gain +2ED for all Insight based Social skills.

10 Charismatic: You are likeable and believable. People perceive that you 'feel their pain.' You gain +2ED for all Charisma based Social skills.

Direction

Some people know where they are no matter where they stand, and others get lost in their own backyard. How well you can sense your position in relation to the world around you is determined by this Quality. Unless otherwise noted, this Quality affects the following skills: Map Reading, Navigation, Cartography, Orientation, Geography, Blind Fighting, Spelunking,

1 No Sense: You get lost any time you are out of sight of familiar surroundings and have no concept of straight lines, maps, navigation, orientation, or any other means of finding your way back. You need a guide wherever you go. Suffer a –25SV to all the above skills. In addition, you suffer a –12SV to Swimming when underwater for more than 10 seconds.

2-3 Poor Sense: You can follow directions and use a map, but not very well. Suffer a –12SV to the above skills.

4-5 Good Sense: You are able to retrace your own steps easily and can use the above skills when you are in unfamiliar territory. You receive a +1ED to Orientation.

6-7 Sense North: You instinctively know which way is North—even when underground, underwater and on cloudy days. This provides you a +7SV and +1ED to the above skills.

8-9 Absolute Direction: You always know which way is up, which way is North, and anywhere you have traveled is ingrained upon your memory eidetically. You receive +12SV and +1ED to all the above skills.

10 Absolute Location: You instinctively know your precise location in relation to any place that you have consciously traveled. You will know distance and direction from your present position to any place you have previously visited. You also receive all the bonus of Absolute Direction.

Empathy

Empathy is a reflection of your character's ability to feel the emotions of others. Because your character can feel the emotional state of others, this conveys a certain advantage within the social realm. It can also, conversely, become the source of addiction to those with only minor ability to control the effects.

When determining the empathy of your character, you must roll on both charts for the effect and the influence of the empathy upon your character and anyone nearby. If you have only one die to roll, then you will roll on one chart and take the lowest value on the other.

Empathic Effect

Unless otherwise stated, the Empathic Effect influences all Charisma based skills.

1 Addicted: You must be around people all the time and you feel empty without them. You are a personality leech and suffer a –3ED to resist any Charisma based skills.

2-3 Dependency: You strongly prefer to be around people all the time and suffer a –2ED to resist all Charisma based skills.

4-5 Involuntary Chameleon: You are moved by the emotions of others but have some control over their effects. Suffer –1 ED to resist Charisma based skills, but gain a +3SV to each of them.

6-7 Understanding: You understand the emotional tides of the people around you. Receive a +3SV to all Charisma based skills and gain a +1ED to resist their effects.

8-9 Voluntary Chameleon: You not only understand the emotions of others, but have learned to manipulate them to your own ends. Receive a +7SV and +1ED to all Charisma based skills and +1 ED to resist their effects. Gain 10 skill levels of Cold Read.

10 Instinctive Empathy: You instinctively emote, providing a +7SV and +2ED to all Charisma based skills and a +2ED to resist their effects. Gain 15 skill levels of Cold Read. In addition, gain a +15SV to detect an ambush.

Empathic Influence

Empathic Influence determines the circle of people with whom your empathy carries its influence. The effect of your empathy (the modifiers provided in the previous chart) may only be used with the circle of people listed. Apply the bonuses only in the specific situations mentioned.

1 Own Family: You may use your Empathic Effect with anyone who is a direct blood relation (no closer than one generation).

2 Close Friends: You may use your Empathic Effect with anyone who is a close friend—this is typically defined as someone with whom you come into frequent or extended contact. In addition, you receive a +3SV with your own family.

3 Casual Friends: You may use your Empathic Effect with anyone who is a casual friend, acquaintance or someone with whom you have spent at least an hour. You also receive a +3SV with close friends and family.

4-5 Own Culture: You may use your Empathic Effect with anyone who is within your own culture, even upon a first meeting. You also gain a +3SV with casual friends, +7SV with close friends and family.

6-7 Own Race: You may use your Empathic Effect with anyone who is within your own race, even upon a first meeting, regardless of culture. You also gain a +3SV with your own culture or casual friends. Additionally, you gain a +7SV with close friends and family.

8-9 Other Races: You may use your Empathic Effect with any sentient being outside your own race. You gain a +3SV with those of other races, +7SV with others of your own culture or casual friends. Additionally, you gain a +15SV with close friends and family.

10 Non-Sentient: You may use your Empathic Effect as above, but also gain the ability to use it with non-sentient creatures, thereby gaining 10 skill levels in Animal Handling, Horticulture, and Farming.

Faith

Unshakable faith is a rarity in the world. Even some of the most religious people lack faith. They trust that their religion, their rituals, and their invocations are enough.

Faith is the substance of things hoped for, the evidence of things not seen.

—Hebrews 11:1

1 Faithless: You don't believe in anything you cannot see or touch—and even then you will question it if it violates your personal paradigm of reality. People do not like to be around those who lack all faith. –7SV and –2ED to all social skills.

2 Unfaithful: You have some faith, you just ignore it. You know what you believe, you know that you are ignoring it, and this tends to make you depressed that you cannot be stronger. Most people perceive you as unreliable and react negatively to you. –7SV and –1ED to all social skills.

3 Transitory: Your beliefs fit your needs. Most people will perceive you as wishy-washy and groundless.–3SV and –1ED to all social skills.

4-5 Believing: You generally mold your lifestyle to fit your beliefs. You are accepted and receive a +3SV and +1ED to all social skills when interacting with those who believe like you do.

6-7 Loyal: Even when the rest of the world is against you, you will remain loyal to your faith—even if you hide it away from the scrutiny of others. +7SV and +1ED to all social skills when interacting with those who believe as you do; –7SV and –1ED to all social skills when dealing with those who have a different faith.

8 Devout: Not only are you loyal in the face of adversity, but you will proclaim your faith openly to any who will listen. Most people who believe as you do will accept you readily, but others will be annoyed by your faith and you suffer a –12SV and –1ED to all social skills with them.

9 Consecrated: You have touched the divine, you know it exists, there is no doubt in your mind and you are on a mission to tell the world what you have experienced—whether they will listen or not. Even those who believe as you do will consider you strange. –7SV and –1ED from everyone except those of the same faith and at least Loyal level.

10 Sanctified: Many would call you a fanatic. You proclaim your faith whereever you go. Some may label you a revolutionary and a rabble-rouser. The preaching and teaching of the Sanctified tend to cause social change and upheaval. –12SV and –2ED from everyone except those of similar faith and at least Devout level.

They are a perverse generation, children in whom is no faith.

—Mosheth, Yethite Prophet

Ido Mentor

The quality of Ido Mentor determines the training and background a Maroc has with Ido.

1 None: Gain 3 Elemental Knowledges.

2-3 Recluse: Gain 5 Elemental Knowledges and 1 Mahya.

4-5 Hedge Wizardry: Gain 5 Elemental Knowledges and 5 Mahya.

6-7 Schooling: Gain 10 Elemental Knowledges and 5 Mahya.

8-9 Academy: Gain 10 Elemental Knowledges and 10 Mahya.

10 Master: Gain 25 points to divide as you see fit amongst Elemental Knowledges and Mahya.

Maroc Stone

Your character starts with a maroc stone according to the following:

1 LOST!: You had a maroc stone—but lost it somehow.

2-3 Bonded(1): You have a bonded maroc stone—rating: 1.

4-5 Bonded(2): You have a bonded maroc stone—rating: 2.

6-7 Bonded(2), Unbonded(1): You have two maroc stones—one is bonded, rating: 2; the other is unbonded, rating: 1.

8-9 Bonded(2), Unbonded(2): You have two maroc stones—both are rating: 2; one is bonded, and the other is not.

10 Bonded(2), Bonded(2): You have two maroc stones—both are rating: 2 and both are bonded.

Nimbleness

The quality of Nimbleness affects your gross motor activity. All bonuses to SV and ED apply to the following list of skills: Acrobatics, Balance, Dodge, Escape, Evade, Feint, Rigging, Sail Ride, Sprinting.

If you receive a modification to SV, the skill must already be possessed. If you receive a modification to skill levels, this affects the actual learning of the skill.

1 Clumsy: You're an anomaly of science! You have two left feet and two left hands! –10 skill levels—raising prerequisites to 20 skill levels.

2 Awkward: Every action you do looks ungainly and sometimes comical. Provides a decrease of –10SV but a skill level of 10 is still considered to have fulfilled any prerequisite requirements.

3 Ungraceful: You lack coordination and tend to put too much power into your actions in order to compensate for your lack of finesse. –3SV, but +1ED.

4-5 Nimble: You are agile and coordinated. +1ED.

6-7 Graceful: Every move and action you perform has the grace of a trained figure skater. +3SV and +1ED.

8 Smooth motion: You move like someone imitating a cat. +7SV and +1ED.

9 Fluid motion: You move like a cat. +12SV and +1ED.

10 Natural grace: You don't move. You glide. +10 skill levels to all listed skills.

Her body, it did dance and whirl,
Setting my mind and heart a-twirl.
—Zhamin, Skulae Poet

Presence

The quality of Presence determines how noticeable your character is. At the higher levels, Presence has a positive or negative aspect.

Positive Track: The skills that receive bonuses on the positive track are: Diplomacy, Etiquette, High Culture, Negotiation, Presentation, Socializing.

Negative Track: The skills that receive bonuses on the negative track are: Bluff, Body Language, Incite, Intimidation, Interrogation, Streetwise.

Neutral Track: The skills that receive bonuses on both tracks are: Command, Fast Talk, Leadership and Persuasion.

1 Invisible: You are socially invisible. People see you, but they don't care about you unless you actively do something to attract attention. This confers no bonus for sneaking. –7SV and –1ED to all skills listed in the positive, neutral and negative tracks.

2 Forgotten: You are forgotten by anyone who sees you in a social setting. There is nothing memorable about you. -7SV to all skills listed in the positive, neutral and negative tracks.

3 Negligible: You are barely noticed by people around you in a social setting. –7SV to all skills in the neutral track, –3SV to all skills listed in the positive and negative tracks.

4 Ordinary / Memorable: You are either Ordinary (+3SV to the positive track) or Memorable (+3SV to the negative track).

5-6 Likeable / Annoying: You are either Likeable (+7SV to the positive track and –3SV to the negative track) or Annoying (+7SV to the negative track and –3SV to the positive track).

7 Unthreatening / Threatening: You are either Unthreatening (+7SV and +1ED to the positive track and –7SV and –1ED to the negative track) or Threatening (+7SV and +1 ED to the negative track and –7SV and –1ED to the positive track). Both receive +3SV to the neutral track.

8 Sensitive / Obtuse: You are either Sensitive (+7SV and +1ED to the positive track and –7SV to the negative track) or Obtuse (+7SV and +1ED to the negative track and –7SV to the positive track). Both receive +7SV to the neutral track.

9 Delightful / Odious: You are either Delightful (+12SV and +1ED to the positive track and –12SV to the negative track) or Odious (+12SV and +1ED to the negative track and –12SV to the positive track). Both receive +12SV to the neutral track.

10 Virtuous / Hellish: You are either Virtuous (+17SV and +1ED to the positive track and –12SV to the negative track) or Hellish (+17SV and +1ED to the negative track and –12SV to the positive track). Both receive +17SV to the neutral track. Once per play session, you may use your presence to provide a single roll with a +30SV. Virtuous may only use it with skills in the positive track; Hellish may only use it with skills in the negative track. Either may use it for the neutral track.

Qai Ability

Qai can be fickle and unpredictable, much like life itself. Your interaction with Qai is different than most.

1 Sympathetic Qai: Your Qai works in conjunction with any Qai use in your immediate area. Your Consciousness rating is available to any Qai user within 10 meters as an untainted power pool. Qai used in this manner is not tainted unless used to harm life or against you.

2 No Resistance: You cannot resist any Qai effects. You are unable to use Qai.

3 Soul Blind: You can be affected by Qai, but cannot use it.

4 Mind Blind: You cannot be affected by Qai in any way.

5 Sensitive: You are aware of all Qai use within 10 meters. Gain +3SV to all Qai skills.

6 Expressive: You are aware of all Qai use within 100 meters and all Ido use within 10 meters. Gain +7SV to all Qai skills.

7 Dreamer: You are aware of the emotional overtones of others dreams. Gain +7SV to Dreaming, but you cannot use this skill until your prerequisites have been met.

8 Vivid Dreamer: You are able to more easily touch the dreams of others. Gain +12SV to Dreaming, but you cannot use this skill until your prerequisites have been met.

9 Specialized: Choose a Qai skill and increase it by +12 skill levels and gain +1ED. Reduce all other Qai skills by –3 skill levels.

10 Innate: Increase all Qai skill levels by +7 and gain +1ED to all Qai skill rolls.

Qai Expressions

Those who can touch Qai and have learned to harness the power of life itself need to know how to express this power.

1 Barren: Your ability with Qai is extremely limited. You have learned only 1 Expression.

2 Stunted: Your ability with Qai is limited. You have learned only 3 Expressions.

3 Wilted: You had some initial difficulty developing your contact with Qai. You have learned only 5 Expressions.

4-5 Vibrant: Qai flows through you like a stream. You have learned 9 Expressions.

6-7 Rich: Qai flows into and through you like a river. You have learned 12 Expressions.

8-9 Abundant: You have taken to Qai like a fish to water, you live and breathe in Qai. You have learned 15 Expressions.

10 Flourishing: You are a fountain for Qai. You have learned 20 Expressions.

Reaction

The quality of Reaction affects how you will react in a combat situation.

1 Stunned: Combat causes terror so complete that you can feel it. Apply 1D10 shock damage for each combatant within melee combat range. Each new combatant that enters this range adds to this shock damage. A Consciousness check is required before every Initiative roll.

2 Shock: The gruesome psychological nature of combat causes mental anguish. Take one point of shock damage for every point of lethal damage you inflict on another sentient.

3-4 Combat Paralysis: Acting in combat is difficult. A Consciousness check must be succeeded in order to take every combat action.

5-6 Instinctive Dodge: Without thinking, you will attempt to Dodge any attack directed your way. Add +7SV and +1ED to your Dodge skill.

7-8 Instinctive Block: Without thinking, you will attempt to Block any attack directed your way. Block becomes a free action in combat with a +7SV and +1ED to your Block skill.

9 Reactive Response: You instinctively respond to an offensive maneuver with a sudden, unexpected attack. Gain a free Surprising Action that may be used at any time in the first round of every combat.

10 Combat Reflexes: Whether through intentional training or due to a veteran status, the fighting reflexes are enhanced. Adds +5 to the Reflexes Attribute and provides a +D6 to Initiative, also receive +1 DIS. Additionally, the character can only be surprised on a critical failure during an ambush.

Self Control

In the world of social interactions, everyone is trying to buy or sell something. How well you can keep your head and your wits in this tumultuous environment is determined by your Self Control.

1 Sucker: There's one born every minute and you're it. You will buy oceanfront property in the middle of the desert. –3ED to resisting social appeals.

2 Weak Will: You are easily convinced with very little supporting evidence. –2ED to resisting social appeals.

3 Impressionable: You are easily swayed, but still remember the size of your pocket book, your personal means, or the reputation of the one trying to convince you. –1ED to resisting social appeals.

4-5 Stubborn: You know what you know and it will be hard to change your mind. +1ED to all resistance rolls for social interactions.

6-7 Strong Will: You receive all the benefits of Stubborn, but also gain the same effects when you make social appeals to others. +1ED to make and resist social appeals.

8-9 Iron Will: Just like Strong Will except that the bonus increases to +2ED.

10 Unshakable: You are unbending and unyielding on everything you do. Suffer –7SV for all social skills, +2ED to make social appeals, +3ED to resist social appeals.

Socio-Economic Category (SEC)

The culture wherein your character begins their life provides the base for the SEC quality. This quality provides no bonus Quality points if you choose to take a lower station. If your character is of a different race than the typical race of the culture, apply a –1 modifier to this roll. If your chosen race is the typical race of a culture with which your chosen culture is at war, you are automatically a slave. You may 'buy your way up' but the costs, in Quality points, for increasing your station are doubled.

1-2 **Slave (0): Indentured Servant, Common Criminal**
Gossip or Streetwise +15SV, Etiquette +15SV, Unobtrusive +7SV, 30 skill levels in languages

3-5 **Servant (1): Liberated Slave, Blue Collar, Nobody**
Gossip +7SV, Streetwise +7SV, Etiquette +7SV, Domestics +15SV

6-7 **Commoner (2): Vassal, Serf, Anonymous**
Shopping +15SV, Domestics +7SV, Etiquette +7SV, Ciphering +7SV

8 **Publican(3): Courtier, Unknown**
Mathematics +7SV, Gossip +7SV, Literacy +7SV, Etiquette +15, SV 30 skill levels in languages

9 **Patrician(4): Merchant, Known**
Fashion +7SV, Music +7SV, High Culture +7SV, Etiquette +15SV, 40 skill levels in languages and/or Literacy

10 **Noble(5): Hero, Merchant Prince, Famous/Infamous**
Fashion +15SV, High Culture +15SV, Dancing +7SV, 50 skill levels in languages, Etiquette, Politics and/or Literacy

Technology

How comfortable you are at using technology and how easily you acclimate to its use is determined by this quality.

1 Gremlins: You don't actually have gremlins, but it sure seems like it. If it is technological and you touch it, chances are, it will break, malfunction, or otherwise stop working. –12SV and –2ED with any and all technological devices and skills.

2 Damper: Your complete inability to figure out a technological device hampers its function and ability. You may be convinced that you can operate it, but that is not the case. –7SV and –1ED to the operation of any and all technological devices and skills.

3 Bench Thumper: You have convinced yourself that you can make it work if you just smack it hard enough and in the right place. –1ED to use technological devices and skills; any device you use must make a malfunction test after you have 'bench thumped' it.

4 -5 Comfortable: Technological devices do not intimidate you and you have the necessary Respect for them to avoid damaging them through casual use. +7SV when trying to use a technological device or skill.

6-7 Affinity: Technological devices seem to respond favorably to your touch. You feel totally comfortable around them. +1ED when trying to use a technological device or skill.

8 Talented: You have a real talent when it comes to figuring out technology. +7SV and +1ED when using a technological device or skill.

9 Whiz: You have a connection with technological devices. You seem to preternaturally know how they work and how to get the best results from them. +12SV and +1ED when using a technological device or skill.

10 'The Gift': People refer to your talent as 'the gift.' You think like an engineer. You instinctively know the form and function of a device through casual contact. +12SV and +2ED when using technological devices or skills.

Tonality

How well someone can make Music depends upon how well they can perceive and reproduce musical tones and sounds. The Qualities listed below affect the following skills: Composition (Music), Melismatic Technique, Mimicry, Musical Notation, Music (Instrument), and Singing.

1 Cat Torturer: When you make music, cats flee, roaches die, people cringe and wallpaper peels. –12SV and –2ED to all Music related skills.

2-3 Tone Deaf: You cannot carry a tune in a bucket. –7SV and –1ED to all Music related skills.

4-5 Musical Ability: You have a gift at producing music. +3 skill levels to all Music skills listed above and +3 skill levels in Mathematics.

6-7 Relative Pitch: Using a specific pitch as a point of reference, you are able to find other tones along the same scale easily without an instrument. +7SV and +1ED to all Music skills listed above, +3 skill levels in Mathematics.

8-9 Perfect Pitch: Without a reference pitch, you are able to accurately and repeatedly find any note or pitch. +7SV and +2ED to all Music skills listed above, +7 skill levels in Mathematics.

10 Musical Prodigy: You could rival Mozart, Beethoven and even Bach, if you had ever heard of them. You are an incredible and gifted musician and you have the ability to produce incredible works of music easily. Choose one Music skill and increase the bonuses for that skill to +12SV and +3ED, all other Music skills receive a bonus of +7SV and +2ED. In addition, you possess +15 skill levels in Mathematics.



Toughness

Toughness is your ability to resist or even ignore the effects of pain and wounds from combat.

1 Pain Intolerance: You weep like a little child at the smallest of injuries. Suffer double the normal skill penalties for damage and wounds. A hangnail will ruin your day.

2-3 Weakling: You cannot handle pain well. If you have taken more than 50% of your total Flesh wounds, you will surrender, flee, drop your weapon, or otherwise attempt to end the beating. You may cry. This is not perceived as 'heroic' in any way, shape, or form.

4 Mild Toughness: You may ignore the negative modifiers for the first 10 points of Flesh wounds. After that, all effects are normal, including the first 10 you originally ignored.

5-6 Tough: You may ignore up to half the negative modifiers due to wounds and damage, rounding down.

7 Resilient: You may ignore up to half the negative modifiers due to wounds and damage, rounding down, and this number drops by one point each combat turn. If you take additional damage, total up the negatives and begin reducing from that point on the next round. It is possible to completely negate all damage penalties if combat lasts long enough.



'Tis but a scratch. Now you're in real trouble.

—Arwha

8-9 Pain Immunity: Ignore all negative modifiers from wounds or damage.

10 Impervious: You ignore all negative modifiers from wounds, damage, and shock damage. You also add the value of your Strength Attribute to your Consciousness rating for determining how much Flesh damage you may sustain. In addition, reduce the total damage sustained in a single attack by one.

Vanity

The quality of Vanity affects the appearance, method of dress, and overall perception from others based upon your character's style and appearance. All bonuses to SV and ED affect the following skills: Diplomacy, Etiquette, Fashion, Gaming, High Culture, Innuendo, Leadership, Oration, Persuasion, Politics, Presentation, Scheming, Socializing, Unobtrusive.

If your character receives a modification to SV, the skill must already be possessed. If your character receives a modification to skill levels, this affects the actual learning of the skill.

1 Slovenly: No matter what you do to your clothing, no matter how much time and effort you take, you always look like you slept in your clothes—all week. Provides a decrease of –10 skill levels, thereby raising a prerequisite requirement to 20 skill levels.

2-3 Disheveled: As hard as you try, you always look like you wadded your clothes into a ball before you put them on. Provides a decrease of –7SV, but +1ED.

4-5 Uncaring: You really don't care what you look like and wouldn't notice if you forgot to press your clothing or comb your hair. Provides an increase of +1 ED.

6-7 Tidy: You take the time to coif your hair and press your clothing. Provides an increase of +7SV and +1ED.

8-9 Meticulous: You take extra time to enhance your appearance. Provides an increase of +15SV and +1ED.

10 Pristine: Liberace had nothing on you! Provides an increase of +10 skill levels to all listed skills.

They rejected his statutes and his covenants,
that he made with their fathers.
And his testimonies which he testified
against them.
And they followed vanity and became vain...

Let not him that is deceived trust in vanity,
for vanity shall be his recompense.

—Joab, Yethite Prophet

ASSETS

Assets are changes to the basic structure of the character that are genetically unique. It can be a trait that may exist in their family heredity, but is not common in their race, or it could be a quality that is common in their race, but grossly exaggerated for the character. Either way, it will seem freakish, even to those of the same race. This element of freakishness is mild, but enough to cause a –10SV modifier to all social contacts where the trait would be unusual.

Acute Hearing: 2—Provides an increase of +1ED to Observation tests for hearing and +7SV to Blind Fighting.

Acute Smell/Taste: 1—Provides an increase of +1ED to Observation tests for smell and taste.

Additional DIS: 5/15—To gain a second DIS costs 5 points. To gain a total of 3 DIS, the cost is 15. No character may possess more than 3 DIS.

Berzerker Rage: 1—Provides the following modifiers: -20 to all defense SVs, including parry and the defensive aspect of riposte. Receives +10 to attack SVs, +1 action per turn and automatically succeeds any tests for fear or fleeing. Berzerker Rage must be 'activated,' typically by anger or pain. It lasts 1D10 Combat Turns, and can only be used once per combat. Even if the Rager receives a killing blow, the Bard will take over the character, who will go on attacking anything nearby until the Berzerker Rage is over, at which point the Rager will collapse and die.

Bizarre Fate: Varies—Your character has had a strange background that will change his destiny. It is not typical for his race, culture, SEC, or occupation. This is completely subjective and depends upon your Bard's opinion and approval.

Some examples include:

You are born noble, but pursue a menial occupation: 1

If you have raised your SEC by at least 3: 1

If your race is different than typical for that culture: 1

If your race is different than exclusive for that culture: 3

You are a not a Suv'ik, but you are a Ch'ak: 5

You are not human, but you are a Wet Denizen: 3

You are a human Maroc: 7

You are a human Rusahn: 4

The Bard is free to use these examples as guidelines. The rule of thumb is that the more unlikely the event, the more costly the Bizarre Fate is—reducing the overall resources available to the character.

Claws: 4—You have a set of strong, sharp claws at the end of your fingers. These may be used in slashing attacks for +2ED damage. Claws are on all digits, including feet, and are non-retractable.

For the same price, retractable claws may be purchased, but they only provide a +1ED damage.

Dermal Shading: 1—You have an unconscious ability to alter the shading of your skin tones to match the general coloration of your surroundings. You are a walking, talking mood ring. This asset provides you with +3SV to any attempts to hide or camouflage for each hour your character is in an environment, up to a maximum of +12SV. Additionally, extreme emotional states, activated by high adrenaline levels, will cause you to turn a blackish-green, which is a very disturbing sight to others.

Eagle Eyes: 3—Provides an increase of +1ED to Observation tests for sight. Also adds 3 meters to short range, 6 meters to medium range, 10 meters to long range and 20 meters to extreme range for targeting missile weapons.

Enhanced Senses (individual senses): 2X bonus to sense—Your senses may be enhanced. You must select this for each of the four primary senses: Hearing, Touch, Sight, Taste/Smell. No sense may be increased beyond +3 without purchasing a Bizarre Fate addition of +1.

Hooves: 3—Instead of feet, you have hooves. This provides a –10SV to running and sprinting, but also gives a +2ED for all kicking damage. Special shoes must be worn to avoid a 'clickity-clack' sound when walking.

Leaping: 1—You are able to make particularly impressive leaps while running or standing still. Subtract your Stamina from your Dexterity and add half your Strength, then divide this number by 3 (round down). The result is the number of meters you can leap from a standing, motionless position (half this number can be straight up). If running, multiply this number by 2.

Example: *Arliss the Myrlihk has a STR 14, DEX 17, STA 10. This allows him to leap 4 meters—(17-10)+7 = 14 /3 = 4. Arliss can leap 4 meters from a standing position, 2 meters straight up and 8 meters when running.*

Low-Light Vision: 2—You see extremely well in poor light conditions. Treat low light levels (twilight, candlelight, torchlight) as though they were fully lighted conditions and treat pitch darkness as dim. Low Light Vision will even allow your character to make out the vague shapes of their surroundings even in pitch darkness.

Peripheral Vision: 2—You have a very wide field of view. You can see everything around you except what is located directly behind yourself. This gives you a somewhat 'bug eye' appearance.

Sensitive Touch: 1—Provides an increase of +1ED to Observation tests for touch.

Tenacious: 1—If you fail any roll during a stressful situation where your character believes they must succeed, you may burn 1D10 Wisdom for a reroll. The second roll, no matter what it is, stands. This may only be performed once per action. If you do not possess Wisdom, you may burn 1 Attribute point from any Attribute for a reroll (this does not affect the racial maximum for your character).

Tusks: 2—You have bonelike structures sticking out from your face, typically around your mouth. Each purchase of this Asset provides a set of two tusks. Alternately, the tusks may be purchased multiples times as a single set that are particularly long.

Each set of tusks can be used to cause additional damage in a headbutt. Typical tusks are 4cm in length. You may purchase this asset again in order to lengthen the set of tusks. Each time they are lengthened (to a maximum of 12cm), gain a +1 to the ED for a headbutt. A humanoid head cannot have more than three sets of tusks.

Water Caches : 2—Inside the body of the character are catch pockets for water. These pockets retain water for extended dry periods. Fully engorged, the water caches will hold enough water for the character to go a full week without drinking. After this period, normal dehydration will commence and the character will have no more than three days to live before desiccating.

Additional water caches may be taken; however, a notably bloated appearance and a hump of fatty tissue between the shoulders will develop. Some cultures consider this freakish.

Willful: 1—You are belligerently determined to have your way about things. You gain a +1 ED for all social interactions when someone is trying to talk you into or out of doing something. However, it also nets you a –1 ED whenever you are trying to talk someone else into or out of doing something.

Worldly: 2—The character is well traveled or well read. Negates the negative modifier for any Intellect based skill that the character does not possess.

DETRIMENTS

The Detriments listed below are given for roleplay purposes. These are to flavor your character, their behavior, their actions, and how you portray them to your friends around the table. It is left to the Bard to determine exactly what the game mechanic repercussions may be. Some Detriments may provide examples or guidelines, but largely this is left to the Bard.

Physical Imperfections

No one is perfect, but it is often our imperfections that define our character—or, in this case, your character. Do not be afraid to play a physically imperfect character. You may discover that you can understand others who have physical imperfection a little more through roleplaying.

Digestive Difficulties: +1—For whatever reason, you have difficulty digesting foods and tend to produce gas. These noxious fumes are noticeable to those around you and you must work hard for them not be heard. You suffer a permanent –1ED to all social skills.

Disease Carrier: Varies—You carry a disease. The severity of the disease and the manner of transmission determine the cost of the detriment. You are immune to the disease that you carry, but you spread it to everyone around you.

Transmission:
Airborne: +3
Fluidborne or Casual Contact: +2
Intimate Contact: +1

Severity:
Infrequent symptoms: -1
Continuous symptoms: 0
Debilitating symptoms: +1
Lethal symptoms: +2

Special: Cannot be filtered: +2 (When you die or make your 'community deposit,' your fluids cannot be filtered to eliminate the disease—thus infecting the entire community.)

Lost Limb: Varies—The cost of a lost limb depends entirely on what portion of the limb was lost. The Bard should realize that these will require more work to keep track of the details. We have specifically not listed skill modifiers because the situations are so variable. Use common sense: a two handed sword cannot be wielded by someone missing one hand. A character without one leg will not run a four-minute mile.

Detriment: +1—You lost a hand or foot. (Note: If you lost a hand and it is a nice, clean cut, you may suffer a negative social reaction as a thief in most cultures.)

Detriment: +2—You lost an arm or leg from the knee down.

Detriment: +3—You lost an entire limb.

Missing Tongue: +2—You cannot speak. You have no tongue. You can gabble, but you cannot form intelligible words. You may have been born without a tongue—or it may have been taken from you. If the latter is the case, be glad that you can't speak. Those who lack a tongue on T'nah have probably lost it for a socially damnable reason. If this is the case, you may have an extra +1 point—but you run the risk of being known for your crime. (The Bard is free to inflict whatever social stigmas he chooses upon you.)

One Eye / Poor Depth Perception: +1—You have lost your eye or you were never born with one. There may be social ramifications, and you will face a –15SV for depth perception based skills, such as utilizing missile weapons. The same troubles assail the person who has poor depth perception, but please note that this affects both eyes.

Overweight: +2—Regardless of station, anyone who is overweight on T'nah is considered to be wasting resources and squandering what others could use to survive. Some nobles, high-ranking officers, and even merchants tend to be a little rotund due to their lifestyle and wealth. While this is often overlooked because of their station and their wealth, they are no less ridiculed or despised for their wastefulness behind their backs.

Overweight characters will have problems in the social arena, particularly where food is involved.

Sensitive Skin (Mild): +2—You are incredibly sensitive to sunlight and avoid it at all costs. When you are caught in the sunlight, your skin will blister, burn, crack and bleed. You dehydrate at an accelerated rate and need double the normal amount of water to survive. Each hour that you spend unprotected from the sun, you suffer 1 point of damage on each exposed area of the body.

Sensitive Skin (Extreme): +4—Sunlight will kill you unless you take special precautions. Only complete covering by thick cloth or the coating of the entire body in espihef oil will protect your skin from the onslaught of the sun. Anytime unprotected Flesh is exposed to the sunlight, a Stamina roll must be made. Failure of the roll indicates that the entire amount of the ED rolled is taken as damage on all exposed Flesh.

Slurred Speech: +1—The character lacks the ability to clearly enunciate their words. –1ED is applied to all social interaction involving speech. The Syl have a unique variant of this quality in that their speech is slurred to all save their own culture. Within their culture, this is considered normal and they suffer no negative.

Troog Package: +1

Cannot Eat Meat: Not only do Troog dislike ingesting meat, but if they do, it will cause severe illness, vomiting to expel the food, and can lead to serious long-term sickness.

Enhanced Peripheral Vision: Alteration in the eye position provides Syl with a wider field of vision.

Poor Depth Perception: Ranged combat is modified by the alteration in Troog eye position. Short range is –10SV, Medium –15SV, Long –25SV, and Extreme is -50SV.

Heavy Accent: This is a modification of the Slurred Speech quality. It affects only non-native speakers of the Syl tongues.

Enhanced Hearing: Their ability to move their ears and hone in on even a faint sound is legendary. Troog have +20 to any roll involving their hearing.

Mental Illnesses

These are conditions of the mind that affect the actions. If your character is healed or otherwise treated for these illnesses and is able to reduce their detriment value, they may select any of these that are a lower cost than the one they had before, but they must select from mental illnesses.

Braggart: +1—You have a low self-esteem and a loose tongue. You tell everyone about everything you did—or did not—do. You brag so much that no one can trust you. –7SV to all social skills.

Compulsion: +1—You must compulsively perform an activity. In some cases you must perform your compulsion openly and obviously—i.e. counting tiles on the floor. In other cases, you must brag about what you have compulsively stolen—i.e. kleptomania. If you do not, you will become angry and agitated and must start over. Only when you have completed the task perfectly may you proceed.

This compulsion must be obvious to those around you. If you must count the tiles on the town square before you walk on them, then you must do it obviously, verbally and with gestures. This is not a minor compulsion easily avoided. If the character does not perform the compulsion or can easily avoid it, no points are offered.

Examples: *Counting Things, Washing/Wringing Hands, Habitual Liar, Kleptomania, Completion (must finish a task even if it is rendered moot), Wanderlust.*

Conceit: Detriment +1—Conceit is a milder form of Pride. It is typically self-centered. It is also typically easily bruised—but seldom leads to anger. It tends to lead to depression and hurt feelings. Conceit makes your character more sensitive to insults, but also less likely to fight over them. You will accept an apparently heartfelt apology. –7SV to all social skills.

Greedy: +2—This is a special compulsion to acquire wealth. Any time gain is offered (monetary or otherwise), particularly if it is significant in value, you must make a Consciousness check to avoid accepting the offer. If you fail the roll, you must accept the offer without even hearing the terms. If you succeed, you will still take the offer, but will make an attempt to negotiate for a higher cut! -18SV to any roll to resist where money or gain is offered.

Manic: +3—You are a pendulum and you go more than both ways. You can be happy one minute, sad the next, and viciously angry immediately after, then burst into repentant tears at the drop of a hat. You have no control of your emotions whatsoever. Those around you will find your behavior bizarre and frightening. In most instances, you are not violent, but that is not beyond the scope of a particularly strange swing of your wild pendulum. –12SV to all Social skills due to instability.

Obsessive: +1—You are focused on a particular object, thing, person, animal, whatever. You must be around it and will become agitated and angry if you are prevented. You will rant, rave, fight, and struggle to be with your coveted object.

If you go more than a day without being in the presence of your coveted object, you will become unstable. If you have been without your coveted object for a month, this is a permanent change. See Unstable below for your behavior. –7SV to all Social skills.

Phobias: Varies—This is an unreasonable fear of commonplace objects or situations. It is not something easily handled nor is it something you can face without severe difficulty. You are deathly afraid of the object of your phobia and will be at –33SV to all skills until the source of your phobia has been removed.

Phobia is:

Very Common: +4
Common: +2
Rare: +1

Pride: +2—Pride goes before a fall. You will not back down from a fight. You will not allow the object of your pride to be mocked or defamed. You will become angry and agitated even over playful jokes about the source of your pride and you will carry grudges. You tend to be extremely sensitive to offense and will readily fight when offended.

Once someone has offended your pride, you will mark them in your mind, and no matter what they do or say to appease you, you will never accept it. They will be your anathema for life. –12SV to all social skills.

Psychotic: +5—To all outward appearances, you are perfectly normal. However, you like to hurt things. You like to hurt people. You like to cause mayhem and havoc wherever you go. You enjoy it when people or animals suffer—and if you can inflict that pain, all the better. You are not necessarily sadistic, in that you gain sexual pleasure from hurting people. It is more like you are high on a drug.

Typically the only way that you can be caught is through intense examination or to actually be caught in the process of committing the atrocity. It should be clear that we are not talking about practical jokes—we are discussing actively trying to hurt people and cause severe pain, or even death. It is not beyond a psychotic to eat another person while they are tied up and watching it happen. –33SV to all Social skills if your psychosis is evident.

Rebellious Nature: +2—You despise authority of any kind and will rebel against even the slightest example of it. You don't even need to know the issues at hand; if there is an authority figure, you automatically take the opposite side. This has severe social ramifications, particularly in the strictest cultures. You have probably seen the inside of more jail cells than you have rugs in a souq. Any authority figure or display of authority will earn your ire—they or you will suffer a –25SV whichever makes sense.

Schizoid: +4—Your personality is so damaged that you can literally be perceived as two (or more) different people. Whether you actually have split personalities or not is entirely up to you and your Bard. Anyone who spends even a small amount of time in your presence will realize the severe nature of your mental illness. Others who interact with and notice your detriment suffer a –33SV.

Sucker: +1—If someone were to offer you a time-share at a beautiful lake in the heart of Ashik's Anvil, you'd buy it; a free pass out of the Citadel, you'd be the first in line; headfruit that didn't require the killing of a sentient and you're munching away. There's one born every minute—and you're it. You may never have any money, but you sure do have a lot of funny stories. Suffer a –12SV on all haggling or attempts to resist Presentation.

Unstable: +2—On the outside you may appear to be serene and calm—but on the inside you're a seething cauldron of hatred, indecision, and insecurity. Eventually, these demons of your psyche will emerge and you will lash out. You could fall into a quivering mass—or kill the next shopkeeper you encounter because he's wearing blue. You will plot, you will plan, you will devise fantastic and insane ideas to achieve your goals. Make a Consciousness check every day—if you fail, you suffer a –25SV to all social skills.

Acts of the Will

These are the conditions that affect the actions of your character based upon some choice made by them. They can be changed, but it will take awareness (that the condition exists), training (to learn to avoid the behavior), and time (to allow the training to sink in). Because there is choice involved, these conditions are often harder to break, because they are desired, wanted, or fulfill a perceived need.

Cold-Hearted: +1—You either have no emotions, or you hide them so completely that even you aren't aware they exist. You may actually enjoy some of the more negative aspects of life—i.e. pain—but you would never show it.

Covetous: +1—You want what you cannot afford to buy or possess. You are never content with what you have and always want more. You are constantly trying to keep up with the Hasims.

Detached: +1—You have emotions, but you can turn them off during a crisis situation. While this may seem like an asset, there is a downside. It's very difficult to turn them back on again—and when you do, you tend to relive the horrors that you turned them off to avoid. Detached individuals will swing to the extremes of the emotional spectrum. They are cool under fire, but will fall apart when the crisis has abated. Because the emotions are held in suspension, the emotional after-effects are typically harder to resolve when the crisis abates than they would have been if they had been dealt with as it happened.

Disrespectful: +1—This is disrespect of someone in a higher social position than yourself. It is really a form of envy, wishing that you were in their position. You will backbite, gossip, and tell tales behind the backs of anyone of higher station than yourself. If you are not already dead, consider yourself lucky. If you are Ch'ak, consider yourself blessed by Bh'dit'ak himself! Disrespect is considered a crime in most civilized parts of T'nah.

Flirtatious: +1—You love to flirt. You will flirt with nearly anyone—but especially the gender of your preference. You will do nearly anything to get a response from them. You will seldom consider whether their spouse or significant other is watching—and fuming. This has the potential to get you into a lot of fights. (If you actually intend to follow-through on your flirtations, then you are not Flirtatious, you are Lustful—see below.)

Judgmental: +1—There is a common mistake made by people when it comes to judgment. They consider anyone who tells them the facts, laws, rules, or guidelines to be judging them when they fail to make the mark. This is not judgment, however, it is a warning. Judgment—and being judgmental—is when the person doing the warning holds themselves up in comparison as the standard or epitome of perfection. Judgmental characters will see themselves in a kinder light than they view the rest of the world. If you have a flaw, they will find it and point it out to you, while telling you how perfect they are.

Lazy: +1—You don't like to work. It is not that you can't work, it's that you avoid it like the plague. If there were a job testing mattresses all day long, you might apply. You will cut corners. Whatever the path of least resistance, that's your course. Groups of adventurers have been known to leave lazy party members at the bottom of dry wells. Don't say we didn't warn you.

Lustful: +2—A severe form of flirtation which involves actually following through with your advances, given the opportunity. You will ignore relations, marriage vows, city ordinances, or possible dangers to make a connection with your intended victim. Once you have achieved your goal, you will depart and seldom return, because where is the fun in attaining what you've already had?

Miserly: +1—You do not like spending money. You hoard it. Perhaps you should change your name to Scrooge. Any time you are expected to spend money, you will complain, haggle, debate, and only grudgingly part with your precious commodities. Even when you do pay legitimate expenses, you will pay them as late as possible (without incurring additional charges) and always the minimum necessary. When your character dies, he will be sitting on a mound of gold, eating rats, drinking old, stale water, and freezing to death to avoid spending his precious hoard.

Pacifist (Extreme): +3—You do not hate. You don't experience any of the emotions that would lead to anger. You are at peace with the world around you—even when you watch your family slaughtered before your eyes. You love all creatures and could never harm man nor beast in any way. Period.

Anger is an unknown emotion for you and you cannot understand it in others. You will not only have a hard time in a non-Yethite society, but you will actively promote this general goodwill with others in your group. You will completely disassociate yourself from those who display such negative emotions.

Pacifist (Mild): +1—You cannot kill. You cannot take up arms. You cannot stomach the thought of harming another living, breathing sentient being—extreme cases cannot harm animals, either. You can still be crass, cross and obnoxious; you can even start fights and throw punches—you cannot kill.

Spendthrift: +1—You spend money like there's no tomorrow. Most of your friends and acquaintances think you're completely foolish with money, and you know you don't always allocate your funds properly, but sometimes you have to treat yourself, right? You may believe that, for you, there really might be no tomorrow, so live it up while you can. It's also possible that you were born wealthy, or envision yourself belonging to a higher SEC than you really do. Perhaps you're just thoughtless, and never learned the value of an orb. Regardless, you can't refuse buying anything that catches your attention, if you can possibly scrape the money together. And you'll take it now.

Ungrateful: +1—You expect the world to cater to you and when it does, it is only doing that which it should do. Therefore, you are not grateful. You are receiving your due.

This tends to annoy people.

Fields And Occupations

The first occupation entered by the character is an apprenticeship. If you choose to play a Kril, for instance, you will have the choice of playing a member of the town guard, a squire, or a bravo acting as a lower echelon bodyguard to travelers or minor officials. By the end of this stage of development, you are between the ages of 16 and 18. In some cultures, particularly the Renizant and the Syl, this is more the end of childhood than the start of adulthood.

Each occupation provides a basic template of skills and sometimes Quality or Attribute modifications. Occasionally, the occupation provides numeric Quality points. These may be spent in augmenting the random rolls for Qualities, or you may select specific Qualities, which do not require a random roll (most often, however, Qualities are given as a random roll).

Apprenticeships

From the point your character reaches what modern society calls adolescence, you are shunted into your first occupation. This is referred to by most cultures as 'apprenticeship.' It is the beginning of your professional life.

The chosen occupation will define your initial growth path. It is just as important a consideration as choosing your original heritage and culture. This defines, to the largest extent, the focus of training, knowledge, and ability.

The occupation choice is the third and final segment of Attribute development. Once the occupation is picked, the player knows the three dice that will be rolled to determine the Attributes of the character. The player also knows the maximum development that each Attribute will ever reach (barring any other changes in the life of the character).

Coupled with skills and Qualities, this is the final step defining the character. With these numbers, all the rest of the numerical determinations will be developed. The final step is choosing your equipment, and you are ready for play.

Training Focus

When selecting an apprenticeship, you will be able to spend three different foci. Some fields and occupations have restrictions on which foci may be spent within a particular occupation. It is sometimes possible to spend all three foci within the same occupation. Such a character is not very well rounded, but is very focused on the details of his occupation.

The Primary focus is your 'day job,' your primary occupation that requires the bulk of your time. Some jobs require additional time. These are represented by a requirement to spend additional foci within that occupation. You will only receive the gear and contacts for the occupation in which you place your Primary focus.

A Secondary focus is functionally equivalent to a 'second job.' This is what you do on the side to make ends meet, or the specific aspect of your primary occupation. You receive only the skills, and half the money, from the occupation where you place this focus. You may select two contacts according to the restrictions of the occupation wherein your secondary focus is placed.

Your Tertiary focus is more akin to a hobby or interest. You receive only the skills, and one contact, from the occupation. No money is given for the Tertiary focus (unless specified in the occupation itself). If you choose not to spend your Tertiary focus upon a specific occupation, you may spend 50 skill levels anywhere you wish, but you gain no income, money, or contacts by doing this.

Availability of Equipment

Some occupations allow access to unusual items that would not be otherwise available to the character. If you place any of your foci into a career, you may acquire any specialized equipment associated with that occupation. Note, however, that you must purchase these items, unless they are listed in the gear and this occupation is your Primary focus.

Length of Apprenticeship

All characters enter their apprenticeships at about the age of 12 to 14 years. This is when they are deemed by most cultures to have reached young adulthood. Apprenticeship lasts a minimum of four years, but can last as long as seven. To determine the length of apprenticeship, roll 1D4+3. This is the number of years that you have studied as an apprentice before being allowed to attempt to promote or move into another occupation.

If the particular apprenticeship makes it difficult to move up and you fail your promotion roll, then you must remain in that apprenticeship for another year. You receive no additional resources (skills, money, contacts, etc.). It has simply taken you longer to complete the training.

Unless otherwise stated, you may end character generation at the end of the apprenticeship and begin play.

Promotions and Advanced Occupations

If you wish to play something more skilled than a beginning character, you may choose to extend character generation into the advanced occupations. Please see the "Advanced Occupations" section for details.

Keep in mind, however, that choosing to become an apprentice in another occupation or field will not convey the Attribute gains for being an apprentice. These are only granted to a character that begins apprenticeship between the ages of 12 and 14.

Additionally, instead of receiving the complete skill package of the apprentice, you are given a total of 60 skill levels. You may distribute these skill levels amongst the listed skills only, with the following stipulations:

1) You may place no more than 10 skill levels in a new skill and no more than 5 in an existing skill.

2) Attribute bonuses listed cost 10 skill levels for each +1.

3) Money and Contacts are determined using the "subsequent terms" section.

The time spent in a second apprenticeship is treated just like a subsequent term, on a year-by-year basis. At the end of each year test roll to determine if you advance or remain, determine money, etc. If you do not receive a promotion within 10 years, however, you are considered too dense to amount to anything and will be forced out of the apprenticeship.

If you reach 35 years of age or higher, consult the "Advanced Occupations" section to determine how to modify your character for age during character generation.

Beginning Play

When the final occupation options have been exercised and you are ready for adventuring, you are sent out into the world. Whether this involves picking up your pack and hiking into the mountains with 13 Andw'ahr you've never met before to look for a Drachen, or if you've got a ring that is just itching to meet a volcano, you have to have some gear.

You will receive the gear listed for the Primary focus occupation and for each completed occupation package. In addition to whatever is listed, the SEC of the occupation will provide you with some spending cash.

It should be noted that the cultures of T'nah do not have a stable economic platform. Any amounts listed in quid and orbs are placeholders only. This makes it easy for you, the Player, to calculate the economic might wielded by your character. Cold, hard cash (orbs and quid) are incredibly uncommon and any wealth your character possesses will most likely be in the form of actual goods, or favors owed.

In fact, once you have finished character generation, if you have any orbs or quid left, you lose them. They're gone. Let's say it clearly so the Bard can see it plainly: Any orbs or quid remaining after character generation are completely lost. (The only exceptions to this are Merchants and Nobles.)

Contacts

Each occupation lists the number of contacts gained, as well as what the contact's origin may be. The 'Exotic' line gives the number that must be tied or beaten on 1D10 (checked for each individual contact you just gained) to indicate the contact is exotic. Following this are any notes regarding exotic contacts, such as if they you owe favors, or what you may obtain in 'exchange' for exotics.

Advancement

In order to promote or change careers, you need to possess all the entry requirements for your new occupation or level, and make a roll of some kind. This section will tell you what skill or Attribute must be tested, and what the results for a success, critical success, failure, or critical failure are. Successes and failures, and their results, are not cumulative; always take the single most accurate result of those listed. Other notes regarding exit means and results are also given in this section for each current occupation.



ARTISAN

Artisans are a strange lot, second only to entertainers in eccentricity and weirdness. They are often unsociable in nature. Where their entertainer cousins need and crave an audience, the artisan does not require onlookers to do what they do.

Artisans are often anti-social because their work is their life. Just as with all other aspects of life, if you concentrate too much in one field, other areas suffer and diminish; so is the case with the artisan. Artisans often fall into one of three categories: praised, unappreciated, or reviled. People in this field rarely make much in the way of a steady paycheck—most live hand to mouth. Many do not experience even a modicum of success until they are dead.

FLESH	MIND	WILL
Strength: D6	**Intellect:** D6	**Charisma:** D4
Dexterity: D6	**Perception:** D8	**Insight:** D8
Stamina: D6	**Sanity:** D6	**Resolve:** D6

Detriment: Obsessive.

Skill Increases: Pick 4 Artistic or Craft skills, apply 15 skill levels to each.

Special: Artisans focus upon their craft. If a Primary focus is spent upon an occupation of Artisan, then the Secondary focus must also be spent on the same occupation.

Gear: You have a small, padded, wooden case, sectionalized for various items for different types of artistic endeavors. You also have a basic set of clothing equivalent to your status.

Money: You begin your occupation with 2D10 quid. In addition, roll 1D6.

1-2 You have a set of nice clothes to wear to interviews with possible sponsors of your craft.

3-4 You have a letter of commission from a minor local VIP for a special piece. If completed and approved, you will receive further commissions and 75 quid.

5-6 You have 25 points of Respect as an up-and-coming young artisan, and another 1D10 quid.

Blacksmith: The focus of the blacksmith is in making everyday items—horseshoes, tools, frying pans, etc. This is not an occupation that one typically considers as an artisan. However, many blacksmiths are so accomplished at their craft that people know their skill by the way an item is crafted.

You, however, are not to that point yet. You are beginning. You have completed your basic training in iron working and are starting to make things on your own. You must start out small—spoons, ladles, nails, and horseshoes. You make the basic implements of everyday life. It is not a glamorous job but it is a vital one.

Many in your occupation do not aspire beyond the job. Most hope to make a name for themselves as the best in crafting a certain object or in a certain locale. A few dare to reach a little higher; they work hard and seek training beyond what they now know. They seek to learn the knowledge of how to make better, more desirable, and more profitable items. They attempt, and some even achieve, the knowledge of making weapons or armor. These much-in-demand items are impressive in making a name for yourself.

A select few in your profession aspire to actually become a sculptor of metal, a true artisan in the field of metalsmithing. This takes years of practice and training in order to achieve even a modicum of success.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Strength and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Carving, Domestics, Geology, Heave Object, Jury Rig, Lifting, Locksmith, Mechanic, Metallurgy, Mining, Negotiation, Persuasion, Pick Locks, Slash, Smithing (Daily Items), Throwing (specific).

Gear: You have the basic tools of your trade and not much else. You have a small portable anvil and hammer set. (The anvil could be carried with sufficient strength but is best mounted on a block and toted on a wagon or cart.) You have a leather apron and sturdy thick leather gloves. You have two sets of work clothes; one has many small burn holes in them. The other set is still in decent condition. You have a pair of heavy leather boots. You have a pair of metal tongs. You also have a few other tools; rods and molds appropriate to your work to help shape the metal and work it. You have a sturdy leather case in which to carry these implements.

Roll 1D6 to determine your workmanship you can sell or display.

1-2 You have 2 kilos of refined iron with which you could produce some objects that could most likely sell easily, basic everyday goods like horseshoes, pots, skillets, and nails.

3-4 You have 150 quid in prepared goods ready for sale. Now all you have to do is sell them. Good luck on getting orbs for them, though.

5 You have 100 quid for items you have recently sold.

6 You have a half kilo of raw blood iron.

Money: A blacksmith is one of the higher paid jobs in the standard village. You are, however, typically paid in trade. You may get a side of beef, a month's worth of eggs, or a new leather vest. Overall this isn't such a bad way to live. You rarely go hungry, unlike many others on T'nah. Each term, make a roll using your Smithing skill.

Critical success indicates you saved a number of quid equal to your Smithing SVxED this year.

Success indicates that you have saved a number of quid equal to the ED rolled.

Failure indicates you have broken even—but at least you're not going hungry!

Critical failure indicates that some of your work has broken or failed and given you the reputation of a poor craftsman. You are now an embarrassment in your town and no one will seek your services. You must leave this town, change occupations, or begin play.

Contacts: 1D10+2. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement:
Make a Metallurgy roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain no additional money for this time.

Critical failure indicates that you have been injured. You lose 1D10 points from your Flesh Attributes. You may begin play at this point, if you wish.



Novice: A novice is a beginning level artisan. You have not yet become established in the trade. You haven't decided in what area or perhaps which medium you want to work and be known for. You are still experimenting with your talent and looking for your niche in the world of art. This is the time when you make acceptable popular work and contacts in the art world; later, when you are more established with sturdy contacts, you can make a statement.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: any Artistic skill, any Craft skill, Any Daily skill, Heraldry, Mathematics, Observation, Superstition.

Gear: You have a small, hardened-hide case for your supplies. You have several different types of brushes for painting, several types of drawing instruments (pens, pencils, charcoal, etc.), and some clay jars. You have files for smoothing the rough edges from metals and wood, small wood chisels and sculpting tools, a small palette for painting, and paper for drawing and sketching. You also have a smock to wear over your normal clothes to keep them in their present condition.

Money: Ever hear the term 'starving artist?' Well, it's true. The last time you opened your money pouch, the suction nearly pulled you inside. However there is hope! Roll 1D10 and see what fate has provided for you:

1-3 You have all the needed materials to create a piece of artwork except of one essential component or at least not enough of it. If you can acquire that needed component then you can create a piece worth 25 quid.

4-6 You have a piece of artwork that you have created that is worth approximately 75 quid.

7-9 You have a letter of commission for a local VIP. This letter states that if he is pleased with the artwork that you create, he will then not only pay you 250 quid but will give you a commission for future works. He will also grant a small stipend of 100 quid per year, above what he pays for each future completed piece. Good luck and create well.

10 You are the flavor of the week. You have 1D1000 quid.

Contacts: 1D6. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a skill roll using your lowest valued Artistic skill.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain no additional income during this year.

Critical failure indicates that you have gained a reputation as avant-garde in an anti-social way. Your artwork is ridiculed and you are forced to leave your community to seek less critical admirers.

CRIMINAL (Gangster)

Gangsters are the more violent form of criminals. They band together and act as a unit, making them all the more dangerous. While a thief may only take your money belt, a gangster will beat you up, or even kill you, for your shoes.

Restrictions: May not be Ch'ak or Yethite.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D6	**Charisma:** D6
Dexterity: D10	**Perception:** D8	**Insight:** D6
Stamina: D4	**Sanity:** D6	**Resolve:** D4

Attribute Increase: Resolve or Stamina (Choose one): +1

Skill Increases: Con: 10, Guile: 10, Observation: 10, Stealth: 10

Special: Criminals are not restricted in how they spend their foci. Unless an individual occupation has restrictions, you are free to spend your foci as you see fit. You also gain 1D10 Infamy for each year you are a Criminal.

Gear: Travelling light means you have very few possessions on your person at any time. Thieves typically carry a basic lock pick set, a pair of thin gloves, and a coin pouch. Some, depending on their technique, carry a small weapon. The player may choose a qatar, dagger, or short sword.

Thieves dress in dark colors, to blend in better to the night. They favor the pelerin to hide behind its voluminous hood, though some also wear the ghutra and agahl, looping the ghutra across the lower portion of their faces to hide their features. A djellab with a rope around the waist and a pair of sirwahl are quite common. There is no typical footwear; some prefer barefoot, others siz'me. (You may choose any footwear.)

Escaped Slave: You may have been born a slave, forced into being a slave through debt, crime, or conquest of your people. No matter the reason, you have escaped and are living on the run. You have a price on your head.

You are free, as you were born to be. Free to spend the rest of your life looking over your shoulder and hiding, hoping that no one recognizes you for who and what you are. If you have escaped from one of the cultures that tattoo or brand their slaves, this may be a bit harder than if you had escaped from one that doesn't practice such barbarism. Some have said that gaining their freedom in this manner is like being reborn. If this is true, then Baby you're reborn to run.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Ambush, Camouflage, Domestics, Dirty Fighting, Escape, Etiquette (Culture), Guile, Hide, Instinct, Kick, Observation, Punch, Running, Slash, Stealth, Streetwise, Thrust, Unobtrusive.

Gear: You are an escaped slave. You own nothing but the clothes on your back and the skills and knowledge you possess. Good luck and keep moving.

Money: You are an escaped slave and earn no money. Good luck and keep moving.

Contacts: 1D10. Any occupation except Noble, Snitch, Kril (town guard).

Exotic: 9+. Exotics somehow owe you a favor.

Advancement: There is no way to quit being an escaped slave. However there are two ways to change your status: to be granted your freedom by your former owner, or get captured and return to slavery. Make an Unobtrusive skill test.

Critical success indicates you have managed to buy or win your freedom from your former owner. You are truly free. You must find a new occupation. You may enter any field for which you meet the entry requirements, or you may begin adventuring.

Success indicates you managed to spot your pursuers in time, and disappeared before they found you. Once again you are on the run. The nice thing is that you managed to take funds equal to EDx2 in quid. You also don't lose any of your contacts because of your location change. You may begin adventuring, or change occupations. You will always have to look over your shoulder.



Freedom has a price...

Failure indicates you managed to narrowly escape the slave hunters that are constantly hounding you. You are still free to run, but you have no money. You spent all that you had to help get you out of town unnoticed, or paying someone to mislead the hunters. You may only keep half of the contacts you have made so far in this occupation (pick which ones to keep). You must move to another town to stay ahead of the hunters. You may move to another occupation, but will still spend most of your time looking over your shoulder until you can earn your freedom. You may begin adventuring as an escaped slave.

Critical failure indicates the slave hunters capture you before you are even aware of their presence. You got sloppy. You are again a slave, under your master's doubled cruelty, and must spend at least 1D4+3 years in that occupation before you may try to escape or earn your freedom again. You lose three points from your Flesh Attributes (you determine how to distribute this loss) from the beatings you took when the hunters found you and when you were returned to your master's care. You lose all money, gear, and half your contacts (the Bard determines which contacts you still have).

Footpad: You track down a target, find the right moment to strike, and steal their belongings. You will fight if necessary. You are more patient than most of your fellow criminals. You often spend days, even weeks, scoping out your intended victims and their patterns before you strike. You are willing to track down and stalk your victim for as long as it requires if you think the haul will be sufficient.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Appraise, Ciphering, Dirty Fighting, Etiquette (Culture), Guile, Hide, Instinct, Kick, Observation, Picklocks, Running, Search, Slash, Stalk, Stealth, Streetwise, Thrust, Unobtrusive

Gear: You don't have much. Most of what you gather from others you try to sell as quickly as possible. You do have a few things; a set of dark colored clothing. You have a set of soft-soled shoes/slippers to aid your stealth. You have a large cloak. You have a large bag to hold your loot in, with a rope tie at the top. You also have a set of standard lockpicks.

Money: Make an Appraise skill roll to see how much you have gotten paid for your loot this past year.

Critical success indicates you receive EDx5 in quid.

Success indicates you get EDx3 in quid.

Failure indicates you only get your ED in quid and nearly got caught at your last job. You might want to practice being stealthier before next time.

Critical failure indicates you were nabbed in the act by the town guard. You get no money this term because whatever you had saved you spent keeping yourself from jail and slavery. You have no money or gear at all.

Contacts: 1D4. One must be your fence. Criminal/Gangster, Kril (Town guard), Worker.

Exotic: 9+. Exotics owe you a favor. You may exchange an exotic contact for any standard Merchant, Entertainer, Artisan, Noble, Kril, or Maroc contact.

Advancement: Make a Running skill test. Any success allows you to promote or change careers if you wish.

Critical success indicates you get additional quid equal to EDx2, and gain an extra contact from any field.

Success indicates you have done well for yourself this year and get additional quid equal to your ED. +5 Respect, +3 Renown.

Failure indicates you lose any money you have to keep out of jail, and lose two contacts because you burned their favors trying to cover yourself. -6 Respect, -3 Renown.

Critical failure indicates you were caught in the act with stolen goods in your possession. You lose all money and gear, and are thrown in jail. You must spend the next occupation as a slave doing community service to atone for your crimes. You must begin play from that occupation and may not choose any other occupation.

Myrlihk Outkast: You are of a proud race and culture. The Myrshal are your people, even if they don't claim you. You have been exiled from the pride to survive on your own—and survive you will. Whether you were cast out because you are male or due to some offense matters little. You are persona non grata in the enclaves of your people.

You must learn to live on your instincts, wits, and skills in the wilds of T'nah, or find your way to a settlement that will allow you to live among them.

Field Differences: The Myrlihk Outkast does not receive the increased Attributes normally associated with the Kril field. Instead of the typical Criminal core skills, the Myrlihk Outkast focus on different areas; exchange these skills for the ones listed for the Criminal field.

Attribute Changes: Flesh Attributes: +2, Mind Attribute: -1

Skill Increases: Observation: 10, Search: 10, Stealth: 10, Slash: 10

SEC Level: 0

Entry requirements: Must be Myrlihk.

Restrictions: Typically male, but some females are Outkast.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Stamina or Resolve by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Stamina by +1 for a cost of 10 skill levels.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Ambush, Camouflage, Charge, Climbing, Disguise, Domestics, Hide, Instinct, Jump, Jury Rig, Kick, Mimicry, Observation, Punch, Running, Search, Slash, Sprinting, Stealth, Tracking, Trail Signs, Traps.

Gear: You don't have much to call your own. You have the clothes you were wearing when they cast you out of the pride and not much else.

Money: As an Outkast you don't make a lot of money. You do, however, manage to make a few quid, here and there, acting as a guide and sometimes guard caravans or explorers traveling through the area. Make a Trail Signs test to see how well you have managed this past year.

Critical success indicates you receive EDx5 quid.

Success indicates you get ED quid.

Failure indicates you receive ED divided in half (round down) in quid.

Critical failure indicates you get no money this year. You were barely able to survive.

Contacts: 1D4. Myrlihk Huntress, Myrlihk Outkast, Vhzine, Vangel, Merchant, Worker, Maroc, Rusahn.

Exotic: 9+. Exotics owe you a favor. You may exchange two exotics for one standard Noble, Vhzine, Kril, Artisan, Entertainer, or Criminal/Gangster contact.

Advancement: Make a Tracking skill roll. Any success allows you to promote or change careers if you wish.

Critical success indicates you have somehow convinced either your own people or that of another culture of your true worth, and have been accepted into that society as a protector. Raise your SEC level by one, +5 Respect, +9 Renown.

Success indicates you have managed to live another year. You receive your ED in quid and one item worth 50 quid (or less) from the equipment section with the Bard's approval.

Failure indicates you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You also have to remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels spent on any one skill. You receive no money due to your 'illness.'

Critical failure indicates that during a foray in the wild slavers captured you. You must spend at least two terms as a slave before you may change occupations or try to escape. You lose all your money, gear, and half your contacts.

Punk: The lowest member of an organized crime syndicate, you typically collect the extortion money and beat up those who don't, can't, or won't pay. You are the one that is expected to shake down the owners for an 'insurance' policy and collect the monthly debts owed by each. You are the first line of defense. You are kamel fodder during turf wars. You are also used to help throw the law off the trail of the higher-ups in your organization.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

The exile flees that he may be free, and that he should not die in the pits, nor that his food should fail.

—Kleiben, Alpha-Male of Eyescratchers Tribe

Skill List: Appraise, Brawling, Bluff, Ciphering, Conceal, Dirty Fighting, Escape, Guile, Hide, Instinct, Intimidation, Kick, Observation, Punch, Search, Slash, Sprinting, Stealth, Streetwise, Thrust.

Gear: You have a studded leather jerkin and leather boots. You also have a pair of heavy weighted sap gloves. You carry a large club at your waist. You wear a leather thong about your neck where you keep your boss's protection payments, and a mean look on your face.

Money: Most of the money you handle daily is not yours to keep. It belongs to those in power above you. They do pay you for efforts on their behalf. You are also skimming a few quid per payment for yourself as well, just hope you don't get caught doing so. Make a Conceal skill test to see how much you managed to skim.

Critical success indicates you get EDx5 in quid.

Success indicates you get your EDx3 in quid.

Failure indicates you get half your ED (rounded down) in quid and your boss suspects what you are doing. You must find a new profession quickly, and probably leave town, too.

Critical failure indicates your employer brings in his cousin to explain why stealing from the family is not wise. You lose 1D10 Attribute points (distribute as you see fit) and must choose a detriment from this list: Slurred Speech, One Eye/Poor Depth Perception, Lost Hand or Foot, Digestive Difficulties, or Unstable.

Contacts: 1D10. Criminal/Gangster, Kril, Merchant, Entertainer, Artist, Worker, Vangel.

Exotic: 8+. You may exchange two exotics for a standard Noble, Maroc, or Rusahn contact.

Advancement: Make an Instinct skill roll.

Critical success indicates you get a bonus of EDx5 quid, +8 Respect, +8 Renown, +5 Infamy. You are given a long knife to be more effective at collecting. You gain a contact in the criminal world who owes you a favor. The Respect carries over to your next promotion. You may promote, change occupation, or begin play.

Success indicates you have impressed your bosses and they have rewarded you for your work. You gain EDx2 in extra quid, +5 Respect, +5 Renown, +3 Infamy.

Failure indicates you have made several mistakes and the town guard is watching you. Lose two criminal contacts from fear of being associated with you. Your bosses won't speak to you without going through several anonymous sources first. You must stay in this occupation for one more year, and you earn half of whatever money you roll for this term due to the lack of trust in your abilities.

Critical failure indicates your bosses discovered your skimming, and were told that you were selling info about them to the Town guard. You've been framed. They have made an example of you to anyone entertaining ideas about 'moonlighting.' You have been beaten to a bloody pulp; you suffer a permanent loss of one point from each of your Flesh and Will Attributes. You must select a detriment from the following list: Missing Tongue, Lost Limb, Sensitive Skin (Mild), Unstable, Detached. You also lose all money and contacts, and are a pariah in this town. As soon as you are able to travel again, you should consider moving.

CRIMINAL (Thief)

Thieves are the underhanded sneaks, cutpurses, burglars, and con men of the world. They devote their lives to the love of money. Dirty work is their specialty. They know no honor. Everything is possible for a price.

Deftness, silence and subtle awareness of one's surroundings comprise the art of thieving. This focus provides the thief with the stealth and agility required to relieve others of their valuables. Swiftness is more important than strength to the thief, who is often pursued by the constabulary. Few thieves can resist the temptation and allure of their precious god—money.

A sneaky cutpurse who chose to prey upon his own kind coined the old adage, "Honor among thieves." No one is exempt from their wanton greed. No matter his style, whether an underhanded sneaky scoundrel or a skilled con artist, a thief is never more than a selfish and self-gratifying criminal.

In the world of T'nah, theft of cold hard quid has a short-term appeal. The real value is information; in some cases it is more valuable than an entire vat of water...to the right person.

Gear: Travelling light means you have very few possessions on your person at any time. Thieves typically carry a basic lock pick set, a pair of thin gloves, and a coin pouch. Some, depending on their technique, carry a small weapon. You may select a qatar, dagger, or short sword.

Thieves dress in dark colors, to blend in better with the night. They favor the pelerin to hide behind its voluminous hood, though some also wear the ghutra and agahl, looping the ghutra across the lower portion of their faces to hide their features. A djellab with a rope around the waist and a pair of sirwahl are quite common. There is no typical footwear; some prefer barefoot, others siz'me. (You may choose any footwear.)

Beggar: You are not necessarily a criminal, but most people treat you as one. Most of the time you are incredibly down on your luck, with no means to raise any money to get you back on your feet. However, this rarely happens since most of the money and items you collect, you have to spend just to survive the daily grind of T'nah.

Still there are those who have nothing physically wrong with them, nor have they fallen on hard times, yet still beg for a living. There may be many reasons for this, but usually the person is just incredibly lazy. Some truly are criminals trying to fleece the populace. Whichever class you fall into, honest loser or willing shyster, you are still a beggar.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acting, Appraise, Bluff, Ciphering, Con, Conceal, Deceit, Etiquette (Culture), Gossip, Guile, Instinct, Legerdemain, Persuasion, Psychology, Streetwise, Unobtrusive.

Gear: The clothes you wear are filthy rags. You don't even have shoes. You have a crudely made sign stating your situation and whether you will do any kind of labor for the charity given you or not. These are your only possessions.

Money: Beggars don't have money. You spend most of your days living hand to mouth if you are lucky; many days you go hungry and thirsty. Roll 1D4-1. This result is the amount of quid you have on hand. This money may not be accumulated or hoarded over multiple terms as a beggar.

Contacts: 1D4+1. Worker, Vangel, Criminal, Kril, Artist, Entertainer, Vhzine.

Exotic: 9+. You may exchange any exotic for a standard Noble, Merchant, Maroc, or Rusahn contact.

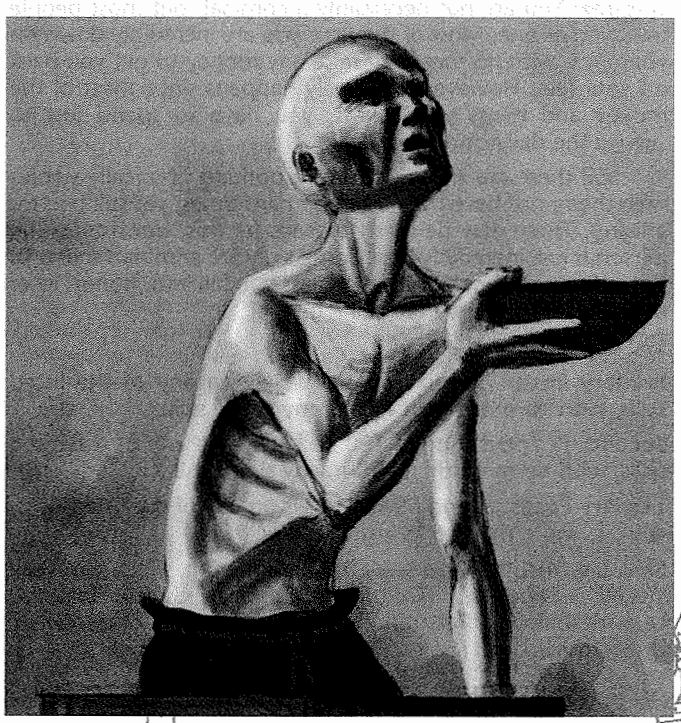
Advancement: Make a Persuasion skill roll. Any success allows you to promote or change careers if you wish.

Critical success indicates you were able to convince someone to give up a priceless gem (whether they knew its value or not) and are now living large, although you may choose to hide your wealth and continue to beg. You have your Persuasion SV in quid. You may promote to any occupation for which you are qualified, except Noble.

Success indicates you have scored a few good days of work for pay. You get your ED in quid.

Failure indicates you are hassled constantly by local merchants. "Move along, you are hurting business." You have been unable to collect any money. You suffer -10 to all Perception based skill rolls for the next week. You must also remain a beggar for at least one more term (1D4 years) before you can change occupations or promote. +3 Infamy.

Critical failure indicates those pesky merchants have complained to the local lord, who has had you jailed for vagrancy. You must spend your next term as a pit fighter. +7 Infamy.



Crook: You are the average street criminal. You do what needs to be done. It is not that you are adverse to honest labor, but you feel that this way is so much easier. You have done everything from running a con, to picking pockets on the street, to breaking into someone's abode or shop and taking whatever you can tote away. You are the underworld equivalent of a jack-of-all-trades. Some are better at certain types of jobs than you, but none so versatile.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Appraise, Ciphering, Climbing, Con, Conceal, Escape, Fast-Talk, Guile, Hide, Instinct, Observation, Pick Locks, Pick Pockets, Search, Sprinting, Stealth, Streetwise, Traps.

Gear: As a thief you have basic, functional gear—a dark pelerin, pyjan and djellab. You have a pair of soft-soled shoes. You also own a pair of gloves. You also have a small draw-string pouch, an empty, medium sized bag, and a standard set of lockpicks.

Money: Your purse depends on how good a thief you are. Roll Pick Locks to see the value of your ill-gotten gains.

Critical success indicates you have EDx8 in equivalent quid value of stolen goods.

Success indicates you have EDx3 in equivalent quid value of stolen goods.

Failure indicates you have only managed to swipe your ED divided by 2 (round down) in loot. +3 Infamy.

Critical failure indicates you have had to spend all your monetary value to keep yourself out of jail and out of the pits. You are broke and owe 1D4+1 people a favor, which they can call in at any time. +7 Infamy.

Contacts: 1D4+1. Criminal, Worker, Town Guard.

Exotic: 8+. You may exchange an exotic contact for a standard Merchant, Artist, Entertainer, Vangel, Vhzine, Maroc, or other (non-Town guard) Kril contact.

Advancement: Roll Fast-Talk skill. Any success allows you to promote if you wish.

Critical success indicates you get 5+(EDx5) Respect, +5 Renown. You are no longer one of the town guard's usual suspects when something gets lifted or a pocket is picked.

Success indicates you have managed to talk your way out of tight spots, and made a decent haul this year. You get your EDx2 in quid and -5 Respect, and +3 Renown.

If you fail your roll, you were caught fleeing the scene of a crime and were nabbed by the town guard. Fortunately, they bought the story you fed them and released you. You are fined half your current quid. You have moved yourself up on the town guard's usual suspects list, and they now harass you even when you aren't doing anything criminal. Gain +3 Infamy.

If you roll a critical failure, you were caught fleeing the scene of a crime and were nabbed by the town guard. Unfortunately, they didn't buy the line you told them. Your next term must be spent as a Pit Fighter. You lose everything you own and all your quid. Better luck in your next occupation. +12 Infamy.

Hustler: A hustler is the most basic form of con man. You often spend a few minutes sizing up your next rube to see if they have what you need and formulating your story before you approach them.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Bluff, Cold Read, Con, Fast Talk, Dancing, Deceit, Fashion, Guile, Instinct, Presentation, Etiquette (Specific), Observation, Story Telling, Streetwise, Superstition, Evade, Sprinting.

Gear: You have two extra changes of clothes: one that would appear to place you in the middle to merchant class and one that would place you among the working class, as well as those that place you in the lowest class of T'naharan society. You have nothing other than a pouch for your orbs and a sad story.

Money: Make a Cold Read skill test. Any success allows you to promote or change careers if you wish.

- Critical success indicates you get EDx5 in quid.
- Success indicates you get your EDx2 in quid.
- Failure indicates you receive your ED in quid.
- Critical failure indicates you are beaten up and acquire one physical detriment from the following list: Slurred Speech, One Eye/Poor Depth Perception, Lost Hand or Foot, Digestive Difficulties.

Contacts: 1D6. Criminal, Town Guard, Worker, Merchant.

Exotic: 9+. You may exchange an exotic for a standard Vangel, Vhzine, Entertainer, or Kril contact.

Advancement: Make a Deceit skill roll. Any success allows you to promote or change occupations if you wish.

- Critical success indicates you have duped even the town guard into believing your lies. Gain your EDx2 in quid, +5 Respect, +3 Renown, and a criminal contact that owes you a favor.
- Success indicates you have managed to be convincing in your cons. Gain ED in quid, +3 Respect, and +1 Renown.
- Failure indicates you have tipped off both the Town guard and many of your victims to your true intents. You must move to newer and hopefully greener horizons.
- Critical failure indicates not only did you tip them off, but you didn't leave town fast enough and were collared by the town guard. You must change occupations from hustler to slave for the next term, then you may promote, escape, or change your line of work, and you must move on to another town.

Scavenger: You seek out the places where people have dwelt for the remains of their belongings. You know where to look for the discarded items of civilization. You are the humanoid equivalent of a pack rat.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Appraise, Bribery, Ciphering, Climbing, Conceal, Evade, Guile, Hide, Instinct, Jury Rig, Legerdemain, Observation, Pick Locks, Pick Pockets, Scavenging, Search, Streetwise, Traps.

Gear: You have a lot of stuff. How much of it is viable for instant use is the real question. You have several sets of clothes; most have stains or large patches. You have a rusted short sword, a leather scabbard, and a wooden shield.

Money: You may have been able to sell some of the items you have found. Make an Appraise skill roll to see if you found anything of value this past year.

- Critical success indicates you get ED+2 in quid for the cast off treasures you sold.
- Success indicates you get ED-3 (minimum zero) in quid from the sale of your items.
- Failure indicates you get ED-6. Negative numbers are favors owed for letting you slide on a few debts.
- Critical failure indicates you owe the negative equivalent of your ED in favors for saving your hide. You may want to think about leaving town.

Contacts: 1D4-1 (minimum 0). Criminal, Merchant, Town Guard, Worker.

Exotic: 9+ You may trade exotic contacts for a standard contact in any field.

Advancement: The only way to leave this way of life is to settle down and stop scavenging. You may change occupations if you meet all the entry requirements for that occupation choice.

Snitch: You trade your street smarts for money. You may work for the criminals, trading information on other criminal's activities, or maybe you work with the town guard. You may do both. Very. Dangerous. Anywhere there is a town guard and a criminal element, there will be a Snitch. This occupation is always in demand with someone—the main problem is trust.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Appraise, Bribery, Ciphering, Con, Conceal, Deceit, Etiquette (Culture), Gossip, Guile, Innuendo, Instinct, Legerdemain, Lurking, Negotiation, Observation, Persuasion, Psychology, Stealth, Streetwise, Unobtrusive.

Gear: You don't own much; you survive on your knowledge and contacts. You have clothes and a tether for orbs. You also carry a small knife for protection. You are not a fighter, but survival is everything on T'nah.

Money: As a snitch you live and die by your tongue. The knowledge you purport is what feeds you for the next meal. So make a Persuasion skill test to see how well fed you really are.

- Critical success indicates your tongue is made of silver. You receive EDx15 quid.
- Success indicates you get EDx5 quid.
- Failure indicates your info has been useless. They have paid accordingly. You get the ED in quid.

Critical failure indicates one of your sources discovered what you really do and disapproves. You have been assaulted by some of his goons and will spend some time walking with a limp. This has negative effects on your other associates as well. You lose all current money reestablishing yourself in their good graces, and permanently lose two contacts.

Contacts: 1D10. Worker, Artist, Entertainer, Merchant, Kril, Vangel, Criminal/Gangster.

Exotic: 8+. Exotics owe you a favor. You may exchange 2 exotics for a standard Rusahn, Maroc, or Noble contact.

Advancement: Make a Streetwise skill test.

Critical success indicates you impressed your superiors and sources of your loyalty to them, at least for another year. +5 Respect, +8 Renown, EDx2 in quid equivalent equipment. This Respect carries over when you promote.

Success indicates you have kept all the right people in the dark about your true profession, and supplied those necessary with just enough info to keep them content with your work and pay you for it. +3 Respect, +4 Renown, ED in quid. This Respect carries over when you promote.

Failure indicates you fed someone inaccurate information. They were not happy when they found out. This may have been accidental or on purpose; they don't care why. They express their displeasure physically. -3 from your current Flesh Attributes (you decide how to divide the points up; the loss is not permanent). -3 Respect, -4 Renown.

Critical failure indicates those you were snitching on found out. Permanent -5 to your Attributes (you may pick how to divide these up between which traits). You thank Ashik you are alive and as soon as you can walk again, you pack up and leave town.



ENTERTAINER

It is your job to entertain people, whether it is an audience of one or many. You may have chosen the occupation of singer, musician, actor, jester, dancer, or a myriad of other options. You gotta start someplace. You are what they call a struggling artist, no matter what portion of the entertainment field you stand in. When times are hard, you help keep people's morale up. If you are good you can go far, and even if you are average you can go a little ways. However, if you stink, you will only suffer humiliation and bruises from thrown objects. Now get out there and break a leg!

FLESH	MIND	WILL
Strength: D6	**Intellect:** D6	**Charisma:** D8
Dexterity: D6	**Perception:** D6	**Insight:** D6
Stamina: D8	**Sanity:** D4	**Resolve:** D4

Attribute Increases: Charisma: +2

Skill Increases: Instinct: 15, Presentation: 10, Observation: 5

Special: Entertainers focus upon their craft. If a Primary focus is spent upon an occupation of Entertainer, then the Secondary focus must also be spent on the same occupation.

Gear: You have two costumes/performance outfits. You may have a small makeup case and a small pack with equipment needed for your field of entertainment. You also have a small pouch for keeping tips or payment in.

Money: Performers are usually in high demand, but at this level you don't bring in the big orbs. First you have to make a name for yourself, then you can start setting prices. Until then you must work for whatever you can get. Often you work for room and board, with tips supplementing your account. Roll 1D10+1 for each term you manage to survive 'the slings and arrows of outrageous fortune' to find the amount you have squirreled away from tips and art patrons.

Player: A skit performer capable of amateur level acting. You have had some trials with hecklers, and some success with applause as well. You are an actor and you can act—somewhat, anyway. You usually get the walk-on roles and bit parts. Your crowning achievement so far may have been as a minor character, or understudy to a major supporting role. You are not shy in front of a crowd. You have certain flair for what you do in almost any situation—and you love to make an entrance. You have the dream to become a star, but right now, that is all it is—a dream.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acting, Bemuse, Bluff, Disguise, Etiquette (Culture), Fast Talk, Guile, Instinct, Juggling, Oration, Persuasion, Presentation, Story Telling.

Gear: You have a large pack or bag for your props and costumes, perhaps even some basic makeup. The equipment you carry is useless outside the stage; your swords are tin, your jewels are paste, and your clothes are not tailored. You also have a hat or cup for collecting donations when you perform. You have a better-than-average pair of worker's traveling clothes in addition to whatever you have managed to fashion into costumes.

You want to be an actor—pretend you have more stuff.

Money: Wannabe actors don't make much money. You work for donations most of the time, on whatever street corner you can find. You usually have enough money to keep you alive and covered from the weather until the next town or gig. Each term, make an Acting roll.

- Critical success indicates you have saved your Acting SV times 100 in quid.
- Success indicates that you have saved your Acting SVxED rolled in quid.
- Failure indicates that you have only managed to save the ED rolled in quid.
- Critical failure indicates you are in debt so high that you have been thrown in debtors prison or sold as a slave. Subtract 1D10 points from your Flesh Attributes and spend the next 1D4 years as a slave or pit fighter. Good luck and break a leg!

Contacts: 1D10+2. Any except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make an Acting roll.

- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain 1D10-5 in quid (if negative, then subtract from the total).
- Critical failure indicates that you have performed a skit that violates the mores of the community, or ridiculed a leader. You must spend the last of your money paying the fine incurred by your infraction. You must also change fields and move away.

Prancer: You are part of the chorus in plays and dance recitals. You could teach young ones how to begin dancing. You are waiting for someone to notice your true abilities and promote you to prima ballerina.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Strength and/or Dexterity by +1.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acrobatics, Balance, Body Language, Dancing, Etiquette (Culture), Falling, Fashion, Jumping, Kick, Presentation, Running, Seduction, Sprinting.

Gear: As a prancer you don't need much: your dance outfit, shoes, and a bag to store them in. Other than a standard set of clothes, you have little else to speak of—for you the dance and the dream is all you really need.

Money: You are fortunate: dancers make more than most. Each term, make a Dancing roll.

- Critical success indicates you have saved your Dancing SV plus (Seduction SVx100) in quid this year.
- Success indicates that you have saved your Dancing SV plus (Seduction SVx ED of the roll) in quid this year.
- Failure indicates you have broken even.
- Critical failure indicates that you have offended people with your dancing routines. You must leave this town or begin your next occupation as a Slattern.

Contacts: 1D10+2. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Balance roll.

- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10 quid for this additional year.
- Critical failure indicates that you have suffered a major injury to a leg. You suffer a permanent -1 to your Dexterity. You must also find a new occupation due to your injury. Your dream of becoming a famous dancer is shattered.

Recitalist: One skilled with music—either voice or instrument. You are someone who has been trained in the musical arts for singing, playing an instrument, or both. But you are not star material yet. It is true you know how to perform in front of an audience without showing much fear, but your talent lacks in several areas. You can sing or play well enough to earn your supper and perhaps your keep, but not well enough to make a living. You can carry a tune and tune your instrument, and most of the time make a pleasant noise. However, practice makes perfect, so keep performing and practicing and maybe someday you'll get there.

SEC Level: 1-2

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Strength and/or Resolve by +1. This may be done once per Attribute. You may also spend 10 points to gain the Quality: Tonality at 1D6+3.

You may distribute 50 points in the following skills: Melismatic Technique, Musician (Instrument), Singing. Not more than 25 points in any one skill—Musician may be chosen multiple times with different instruments.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Resolve by +1. This may be done only once.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Breath Control, Composition (Music), Etiquette (Culture), Literacy, Melismatic Technique, Music, Musical Notation, Musician (Instrument) (may be taken multiple times), Presentation, Singing.



Gear: You have a set of peasant clothes and a set of performing clothes. You also have your instrument and a way to carry it, or a small satchel full of sheet music and lyrics to sing from (depending on which track you take). You will also have a cup or hat with which to collect donations when you are forced to play on the streets.

Money: Musicians are often amongst the highest paid entertainers. A pleasant tune in this day of continual hard knocks is always welcome. You actually make decent money but musicians are not noted for being thrifty with their earnings, often spending an entire week's pay on a fine room, food, drinks, and company, and then reparations to the owner of the room the next morning.

Each term, make a roll using your primary musical skill.
- Critical success indicates you saved (your primary musical SV + Breath Control SV) x ED+100 quid this year.
- Success indicates that you have saved (your primary musical SV + Breath Control SV) x ED+5 quid.
- Failure indicates you have broken even.
- Critical failure indicates that you have offended people with your bawdy and ribald music. You must leave this town, change occupations or begin play.

Contacts: 1D10+2. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Musician or Singing roll.
- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10-1 quid for this year.
- Critical failure indicates that you have been accosted in an alley and nearly throttled to death. You are no longer able to sustain voice or breath enough to create music (or you have broken your fingers). You must find a new occupation due to your injury. Your dream of becoming a famous musician is shattered.

Slattern: Every vahna has one (usually more): someone who's there to provide pleasure to those with enough orbs. It is said to be the world's oldest profession. Ever since there has been more than one man and woman on T'nah there have been slatterns. They have gone by different names in different eras and cultures, but the job has always been the same.

Slattern is perhaps the most debated occupation choice you could make. Many argue that a Slattern is a necessary evil in society and should not only be tolerated, but regulated and taxed as well. Others say that it is an abomination that debases and degrades those who are forced into it. Some call it immoral. Others consider it a religion in itself. Still others argue that it is a boon to society that helps to reduce other crimes.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Strength and/or Dexterity by +1. Gain Infamy: 10

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1. Gain Infamy: 5

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill. Gain Infamy: 3

Skill List: Body Language, Ciphering, Dodge, Etiquette (Culture) (may be selected more than once), Fashion, Gossip, Guile, Instinct, Negotiation, Observation, Presentation, Seduction, Streetwise, Thrust.

Gear: You have a set of peasant clothes and a clean set of nicer clothes as well. You have little else as far as worldly possessions. You have a small pouch to hold your pay. What else do you need? You will also have a qatar (small knife) to protect yourself.

Money: You are paid better than most due to the volume of customers. Each term, make a Seduction roll.
- Critical success indicates you saved quid equal to (Seduction SV + Presentation SV) x the ED+100 this year.
- Success indicates that you have saved quid equal to (Seduction SV + Presentation SV) x the ED rolled.
- Failure indicates you have broken even. No quid.
- Critical failure indicates that you have been embroiled in a political battle due to the nature of several of your clients. You are now an embarrassment in your town and no one will seek your services. You must leave this town, change occupations, or begin play.

Contacts: 1D10+2. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Negotiation roll.
- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10 x 10 quid for this year.
- Critical failure indicates that you have seen something that could earn you an early grave. You must flee for your life.



Kril

Kril are warriors, swords for hire, guards, and peacekeepers. Their lives are devoted to fighting or, in certain cases, protecting others from harm. Kril focus on physical and perceptive development. They train for long hours with weapons of all types. Greater time spent learning to survive, however, neglects other more social or intellectual pursuits. Few Kril ever survive in the social pit-fights, nor distinguish themselves as intellectual giants.

The constant awareness of death is an occupational hazard of the Kril. He is hardened to it and often perceived as a bloodthirsty killer due to his cavalier attitude toward death. Each responds differently to his life. Some kril realize that death may await them in the next bout, and they become hedonistic carousers bent on satisfying today's pleasure—for tomorrow, they may die. Others brood, forever contemplating their life and the lives they have taken.

The life of the Kril is filled with hard training, emotional solitude, and blood.

Restrictions: May not be Yethite.

Attribute Modification:

FLESH	MIND	WILL
Strength: D8	**Intellect:** D4	**Charisma:** D4
Dexterity: D8	**Perception:** D6	**Insight:** D6
Stamina: D8	**Sanity:** D4	**Resolve:** D6

Attribute Increases: Flesh Attributes (choose one): +1

Skill Increases: Slash: 10, Thrust: 10, Dodge: 10, Observation: 10

Special: Kril tend to be focused upon their craft. If a Primary focus is spent upon an occupation of Kril, then the Tertiary focus must also be spent within the Kril field, though not necessarily on the same occupation. Ch'ak Kril, however, are restricted to spending their Primary and Secondary foci within the same occupation.

Gear: Kril carry with them the tools of their trade, weapons and armor, and very little else. A Kril has a main weapon and either a smaller backup weapon or a shield. A vital component of readiness is a whetstone to keep weapons honed and sharp. Depending on fighting style, a Kril might have some armor; however, a beginning character is not issued armor.

They usually wear a simple, loose fitting gomlek with a pair of sirwahl and a sturdy kusak for hanging scabbards. A durable set of thick, leather siz'me are typical. A bisht is too restrictive for Kril, who tend to opt for a pelerin.

Aij'ak Kril—Hutcher: You are an unbonded caregiver for the drachen among the Aij'ak. Bonded drachen Reiters are chosen only from this group of workers. Drachen in the Aij'ak culture are kept in large, rock-hewn alcoves. These alcoves need to be healthy and fresh, and it is your job to keep them clean. This is where you begin to learn the ways of the drachen and your place in the bonding rituals.

After you have proven yourself worthy as a Hutcher, you may be selected to bond with a drachen and become a Drachen Reiter.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: Must be Aij'ak.

Primary Focus: Spend 100 skill levels on any of the listed skills, with no more than +15 in any single skill. Gain the Quality: Empathic Effect at 1D4-1. Gain the Quality: Empathic Influence at 1D6+2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Animal Husbandry, Biology, Block, Carving, Climbing, Crossbow, Domestics, First Aid, Geology, Knotwork, Lifting, Masonry, Mining, Observation, Slash, Swabbing, Thrust.

Gear: You have a sturdy pair of breeches, wool tunic, and heavy, leather boots. While performing your duties cleaning out the stables, you typically wear some kind of apron and thigh-high boots called 'muckers.' You are also issued a knife. It is not a combat weapon, but could be used so if necessary.

Money: Roll 1D4-1 for your wages—minimum result is 0.

0 You squandered whatever income you had and must be content with your gear and memories.
1 You have a total worth of 1D6 quid per year.
2 You have a total worth of 1D10 quid per year, plus you are in possession of Drachen glove with two talons.
3 You have distinguished yourself as a lucky dicer. In addition to your 1D10 quid per year and a Drachen glove, you have managed to acquire 3D6 extra quid and 10 skill levels in Gambling.

Thieving Option: If you choose to 'acquire' other possessions from the hutches during his time as a Hutcher, then you are allowed to make one attempt to acquire an item for each year is in this occupation. Acquiring a single item will require a Stealth roll. However, thieving in the Aij'ak culture is a serious character flaw and therefore, your Resolve Attribute is used as a negative modifier.

Critical success indicates something very nice is acquired.
Success indicates something somewhat nice or a partially completed version is acquired.
Failure indicates you were caught in the process and must change occupations.
Critical failure indicates that the authorities that caught you deemed your actions would bring harm to the drachen, and you are remanded to custody. Your next occupation must be as a slave.

At your disposal are shovels, brooms, water, brushes, and small metal picks for cleaning under the drachen scales. Often the drachen will molt and need assistance in cleaning and clearing the old scales. These scales are saved and sewn together to create drachen armor. Many of these partially completed or fully complete shirts are hanging about the stables.

Additionally, drachen are known to shed claws—particularly if they have been injured—and will re-grow entire toes with claws when one is severed. These bony, hard, 15cm talons are saved and sometimes sewn to make hand weapons like the drachen glove.

Other items, including crossbows, armslings, and other armor or weapons, may be available depending upon the stable that you are in.

Contacts: 1D4-2. Kril, Vangel, Worker.

Exotic: 7+. Exotics may be exchanged for normal Criminal, Entertainer, Maroc, Noble, Rusahn or Vhzine contacts. If you are captured thieving, you automatically gain two Criminal contacts, and must pursue your next occupation as a slave or escaped slave.

Advancement: In order to advance to the next plateau, you must earn the right to participate in the bonding ritual. Make an average Animal Husbandry skill roll.

Critical success indicates an exemplary job of taking care of your assigned drachen. You have done so well that you have gained the attention of not only those around you in your clutch but your superiors as well. +5 Respect, +3 Renown, and a bonus of 1D10 quid. Most importantly, you are given the opportunity to bond with a remarkable drachen specimen.

Success indicates you have done job well and taken good care of your charges. +5 Respect, +3 Renown.

Failure indicates you are deemed unworthy and are asked to leave. You must pursue another occupation.

Critical failure indicates you have performed very badly. Roll D10 to determine how badly things go for you.

1-3 Substandard performance. Be grateful that you are not imprisoned for your mistreatment of the drachen. You must choose a different occupation to continue. -6 Respect and –2 Renown.

4-6 The wing commander summons you to his office and explains that he does not find you suited to this role. He throws you out of the hutch, into the waiting hands of your new commanding officer in the infantry. You are now a warrior. Welcome to the army!

7-9 A gang of ruffians, who smell remarkably like drachen dung—obviously your fellow hutchers, rough you up one night. They wear hoods to hide their faces and beat you to a pulp with the warning, "Never come back." You heed them and depart quickly. You leave with nothing more than the clothes on your back. You may move on to another occupation. –5 Respect, -7 Renown.

10 You are imprisoned for the crime of 'endangerment of drachen' and are sentenced to the Pits. Your next occupation must be as a Pit Fighter.

Bowman: You have been trained to rely on a bow and arrow rather than a bladed weapon. You realized early and quickly that the best way to fight an enemy is to take them out before they get close enough to cut you down. You are also usually the first response to an attack. You know how to use a blade or club if someone manages to get to close to you, but you prefer the distance granted by the bow.

You will rarely go hungry or without clothing. By hunting you can gain food for your table and hides with which to make clothing—you might not be the height of style, but you will be warm and fed. You can hunt when you need to and may even do so in your spare time or as a hobby.

SEC Level: 2

Restrictions: May not be Yethite.

Entry Requirements: SEC 2+, May not have a criminal background.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Strength by +1—up to a maximum of +2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Dexterity by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Archery, Balance, Breath Control, Block, Bowyer/Fletcher, Climbing, Crossbow, Dodge, Disarm, Evade, Observation, Parry, Punch, Slash, Sprinting, Tactics, Thrust, Withdraw.

Gear: You have a standard set of clothes made from animals you have brought down. You may have a uniform identifying you as an archer of the town guard. These clothes also include appropriate footwear for locality, culture, and status. You have a large knife and sheath. Of course, you also have a bow and quiver of arrows, or a crossbow and quarrel of bolts (player's choice).

Money: Each term, make a roll using Archery or Crossbow skill (whichever you prefer).

Critical success indicates you saved a number of quid equal to your Archery or Crossbow SVxED this year.

Success indicates that you have saved a number of quid equal to your Archery or Crossbow SV+ED rolled.

Failure indicates you have broken even.

Critical failure indicates that you have done something to make yourself an embarrassment in your town and no one wants to be associated with you. You must leave this town, change occupations, or begin play.

Contacts: 1D10. Kril, Worker, Vangel, Artisan.

Exotic: 7+. You may trade any exotic for a standard contact of Criminal, Merchant, Noble, or Vhzine.

Advancement: Make an Archery (or Crossbow) roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 2D10 quid for this year.

Critical failure indicates that you have seen something that could earn you an early grave. You must flee for your life. You may begin play at this point, if you wish.



Bravo: You like to fight. You're the tough guy on the block. You have the stubbornness of a mule and the demeanor of an anklebiters' grip. You have real potential to become a great sadist someday. You believe you can take on the world, and you are going to prove to anyone in doubt that you can do it.

SEC Level: 1 **Restrictions:** May not be Yethite.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Dexterity by +1—up to a maximum of +2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Block, Body Language, Brawling, Dirty Fighting, Dodge, Evade, Guile, Instinct, Intimidation, Kick, Observation, Punch, Running, Sprinting, Stalk, Streetwise.

Gear: You have managed to procure a pair of sturdy black leather gloves and matching leather vest. You also have a pair of heavy, black, mid-calf boots. You use a link of chain for a belt, this doubles as a makeshift weapon when needed. Most of the time if you need a weapon, you use whatever is handy.

Money: Each term, make a roll using Intimidation.
- Critical success indicates you saved a number of quid equal to your Intimidation SVxED this year.
- Success indicates that you have saved a number of quid equal to your Intimidation SV+ED rolled.
- Failure indicates you have broken even.
- Critical failure indicates that you are now an embarrassment in your town and no one wants to be associated with you. You must leave this town, change occupations, or begin play.

Contacts: 1D10. Any field except Maroc, Rusahn.

Exotic: 7+. Exotic contacts may be traded for any other type of contact.

Advancement: Make an Intimidation roll.
- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.
- On a critical failure not only was there an uprising against you, but the town guard was involved, and you have been arrested and sentenced to hard labor. Your next 1D4 years must be spent as a Slave.

Ch'ak Kril—Grunt: You are trained in the Ch'ak style of infantry combat. You are a member of the most expendable and largest group in the army. You don't give orders—you take them. You don't ride into battle—you rarely even ride to the battle. You don't plan strategy—you attack, kill and hold the line. Such is the life of a grunt in the Ch'ak army. You must truly be proud to be a part of this glorious war machine. Good Luck, and keep your head low if you want to survive your tour of duty.

SEC Level: 1 **Restrictions:** May not be Yethite.

Entry Requirements: Must be Ch'ak.

Special: Ch'ak Kril are restricted to spending their Secondary and Tertiary foci within the same occupation.

Primary Focus: Spend 140 skill levels on any of the listed skills, with no more than +15 in any single skill. You gain the Asset: Tenacious. You may also spend 10 skill points each to increase your Strength and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Block, Brawling, Charge, Dodge, Feint, Gestures, Heraldry, Intimidation, Kick, Observation, Parry, Punch, Riposte, Running, Slash, Thrown, Thrust.

Gear: You have a chainmail shirt and studded leather pants, a pair of heavy leather boots, a sword, and a belt to hang it from. You have a metal helm that covers your head above the ears and to the base of the skull. You also have a standard bedroll and change of clothes.

Money: While you are part of the Ch'ak army, you do not get paid much. Each term, make a roll using Slash or Thrust, your choice.
- Critical success indicates you saved a number of quid equal to your Slash or Thrust SVxED this year.
- Success indicates that you have saved a number of quid equal to your Slash or Thrust SV+ED rolled.
- Failure indicates you have broken even.
- Critical failure indicates that a weapon maneuver you have been practicing has gone horribly awry. You suffer a wound that prevents you from performing your duty. You acquire a limp and suffer a permanent -25 to Running and Sprinting. You may not serve in the Ch'ak military. You must leave or be reduced to the ranks of the Dusteen—in other words, you're leaving.

Contacts: 1D6. Ch'ak Mule, Ch'ak Grunt, Merchant, Entertainer, Vangel, Worker.

Exotic: 9+. Most likely indicates a member of the next highest echelon of the Ch'ak military. You may trade any exotic for a regular Vhzine, Artist, Criminal, or other Kril occupation contact.

Advancement: Make a Block skill roll.
- Critical success indicates you not only kept yourself alive, but also managed to save a few of your comrades from certain death. This show of bravery has gained you +16 Respect, +11 Renown, and a combat pay bonus of 1D10 additional quid. You may also either decide to continue in this occupation, promote to a higher level in the same occupation, or change occupations.
- Success indicates you have managed to avoid the natural hazards of your job, like sword slashes, flying arrows, friendly fire, stampeding noks, enemy traps, and ambushes, just to name a few. +12 Respect, +8 Renown.
- Failure indicates you have in some way managed to either bring your commander's ire down upon your squad, or have shamed them in some way. -13 Respect, -10 Renown, and your pay is cut in half. If you are not yet receiving actual quid in payment, then rations are halved until you fix the situation and show vast improvement.
- Critical failure indicates you were caught performing a cowardly act. You have ducked instead of taking a blow! You are now busted to Waterscout. For the next year, you must be a Waterscout, with Tertiary focus allowed in skills. (You may flee the Ch'ak military, if you so choose, but you will never be able to redeem yourself in their eyes if you do.)

Ch'ak Kril—Mule 2nd: You do the hard labor of moving siege works into position. Weapons such as catapults, ballista, and siege towers are neither light nor easy to maneuver. It is your job to make sure these things are in the appropriate place at the appropriate time. You have the backbreaking job of manhandling, shoving, pulling, and pushing these uncooperative, bulky machines of war.

It requires someone stubborn enough not to give up when things don't cooperate, someone willing to become a beast of burden to guarantee the job gets done. You will need a strong back and a determined mind. Being a mule is a vital job, and not something just anyone can do.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: Must be Ch'ak.

Special: Ch'ak Kril are restricted to spending their Secondary and Tertiary foci within the same occupation.

Primary Focus: Spend 140 skill levels on any of the listed skills, with no more than +15 in any single skill. You gain the Asset: Willful. You may also spend 10 skill points each to increase your Strength and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Block, Brawling, Carpentry, Gestures, Gunnery, Heave Object, Heraldry, Jury Rig, Kick, Knotwork, Lifting, Mechanic, Observation, Parry, Punch, Running, Ride Beast (Specific), Siege Weapons, Slash, Teamster, Throwing, Thrust.

Gear: You have a chainmail shirt, studded leather pants, and a pair of heavy leather boots as well. You will also have a sword and belt to hang it from. A standard bedroll and change of clothes are also among your possessions. As part of the Ch'ak military you have a weapon and armor—what more do you need?

Money: While you are an important part of the Ch'ak army, in all reality you could be replaced with actual mules. The downside is that actual mules don't take orders as well as you do. Perhaps this is the only reason you have a position at all, so little funding is spent on your job. There is no army job lower than yours except Waterscout.

Each term, make a roll using Mechanic.

Critical success indicates you saved a number of quid equal to your Mechanic SVxED this year.

Success indicates that you have saved a number of quid equal to your Mechanic SV+ED rolled.

Failure indicates you have broken even.

Critical failure indicates that the siege weapon assigned to you has broken. You have failed in your duty. You must flee or face a fate worse than death: slavery. Make a Running test. Pass or fail. If you succeed, you make it out of town and you must change occupations or begin play. If you fail, then you spend the next 1D4 years as a slave. (You may flee the Ch'ak military, if you so choose, but you will never be able to redeem yourself in their eyes if you do.)

Contacts: 1D6. Ch'ak Mule, Ch'ak Grunt, Merchant, Vangel, Entertainer.

Exotic: 9+. Most likely indicates a member of the next highest echelon of the Ch'ak military. You may trade any exotic for a regular Vhzine, Artist, Worker, Criminal, or other Kril occupation contact.

Advancement: Make a Jury Rig skill roll to see if it is time to exit or not.

Critical success indicates your skill at handling your job and yet surviving has earned Respect from those in your troop. +12 Respect, +8 Renown, and a combat pay bonus of 1D10 quid. You may decide to continue in this occupation, promote to a higher level in the same occupation, or change occupations.

Success indicates you have managed to avoid the natural hazards and pitfalls of your job—sword slashes, flying arrows, friendly fire, incoming fire from other siege weapons—for another year. +8 Respect, +5 Renown.

Failure indicates you have in managed to either bring your commander's ire down upon your squad, or you have shamed them in some way. -9 Respect, -7 Renown, and your pay is cut in half.

Critical failure indicates you have suffered a major physical injury, and must retire from active service in the Ch'ak military. You take a permanent -2 Stamina, and need to seek something less physical. You will, however, receive an additional 30 skill points for training in a new occupation. Good luck in your new profession.

Ch'ak Kril—Waterscout: Waterscout in the esteemed Ch'ak military is the absolute lowest possible rank. You have reached this position by one of two means: either you are nearly totally inept and as out of place in the Ch'ak military as a deer steak at a Troog feast, or you have eaned the ire of someone in power and they gave you the job as punishment. Either way, it sucks to be you! It is hoped that you will abandon your post and your commanding officer need never be trifled with you again.

Whatever the reason you have this job, it isn't a good one. You have less respect in this unit than nok dung. You can either run away, hoping they aren't looking for a reason to hunt you down and kill you, or you can straighten up your act, and begin acting more like the Ch'ak warrior you should be. The choice is up to you.

SEC Level: 1

Restrictions: Must be Ch'ak.

Entry Requirements: May not be a Primary focus.

Special: Ch'ak Kril are restricted to spending their Secondary and Tertiary foci within the same occupation.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Block, Climbing, Disarm, Dodge, Evade, Hide, Instinct, Navigation, Observation, Orientation, Running, Search, Sprinting, Trail Signs.

Gear: You have a studded leather jerkin and heavy boots, two empty large waterskins (for filling with water when found), and a dozen brightly colored flags with stakes (for marking the path to or from the water source). You have a large knife and scabbard as well, to cut through the scrub and protect against wild animals.

Money: You are only a half notch above a deserter. The only thing that will separate you from that status is whether you come back from your duty each night. Since you are not expected back, the Ch'ak military will spend as little as possible on your upkeep and maintenance, which also means in salary. It is because of this that you need to make a Trail Signs skill roll to see what you are truly worth.

Critical success indicates you get your ED in quid.

Success indicates you get half the ED (rounded down) in quid per term while you remain in this position.

Failure indicates you get two quid, and the commander takes one quid for taking care of such a worthless soldier.

Critical failure indicates you get nothing except room and board. Each night before you leave for duty, your commander personally bids you farewell and strongly suggests that while you are out you may want to reconsider your place in the Ch'ak army.

Contacts: Two per term. Ch'ak Kril, Dusteen Retainer.

Exotic: 10. Exotics owe you a favor. You may exchange an exotic for a regular Criminal/Gangster, Worker, Kril, Vangel, or Vhzine contact.

Advancement: Your choice decides what path you will follow and what fate will ask of you. If you choose to stick it out, then you need to make a Navigation test. This is pass or fail.

Success indicates you have managed to distinguish yourself somehow amongst the others and are allowed to promote to the Ch'ak Mule 2nd apprenticeship (only), and start play from there.

Failure indicates you must spend another year as a Waterscout hoping to prove yourself. After a total of seven years as a Waterscout, if you are still coming back to camp each night, you are promoted to Ch'ak Mule 2nd for simple determination.

The second option for leaving this job is to run away. If you chose this route of departure from the Ch'ak military then you must make a Running skill test. This test is also pass or fail.

Success indicates you manage to escape in the middle of the night and put enough distance between you and your troop that you feel they aren't actively pursuing you. You must now begin game play, without entering any other occupation. You are a deserter. You will have this status for the rest of your character's life. You will not be hunted actively, but you will be killed on sight by Ch'ak Hegemony forces.

Failure indicates you were spotted deserting, and the commander—to save face and keep the Respect of the other men under his command—had you chased down and shot! You were left for dead. You lose 3 points from your Flesh Attributes (your choice) and have some sort of permanent disfigurement. These losses are permanent and are subtracted both from current Attribute levels and Attribute maximums.

Dyevan Kril—Skulker: You are trained in the Dyevan style of underground fighting. You spend your day crawling about the tunnels and shafts of your underground territory, keeping it as safe as possible. You do your best not to be seen until it is too late. The shadows and crevices are your home. Your style is almost the opposite of the tunnel fighters employed by the Kon'ahr. You would never dream of charging head on, face front, weapon visible and obvious of intent. That is for fools and dead men. You prefer to slink among the shadows and fallen rocks, hidden pathways, and stalagmites for cover, always striking from the darkness with weapons of stealth rather than up close and personal. They don't call you Skulker just because it's cool.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: Must be Dyevan.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Ambush, Blind Fighting, Block, Blowgun, Camouflage, Climbing, Crossbow, Dodge, Garrote, Gestures, Guile, Hide, Instinct, Kick, Map Reading, Observation, Orientation, Parry, Punch, Slash, Stalk, Stealth, Subdue, Survival (Mountain), Thrust, Wrestling.

Gear: You have a padded leather vest dyed black. You have a pair of soft hide boots with reinforced edges and toes, and a pair of gloves, all made of similar material. You have a tight fitting, padded leather helmet that snugs up against your skull. You also have a very dark hooded cloak that reaches to mid-thigh. This can be pulled around you, making you even tougher to see. You have the choice of two weapon packages: blowpipe and trident, or crossbow and qatar.

Money: Skulkers are public servants—you don't make much in the way of pay.

Each term, make a roll using Stealth.

Critical success indicates you saved a number of quid equal to your Stealth SVxED this year.

Success indicates that you have saved a number of quid equal to your Stealth SVxED rolled.

Failure indicates you have broken even.

Critical failure indicates that you fell asleep, allowing something to get past you and into your settlement. People died because of your negligence. You must flee or face slavery. Make a Running test. Pass or fail. If you succeed, you make it out of this town and you must change occupations or begin play. If you fail, then you spend the next 1D4 years as a slave.

Raider Option: You may decide that your pay is not enough, and choose to raid the bodies of your victims before anyone can assist you in taking them in. These actions are completely against regulations and could get you into some very serious trouble if caught. If you do choose to, make a skill roll against either your Observation or Search skill, your choice.

Critical success indicates you gain EDx15 extra quid for the year, but you lose 10 Respect due to unproved rumors that you are a Raider.

Success indicates you gain EDx10 extra quid for the year.

Failure indicates you have to serve the ED in years as a slave (your next occupation must be a slave).

Critical failure indicates that you have to spend the EDx2 in years as a Pit Fighter. Your debt is 200 quid over and above what you have already earned to date.

Contacts: 1D4. Kril, Worker, Criminal, Vangel.

Exotic: 8+. You may trade any exotic for a standard Entertainer, Vhzine, Merchant, Artisan, Maroc, or Rusahn contact.

Advancement: Make a Stealth roll.

Critical success indicates your skill at tackling the challenges of these adverse conditions is noticed by those that matter. +10 Respect, +6 Renown, and an 8 quid bonus.

Success indicates you managed to avoid the natural pitfalls of your job, as well as not alerting your quarry before you strike. +7 Respect, +3 Renown.

Failure indicates you did not do well this term. You had trouble with rumors of being a raider, and suffered an injury that kept you off work for several months. You have not made a good impression on the powers that be this year. You gain no Renown, and lose 3 points of Respect. Hopefully you can do better next year.

Critical failure indicates you have been injured—badly enough to require an occupation change of some sort, possibly to a less physically demanding job. You lose 1 point of Dexterity and 2 points of Stamina. You do, however, receive 30 new skill points for training in a new job.

Table of Contents

Chapter 1
T'nah At A Glance 1
A False Step 1
Introduction 5
A Word About ...
Realism 5
Prejudice, Race, and Culture 5
Our Philosophy on Gaming
Game Basics, Dice, Skill Resolution, Success Value, Skill Rolls, Skill Levels, Opposed Tests, Attribute Rolls 6
DIS, Legend, Epic, Character Basics, Attributes, Skills, Qualities, Contacts SEC, Lifepath, Advancement 7
At A Glance 7
Maroc and Ido 8
Rusahni and Qai 8
Survival 8
Whereabouts 8
Glacial Wastes 9
Ouri Corridor 9
Drachen Wastes 9
Jaan Lands – Krellar 9
Aij'ak Lands – Kahl Gok 9
Tv'ahr Plains 9
Equin Pampas 9
Thalve Woodlands 9
Ch'ak Lands 10
The Spire 10
Koyormun Pass 10
The Grange 10
Mining Guild 10
Trade Guild 10
Remnants of the Renizant 10
Ashik's Anvil 10
Sylvan Steads 10
Zev'Kolsu Keep 11
Other Locations 11
The Pits 11
The Mines of Azwit'ahr 11
The Scorchlands 11
Weather, Fado 11
Guilds and Orders 11
The Trade Guild 12
Mining Guild 12
Grangers 12
Guild of Five, Hand of Five 12
Kheem Houses 12
The Daughters of Yai 13
Ch'ak Columns 13
The Synod of Water Bearers 13
Maroc Orders 13
Blackwings 14
The Red College 14
Tuners 14
Rusahni Sects 14
Azili, Qyen 14
Temiz, Wilders 15
Gimme That Ole Time Religion 15
Yethite Emissaries 15
Keepers 15
Municipal Administration 15
Government 15
The Rule of Law 16
Economy 17
Souqs and Vahnas 17
Accommodations and Services 20
Currency 20
A Note on Currency 20
Commodities, Water 20
Recycling the Dead 21
Kahf, Salt, Animals 21
Slavery 22
Perfume, Spices 22
Chapter 2
Character Generation 25
Questions 25
Character Creation Summary 26
Racial Heritage 27
Andw'ahr 28
Suv'ik 29
Syl 30
Ebon Syl 31
Troog 32
Human 33
Rolen 34
Numid 35
Halfbreeds 36
Bh'ir 37
Druhn 37
Mehti 38
Sunna 38
Talik 39
Loshad 40
Myrlihk 42
Cultural Heritage 44
Aij'ak 44
Azili 44
Ch'ak 44
Dry Denizen 44
Dusteen 45
Dyevan 45
Equin 45
The Guild 45
Jaan 45
Kel 45
Kheem 46
Rahn 46
Kon'ahr 46
Myrshal 46
Noma 47
Qyen 47
Renizant 47
Shnahn 47
Skulae 48
Sylvan 48
Temiz 48
Tv'ahr 48
Wet Denizen 48
Yethite 48
Socio-Economic Category (SEC) 49
Favors 49
Social Standing 49
Attributes, Qualities, and Skills 50
Attributes 50
Flesh 50
Mind 51
Will 51
Special Attributes 51
Qualities 52
Quality List 52
Additional Attributes 52
Additional Skills 52
Aggression 53
Alertness 53
Ambidexterity 53
Appearance 54
Articulation 54
Awareness 54
Communication 54
Deftness 55
Demeanor 55
Direction 55
Empathy 55
Empathic Effect 56
Empathic Influence 56
Faith 56
Ido Mentor 57
Maroc Stone 57
Nimbleness 57
Presence 57
Qai Ability 58
Qai Expressions 58
Reaction 58
Self-Control 58
Socio-Economic Category 58
Technology 59
Tonality 59
Toughness 60
Vanity 60
Assets 61
Acute Hearing 61
Acute Smell/Taste 61
Additional DIS 61
Berzerker Rage 61
Bizarre Fate 61
Claws 61
Dermal Shading 61
Eagle Eyes 61
Enhanced Senses 61
Hooves 61
Leaping 61
Low-Light Vision 61
Peripheral Vision 61
Sensitive Touch 61
Tenacious 61
Tusks 61
Water Caches 61
Willful 62
Worldly 62
Detriments 62
Physical Imperfections 62
Digestive Difficulties 62
Disease Carrier 62
Transmission 62
Lost Limb 62
Missing Tongue 62
One Eye/Poor Depth Perception 62
Overweight 62
Sensitive Skin 62
Slurred Speech 62
Troog Package 62
Mental Illnesses 63
Braggart 63
Compulsion 63
Conceit 63
Greedy 63
Manic 63
Obsessive 63
Phobias 63
Pride 63
Psychotic 63
Rebellious Nature 63
Schizoid 63
Sucker 63
Unstable 63
Acts of the Will 64
Cold-Hearted 64
Covetous 64
Detached 64
Disrespectful 64
Flirtatious 64
Judgmental 64
Lazy 64
Lustful 64
Miserly 64
Pacifist 64
Spendthrift 64
Ungrateful 64
Fields and Occupations 65
Apprenticeships 65
Training Focus 65
Availability of Equipment 65
Length of Apprenticeship 65
Promotions and Adv Occupations 65
Beginning Play 65
Contacts 66
Advancement 66
Artisan 66
Blacksmith 66
Novice 68
Criminal (Gangster) 68
Escaped Slave 68
Footpad 69
Myrlihk Outkast 70
Punk 70
Criminal (Thief) 71
Beggar 71
Crook 72
Hustler, Scavenger, Snitch 73
Entertainer 74
Player 74
Prancer, Recitalist 75
Slattern 76
Kril 77
Aij'ak Kril—Hutcher 77
Bowman 78
Bravo 79
Ch'ak Kril—Grunt 79
Ch'ak Kril—Mule 2nd 80
Ch'ak Kril—Waterscout 80
Dyevan Kril—Skulker 81
Insurgent 82
Jaan Kril—Stabler 82
Jailer 83
Kon'ahr Kril—Tunnel Fighter 84
Loshad Kril—Bushwalker 85
Myrlihk Kril—Huntress 85
Pit Fighter 86
Scout, Squire 87
Watchman 88
Maroc 89
Tuner 89
Weaver 90
Merchant 91
Fortune Teller, Peddler 91
Noble 92
Gentle 92
Rusahn 93
Rusahni Sects, Qyen Pledge 94
Azili Pledge, Temiz Ralla 94
Servicer 95
Animal Trainer 95
Caravan Gopher/Ship Servant 95
Dusteen Retainer 96
Pall Bearer 97
Servant 97
Vangel 98
Disciple 98
Hermit, Initiate 99
Neophyte 100
Vhzine 100
Drafter, Student 101
Politician (Vhzine) 102
Assistant (Politician) 102
Clerk (Politician) 102
Searcher (Vhzine) 103
Questor, Wet Denizen Pioneer 103
Medic (Vhzine) 104
Caregiver (Medic) 104
Doula (Medic) 104
Quack (Medic) 105
Worker 106
Bearer 106
Field Hand, Fisher 107
Rat Catcher, Runner 108
Slave, Trapper 109
Archetypes 110 - 132
Tunnel Fighter—Blacksmith 110
Sensitive 111
Peddler 112
Bushwalker 113
Footpad 114
Scavenger 115
Scout 116
Outkast 117
Maroc Apprentice 118
Noble—Artisan 119
Pallbearer—Thief 120
Political Assistant 121
Retainer—Servant 122

Pit Fighter—Escaped Slave 123
Qyen Pledge 124
Entertainer 125
Weaver 126
Neophyte 127
Fisher—Student 128
Gopher—Rat Catcher 129
Bowman 130
Doula 131
Grunt 132

Chapter 3
Trinary System 135

Skill Resolution 135
Success Value (SV) 135
Effect Die (ED) 135
Difficulty 135
Critical Success/Failure 135
Failed Rolls 136
Alterations 137
SV90+ Rule 137
Opposed Tests 137
Cumulative Rolls 137
Assisted Rolls 137
Dissonance (DIS) 138
Combat 138
Combat Turns 138
Initiative 138
Iniative Ties 139
Combat Action 139
Free Actions 140
Modes 140
Surprising Actions 140
Missile Combat 140
Modifiers 140
Basic Damage Resolution 141
Shock Damage 141
Head Trauma 141
Flesh Damage 141
Blood Capacity 142
Overflow Damage 142
Damage Summary 142
Adv Damage Resolution 142
Injury Zones 142
Overflow Damage 142
Bone Damage 142
Nerve Damage 143
Blood Damage 143
Damaging Effect 143
Pain Modifiers 143
Types of Damage 143
Encumbrance and Fatigue 144
Handedness 144
Skills 144
Success Value 144
Prerequisites 144
Unskilled Use 144
Cascade Skills 144
Related Skill Use 144
Cascades 144
Specializations 145
Skill Lists 145 – 162
Languages 163
Archaic Tongues 163
Rikkan, Spanglish, Deutshan 163
Renizant Languages 163
Dihl, Surrawl 163
Scratch Languages 163
Danaic, Egualan, Gahl, Tchin 164
Unique Tongues 164
Ebo 164
Prinr, Quinay, Trune 165
Hybrid Languages 165
Kharne, Rusarin 165
Familiarities 166
Proficiencies 166
Ido 166
Maroc Stones & Bonding 167
On Channeling Ido 167
The Elemental Knowledges 167
Spinning Mahya 167
Flow 168
Effect and Surge 168
Holding It All In 168
Freeform Mahya 169
Pattern Verbs 169
Elemental Knowledges 170
Fixed Mahya 171
Qai 173
Expressions 173
The Dream 173
Qai Mechanics 173
Expressing Qai 173
Sustaining an Expression 173
Activation 174
Activation Time and Durations 174
Taint 174
Absolving Taint 174
Qainos 174
Crystal Blades 175
Qai Expressions 175
Discerning 175
Appeal 175
Bad Vibes 175
Break Illusion 176
Combat Edge 176
Detect Life 176
Detect Qai 176
Empathy 177
Enhanced Sense 177
Ignore Pain 177
Inflict Pain 177
Overwhelm 177
Psychometry 178
Qai Tracking 178
Sense Dreamgate 178
Bonding 178
Command 178
Detect Lie 178
Dormancy 178
Fortify 179
Invisibility 179
Mental Barrier 180
Mind Reading 180
Mind Wipe 180
Probe 180
Project Emotion 180
Shared Senses 181
Stimulate Growth 181
Taint Transfer 181
Wither 182
Transforming 182
Adaptation 182
Bone Armor 182
Bone Weapon 182
Calcify 183
Camouflage 183
Destroy Pathogens 184
Killing Field 184
Knit Flesh 184
Repair Body 184
Restore Health 185
Sterilize 185
Synaptic Discharge 186
Meta Qai Expressions 186
Dream 186
Control Dream 186
Dream Form 187
Dream Walk 187
Enter Dreamsite 187
Stride 187
Manifesting 188
Qai Blast 188
Qai Blade 188
Transcending 188
Luck 188

Chapter 4
Care and Training
of Your T'nahran 191

Healing 191
Self-Healing 191
Specific Care 191
Holistic Care 191
Enhanced Healing 192
Illnesses and Diseases 192
Mental Illness 192
Crippling 192
Spending Wisdom 192
Skill Advancement 193
Attribute Advancement 193
Attribute Steps 193
Attribute Thresholds 193
Elemental Knowledge Adv 194
Learning Mahya 194
Bonding Maroc Stones 194
Qai Increases 194
Legends and Epics 194
Social Rewards 195
Respect 195
Renown 195
Infamy 195
Legend Points, Epic 196
Acquiring Qualities 196
Improving Qualities 196
Quality Reduction 196
Detriment Removal 196
Proficiencies and Familiarities 196
Gaining and Improving 196
Advanced Occupations 198
Character Fields 198
Entry Requirements 198
Terms of Service 198
Promotions 198
Contacts 198
Age 198
Journeyman Plateau 199
Artisan 199
Dilettante, Smith 199
Criminal (Gangster) 199
Brigand, Thug 199
Raider, Rustler 200
Criminal (Thief) 200
Burglar, Grave Robber 200
Cutpurse, Charlatan 200
Smuggler 201
Entertainer 202
Dancer, Escort 202
Street Performer, Fabler, Jester 202
Jongleur, Minstrel, Mime 203
Kril 203
Aij'ak Reiter, Jaan Sky Rider 203
Archer, Soldier, Ch'ak Growler 203
Bounty Hunter, Slave Hunter 204
Loshad Bushfighter 204
Brawler, Ganger 204
Ch'ak Rager 204
Berzerker Rage 205
Gladiator 205
Militiaman, Mule 1st 205
Warden, Warrior 206
Maroc 206
Hedge Wizard, Theurgist 206
Wizard 207
Merchant 207
Huckster, Medium 207
Vendor, Water Seller 208
Noble 208
Aristocrat, Patrician 208
Rusahn 209
Awakened, Qyen Traveler 209
Azili Watcher, Temiz White 209
Servicer 209
Domestic, Valet 209
Dusteen Bondservant 209
Mourner 209
Wagoneer 210
Vangel 210
Acolyte, Cleric Imam 210
Missionary/Yethite Emissary 211
Vhzine 211
Designer 211
Herbalist, Midwife, Nurse 212
Scribe, Herald, Tutor 213
Politician (Vhzine) 213
Advocate 213
Delegate, Alderman, Councilor 213
Envoy, Deputy 214
Searcher (Vhzine) 214
Analyst, Examiner, Explorer 214
Worker 214
Farmhand, Game Keeper 215
Gang Boss, Herder, Handler 216
Messenger, Muleskinner 216
Porter, Prospector, Sailor 217
Woodsman 217
Adept Plateau 217
Contracts 217
Artisan 218
Artificer, Artist 218
Criminal (Gangster) 218
Brute, Pirate, Robber/Bandit 218
Criminal (Thief) 218
Agitator, Bawd, Charlatan 218
Counterfeiter, Tomb Raider 219
Entertainer 219
Danseur, Musician, Gleemaker 219
Actor, Singer, Buffoon 219
Courtier 219
Kril 219
Cavalier, Charioteer 219
Duelist, Guardian, Bodyguard 220
Marine, Mule, Targeteer 220
Trooper, Mercenary 220
Road Warden 220
Wing Leader, Dragoon 221
Maroc 221
Savant, Spinner 221
Merchant 222
Crafter, Diviner 222
Shopkeeper, Caravaner 222
Funeral Director 222
Noble 222
Lord 222
Rusahn 223
Qyen Defender, Azili Lurker 223
Temiz Marked, Rusahn Revereen 223
Servicer 223
Beast Trainer, Falconer 223
Chaperone, Warder, Chauffeur 223
Vangel 224
Monk, Rector, Vicar, Deacon 224
Vhzine 224
Barrister, Builder 224
Political (Vhzine) 224
Liaison, Diplomat 224
Representative 225
Secretary, Administrator 225
Searcher 225
Detective, Interrogator 225
Orator, Wiseone, Teacher 225
Cataloguer, Speaker 225
Pharmacist, Intern, Mesmerist 225
Renizant Thinker 225
Spy, Mole 226
Worker 226
Farmer, Foreman, Miner 226
Rancher, Ranger 226
Rider, Courier 227
Seafarer, Navigator 227
Adept Plateau 227
Artisan 227
Master Crafter 227
Criminal (Gangster) 227
Enforcer 227
Highwayman, Slaver 228
Torturer 228
Criminal (Thief) 228

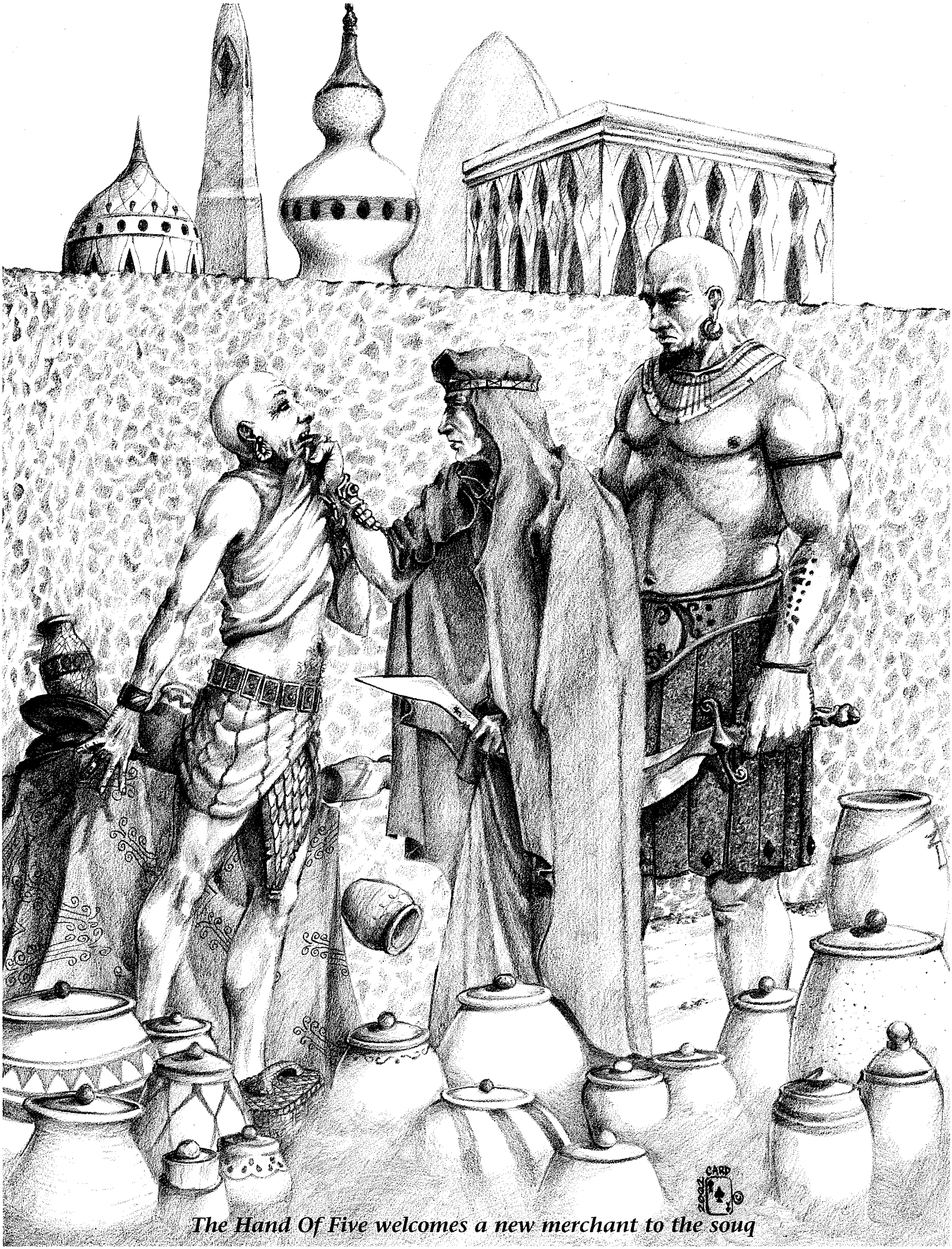
Forger, Gambler, Grifter 228
Rogue 229
Entertainer 229
Soloist, Thespian, Troubadour 229
Kril 229
Armsmaster, Fadon 229
Commander, Knight, Charger 229
Sky Marshal, Krellen 230
Slayer, Sniper 230
Maroc 230
Magus 230
Merchant 230
Trader 230
Noble 230
Baron 230
Duke 231
Rusahn 231
Qyen Protector, Azili Prowler 231
Temiz Gray, Rusahn Guru 231
Servicer 231
Seneschal 231
Vangel 231
Priest, Pastor, Preacher 231
Soothsayer 231
Vhzine 231
Ambassador 231
Astronomer, Demagogue 232
Governor, Magistrate 232
Minister, Senator 232
Healer, Reaper, Alchemist 232
Instructor, Professor 232
Master Builder 233
Scholar, Pontificator 233
Searcher 233
Infiltrator, Inquisitor 233
Investigator 233
Worker 234
Boat Pilot, Driver, Helmsman 234
Overseer, Smelter, Steward 234

Chapter 5
On Being A Bard 237
The Art of Barding 237
Fun, Memorable, and Focused 238
Descriptive Immersion 239
NPCs and Contacts 239
Playing NPCs 239
World Conventions 241
How To Run Promised Sands 241
Pacing, Conflict 241
Types of Conflict 242
Events, Staging 242
Player Relations 243
Motivation 243
Problem Players 244
Pitfalls 245
Dehydration 245
Dehydration Rolls 245
Salt Deprivation 245
Deprivation Penalties 245
Armor and Heat 245
Sun Poisoning 245
Heat Exhaustion & Heat Stroke 246
Heat Tests 246
Spiders and Scorpions 246
Diseases and Ailments 246
Legends 247
Arywan's Harp 247
The Brethren 247
The Canyon of Fire 247
The Cave of Renz 248
The Cave of Truth 248
The Children of Thar 248
Evertree 248
The Five: A Hand and a Guild 248
Haramesh's Corruption 249
Legend of Barrakez 249
Lost Palaces of the Hasmin 249
Marocai, The Obsidian Mask 250
The Pillars of Teytha 250
The Remembrance of the Trees 251
Renizant Hothouses 251
Sarnon Fortress 251
Scarlet Sisters 252
The Shrine of the Cup 252
The Sisters of Fire 252
Spirit Mountain 252
Stairs of Cor'ai, Sulfa Springs 253
The Synod of Water Bearers 253
Tomb of Kings 253
People 254
Ahrgeesa the Evil One 254
Grandma Glys 254
The Crying Man 254
Kadeshi Youssef Osman 254
Lovelorn the Harpist 255
Sheriff Morre 255
The Shorn 255
Contact Archetypes 255
Andw'ahr Kheem, Armorer 255
The Barfly, The Bartender 255
The Beggar, Bodyguard 256
Bureaucrat, The Caravan Driver 256
The Ch'ak Mercenary 256
Ch'ak Rusahn, Crime Boss 256
Criminal Enforcer 256
Criminalist, Denizen Rebel 256
Denizen Soldier, Denizen Spy 256
Djezinti Hunter 256
Dusteen Recruiter 256
The Explorer, Escaped Da'Mete 256
Fan, Fire Fighter 257
Former Military, Gadgeteer 257
Healer, Kel Engineer 257
Kheem Joygirl 257
The Maroc Warrior 257
The Musician 257
Myrlihk Peacekeeper 257
The Porter, The Quartermaster 257
Qyen Missionary 257
Scribe/Historian 258
Slave, Store Owner 258
Storyteller, Street Urchin 258
Sylvan Maroc, Sylvan Warrior 258
Wisdom 258
Awarding Wisdom 258
Individual Awards 258
Team Awards 259
Flora and Fauna 261
Anklebiter, Avci Gagahl 261
Beavers 261
Baphir 262
Bloodwings, Bruckbird 263
Buzzards, Cirrakahl, Condors 263
Delfin 264
Desert Hare 264
Devourer 265
Djezin, Dhiv 265
Gaitzik, Guhnkaar 266
Hkort, Liz'ahr 267
Slijj, Xith 268
Dogs, Drachen 269
Falcons, Frost Wolves 270
Ghul, Granya, Gumash 271
Hoary Ones 271
Ido Bees 272
Iph 272
Iph Kael, Iph Kon 272
Iph Raeen, Iph Tvan 273
Katahli, Keshi-Teke 274
Kirin, Black 274
Killer Bees 275
Koyun 275
Kutul 275
Lurker Coral 276
Manticore 276
Maridh, Pedahv 277
Pompa Rat, Purgen 278
Rockmaw 278
Sailor's Grief, Sand Mole 279
Sand Worm 279
Sihlot, Skrok 280
Snakes, Snargs 281
Snntok, Trunkfish 281
Uzmek ("Ogre") 282
Wait-A-Minute Vines 284
Wraith 284
Yol'kashak, Zevik 285
Zikthorns 285
Riding Beasts 286
Donkey, Horse, Jugal, Kamel 286
Nok 287
Ox, Phah'lok 288

Chapter 6
The World of Tnah 291
History: Wet Denizen 291
History: Kel 293
History: Ch'ak 296
History: Compilation 299
Qai 300
Jaan 301
Ch'ak Hegemony 302
Yethu and the Andw'ahr 302
Rise to Power 303
Shattering Peace 303
Waning Years 303
Fall of the Renizant 304
Cultures 305
Aij'ak, Ch'ak 305
Dusteen 307
Denizens, Dry Denizens 308
Wet Denizens 308
Deep Denizens, Dyevan 309
Equin 310
The Guild 311
Jaan 312
Kel 313
Kheem 314
Kon'ahr 314
Myrshal 315
Noma 317
Rahn 318
Renizant 319
Rusahni Sects, Azili, Qyen 321
Temiz 322
Shnahn 322
Skulae 324
Sylvan 325
Tv'ahr, Yethite 326
Religions of Tnah 328
Dyevan, Equin, Kel 329
Kheem, Kon'ahr, Myrshal 330
Noma 330
Renizant 331
Skulae 332
Sylvan, Tv'ahr 333
Yethite, Maschan 334
Gazeteer 335
Cultures of Prosperity 335
Beyg'ahr 335
Wahdo 336
Heeko 337
Ferra 338
Vit'ahr 339
Zhamin 339
Sephas 340
The Grand Agora 342
Baphem's Exploding Shop of Powders 343
Ariz and Rainoz 343
Uvah 344
The Citadel 346
Bh'awlt 347
The Mess at the Top of the World 348
Drachen Wastes 348
Tower of Tuad'amon 349
Krellar 349
Other Jaan Iali Jhar 350
Kahl Gok 351
Shi'kohl 351
Other Aij'ak Iali Jhar 352
Bareesh 352
Kitheed 353
Uythal 354
Thulh 355
Wall of Sorrows 356
Tn'ahr 357
Equin Pampas 358
Koyormun Pass 358
Oase, Arrika 359
Towering Tankard 360
Wounded Wall 360
The Pits of Shara-shaan 360
Jhevarrah 361
Orthay's Drift 361
Devron's Library 361
Al Kanar 362
The Towers of Al Kanar 362
Denton 362
Red Roan Inn 363
Kafa Tower 363
Vargas 363
The District 363
Ashik's Anvil 364
Sylvan Steads 365
Tnahran Life 365
Pit Fighting 365
Welcome to the Pits 367
Mines of Azwit'ahr 367
Gateways 369
Water, Water Customs 369
Animal Urine, Kamel Urine 369
Zevik Urine, Fragrances 369
Drinks, Teas and Kahf 370
Kahf Recipe, Other Drinks 370
Drugs and Alcohol 371
Alcoholic Beverages 371
Recycling the Dead 371
Salt 371
Grains 371
Sahli Wheat 371
Fruits and Nuts 371
Meats 371
Dairy Products 372
Other Foods 372
Sweets 372
Honey 372
Date Sugar 372
Fig Urine 372
Smoking Herbs 372
Mizwak 372
Azwit'ahr Mucus 372

Chapter 7
Equipment 375
Melee Weapons 375
Missile Weapons 378
Armor 379
Shields 379
Otec and High Tech 381
Ammunition 381
Maroc Stones 381
Everyday Items 383
Farm Animals 384
Riding Beasts 384
Tack Packages 385
Food 385
Drinks 385
Traveling Gear 386
Tools 386
Medical Kits 386
Clothing Types 387
Clothing 387

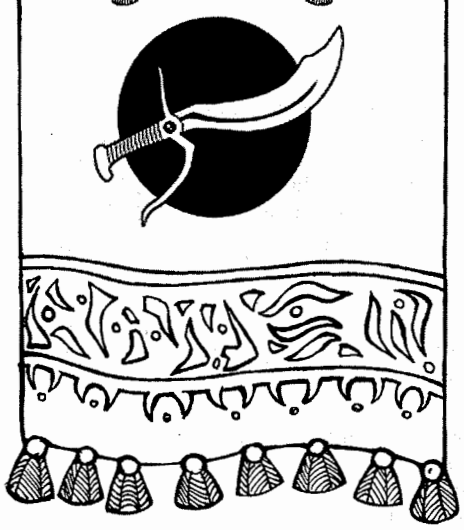




The Hand Of Five welcomes a new merchant to the souq

Chapter 1

T'nah At A Glance



A FALSE STEP

This was the greatest game of all; highest stakes, highest pay.

The air was hot and dry and the sun pounded on his bare head like a hammer on an anvil. Even as light punished him for his foray into the souq, the wind carried both coolness and the smells of the marketplace to him. Jasmine and sandalwood, cooking meat and strings of fresh garlic, unwashed sweat and the musky smell of animals were all brandished like a club, used to greet the crowds of people looking to commence trade. Joash meandered through the throng with his eyes downcast, but at the edge of his sight he caught brilliant colors of the fresh goods for sale: melons and jewelry, flasks of sparkling water and steel swords. All of them belonged to men richer than he, but any of them could become his at any moment. The very thought made his pulse quicken and his heart leap gleefully inside his chest.

With a practiced hand, he distracted a nearby merchant. A moment later, Joash was lost in the crowd again, this time bedecked in a checkered ghutra and a simple, twisted—cloth agahl—the flowing ghutra covered his bare head and neck while the rope-like agahl held it firmly to his head.

Marda was wearing a ragged djellab typical of a beggar, dressed much as he was. He glanced across at Marda, making sure she knew where he was. Her fingers twisted briefly in the 'all clear' signal he expected, but he could tell she was angry at his 'careless ways,' as she called them. Her shoulders were tense, her movements stiff and hasty. To look at her, no one would guess at her Sylvan nature, nor either of their larcenous hearts. They blended into the marketplace invisibly. No one paid attention to beggars, lest meeting their eyes give way to mercy; the bane of profit. Nevertheless, they had to be very careful for to a rich man every beggar was a thief, and so while no one paid looked at them, there were many eyes taking notice, any one of whom could call the guards. People crowded into the souq from a hundred foreign lands, but the one constant visitor to any and every marketplace was death. With a backward toss of her head, she pointed out a Guilder standing nearby—but the Guilder was looking away.

The rising thrill of the chase filled Joash, and he had no intention of stopping.

"Too easy," he muttered to himself. He slipped a chunk of sela root from another stall. It was a largely valueless item, but he just couldn't resist. He sidled away and had spotted another mark when he noticed a Guilder looking at him intently from one of the elevated walkways. Joash dropped his eyes to Marda, who pointed surreptitiously at an alleyway before disappearing into a group of children.

Joash feinted toward a stall, then used an awning for cover and dashed into the alley. He ripped the ghutra from his head and shoved it deep into his clothing, slouching to change his posture and limping slightly to one side. From behind appeared not a checker-hooded boy but a smaller, bareheaded cripple. Halfway down the alley, he ducked behind a rain barrel to hide. After stealing, one should not, cannot run. Running means you are guilty, so unless you hear them already chasing, you have to take it slowly. Still, he would rather have run, it was less exhausting. His hands shook, his heart ready to burst from his chest. He closed his eyes and tried to block out the fear, taking deep steady breaths. His pulse had finally begun to slow when something blocked the heat of the sun from his face. He looked up, seeing the thin, bearded face of an old Rolen.

"If you continue as you have been, every Guilder in town will have your description. And you'll be exiled without your hands." The man's voice was soft and deep, with an educated tone. He was not the Guilder from the walkway, but he smelled of trouble, all the same. Joash wanted to deny the man's words, but the Rolen's eyes showed the truth: he would not be easily fooled.

A silent shadow moved across the ground behind the man as Marda prepared for trouble. The man showed no signs of having seen the Sylvan girl, and Joash was heartened—until the Rolen's next words addressed her. "Your companion and I were discussing the sad state of morals in today's society, young lady. Would you care to join the conversation?"

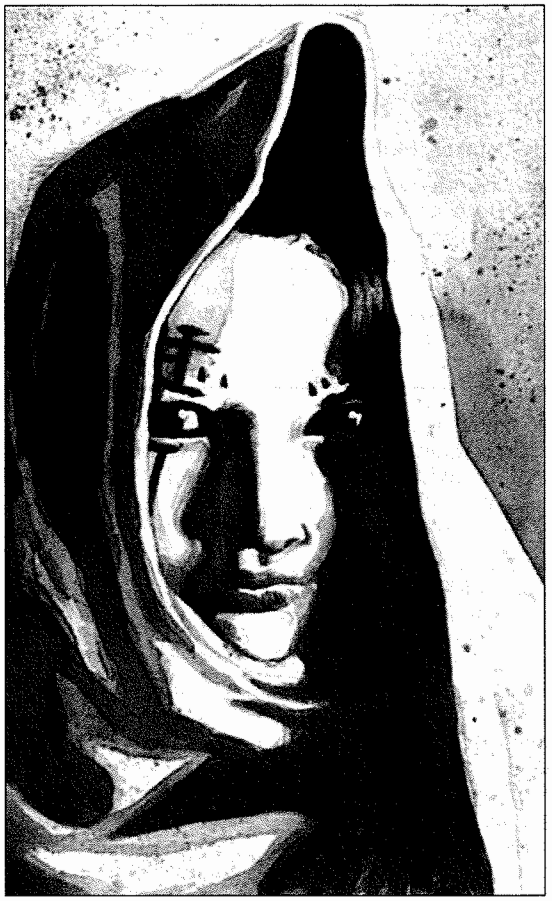
Marda straightened, frustration and disbelief warring in her gaze. She stepped forward then and went to Joash's side, cautiously helping him to his feet.

"My name is Udan." He inclined his head toward her, a surprising gesture of respect for a Vhzine to give to a beggar woman. "The sun is quite warm today, and I find that my throat has become parched with the dust of the street. If you would care to join me, I shall be happy to provide water for you both as well." The Rolen whispered, "If anyone asks, you are my students."

A ghost of a smile curved Marda's lips at the thought. Udan reached out his hand to Joash, resting it on the boy's shoulder. Joash stiffened for a moment, then nodded. The Rolen smiled, then turned and guided the pair down the alley and onto the street.

They walked only a short distance into the western souq, a marketplace known for its amenities. Several times they were passed by Guilder patrols. Joash was sure he was spotted when he recognized the Guilder who had stared at him. One glance at Udan, however, and the Guilder looked away and moved on.

The souq was alive with the bustle of a typical Trade Guild settlement. Shopkeepers in various stalls lined both sides of the narrow street; some were made of poles and blankets, others completely open, and still others built into the walls of the surrounding homes.



At the edge of the western vahna, a place set aside for eating and drinking while shopping, the aged Vhzine came to a halt. He looked around for a moment, then located a small shop with fresh fruits and water jugs in the front. He walked to it, leading the pair through the low doorway and into the shaded room beyond.

A tall and darkly bearded Denizen approached them. In one hand he bore a small basket of shniz, doughy bread fried in butter and salt, and in the other a bowl of only slightly brown water. He wore the common attire of a shopkeeper: a linen djellab over a pair of salumak, with a rugged kusak around his waist. Several sturdy pouches and a purse hung from his kusak. He smiled upon seeing Udan and hurried forward.

"Welcome, Udan, welcome! I have water and refreshing air for you in the back. Would you care to step in?" His eyes fell upon Joash and Marda in their beggar's attire, and his smile wavered. "And who walks with you?"

Udan took a shniz and nodded his thanks, then dipped his fingers into the bowl and wiped his lips. "Thank you for your hospitality, Derik. These are my new pupils. Please bring three steins of pure water for us." He slipped a small strand of orbs to the shopkeeper, who tallied them up quickly with a broad smile.

"Would you like your water flavored with a hint of lime?"

Udan smiled. "That would be refreshing. Thank you."

Udan directed the pair to the back, where they sat down at a low, circular table with four cushioned chairs around it. Once seated, he reached above their heads and pulled a small cord, opening a small shutter encased in the wall.

Cool air rained upon them like a fine summer mist. Joash started at the sensation. He stared at the vent, lifting his hand to feel the air. Marda took it all in stride, though her eyes briefly betrayed her surprise as well. "How does he make the winter wind in summer?"

"It is a trick the Denizens brought with them long ago." Udan winked and whispered, "We tolerate them for their secrets."

Joash sensed that the older man was speaking playfully, revealing a secret known to very few while at the same time telling him nothing at all, but the joke was beyond the poor thief. He ignored it and closed his eyes, allowing the air to cool his fevered flesh. The feeling was more than he had ever dreamed possible. Marda, however, was not so impressed. She leaned back settled into the deep cushions of the chair, away from the unnaturally chilled air.

As they sat, Derik entered the room with their water. Udan and Derik spoke quietly in some, foreign tongue as Joash and Marda drank. Joash immediately slurped up the pure water. As promised, there was a hint of lime in it. The purity was delightful; he had never tasted anything so refreshing. Without thinking, he gulped it down.

Marda was never as impulsive as he was. She carefully examined the huge mug, sniffing the lime-scented water before carefully taking a sip. By the time she had tasted her water, Joash was draining the final drops from his stein.

As he put the empty cup back on the table, Marda caught Joash's attention. Her fingers flashed signs to him from behind her stein, asking the question, "Why?" Joash shrugged, belatedly catching Marda's suspicion and concern. Though only one word, the real query of her signal was: What does an educated Vhzine want with us?

As Joash pondered, and none of the answers—from pervert to slaver—really appealed to him. He glanced around to count the doors and windows, mentally preparing for an escape in case it was needed. Udan glanced over and noticed the empty stein. The old wizened face cracked into a tender smile. Joash tried to imagine what was behind those eyes that looked so kind. What horrors were in that kind-looking head?

"You must have been thirsty. Would you like another?" Joash nodded and flashed a curious glance at Marda. Her expression was carefully blank, revealing nothing. Udan gave the stein to Derik. "Another, if you please."

He sipped his own water as Derik left, only to return a moment later, with more refreshments. As the merchant sat the stein on the table, Joash realized the hefty sum that this luxury cost—a sum Udan seemed willing to pay without complaint, comment, or even much in the way of thanks. A chill washed through him that had nothing to do with the cool air. He took a long slug of water, gulping it down. It was time to go.

With practiced movements, Joash signaled Marda that his next act would be to run. Surprisingly, she shook her head, her lips compressed with impatience. Wait, she signaled back.

Joash glanced at Udan to see if he'd noticed, but he was lost in conversation with Derik. Neither seemed to notice him at all, both speaking a language he had never heard before. Now was his chance. He finished his drink and slipped off the cushioned chair, stepping away from the table.

Pretending to examine his surroundings, Joash looked at the goods on the counters nearby. Marda shifted in her seat, recognizing something in his face. She shook her head and sipped her water, silently urging him to think before he acted. Udan looked his way once, smiled, and went back to his conversation.

Joash eased further away from the table, closer to the door. He noticed a small silver pin on the counter, shiny and unguarded. Before he could think, the object was hidden in his palm.

His reverie was broken by the merchant's voice behind him. "You there! Thief! Put that back!"

Joash started to run. He was almost at the doorway when the light was blocked. He plowed headfirst into something, then bounced off and landed on the tile floor, dazed. He could hear movement behind him, the clang of a stein against the wooden table as Marda and Udan quickly followed.

A man stood in the doorway, barely taller than Joash but easily three times as wide. He was armored from head to toe in a mix of chain mail, plate, and phah'lok hide. A great axe was slung across his back and his spiked gauntlets were intricately carved with skulls. Joash stared up into a harsh face, a pair of tusks protruding from a bristling beard. The stench of him was horrible; like death, sweat, and some things even less wholesome thrown in for good measure. He tried to scramble away but the man easily caught him by the scruff of the neck. Thick fingers grasped muscle and bone, holding him in place as if he had been nailed to the floor. The fingers twitched slightly, sending a wave of pain down his side, both keeping him still and assuring him that there was a great deal more strength that those fingers could exert.

The warrior's voice was deep and menacing, with a growling sound to it that was very unnerving to the boy. "What is this?"

"A thief." Derik stood to the side, arms folded and an unpleasant expression on his face.

"He is my student, my charge." The Vhzine stepped forward. "I will pay for his error."

The warrior looked at the boy again, leaning in close. "I did not hear from...this." He shook the boy roughly.

Joash's mind whirled as he looked for a way out. This had to be a Ch'ak warrior...all the descriptions fit from every street story or legend he'd heard of them. That meant that other aspects of the stories were probably true as well...probably including their vaunted protection of ... what were they called? He desperately needed a friend right now...so he took a chance. "I...I'm...Yethite."

The Ch'ak instantly pulled the boy to his feet. He grabbed Joash's left hand roughly and focused completely upon it—nothing else in all of the world existed, but Joash's hand. After a moment, the Ch'ak released the boy abruptly. He looked away from Joash to the others in the room, positioning his arm across the boy's neck, both commanding and restrictive, but at least a bit familiar and friendly. Joash glanced over at Udan, only to see the old man as pale as a ghost. "Please, good sir," the Vhzine said. "He's dazed...confused. He doesn't...."

"Silence!" The Ch'ak roared, then looked around for a moment, and then back into the eyes of Joash. "What are you?"

Joash stood a little taller, slipping into the role, "I am Yethite." Udan hung his head and slumped his shoulders. Derik's scowl deepened.

The Ch'ak let go of Joash and faced the shopkeeper. "Load my usual provisions. I will send for them. For now, I must take my new charge—my precious da'mete—back to the column. We march with the sunlight. Tomorrow will be an excellent hunt, and my precious da'mete shall hold a position of great honor." His lips curled into a feral smile as he glanced at the boy.

Marda started to move forward, but Udan quickly reached out to hold her back. "Don't." She struggled to keep her composure.

Joash was happily surprised at the change in attitude with the Ch'ak. Apparently, he had outwitted the monstrous idiot and cunningly outmaneuvered Udan and the shopkeeper out of some prize – he hoped it was worth something in the markets. As he was led to the Ch'ak's mount and lifted to the saddle, he stared downward triumphantly. Udan's skin was sallow, and his hands unsteady as he leaned in close to speak with the boy. "Did you hear that? I'm his precious da'mete!"

"Yes," the Vhzine nodded, sadly and slowly, "I heard. Do you know what it means?"

"Of course," he said, looking down at man who had been kind to him with a barely repressed sneer in his voice. "It means I'm his guest of honor."

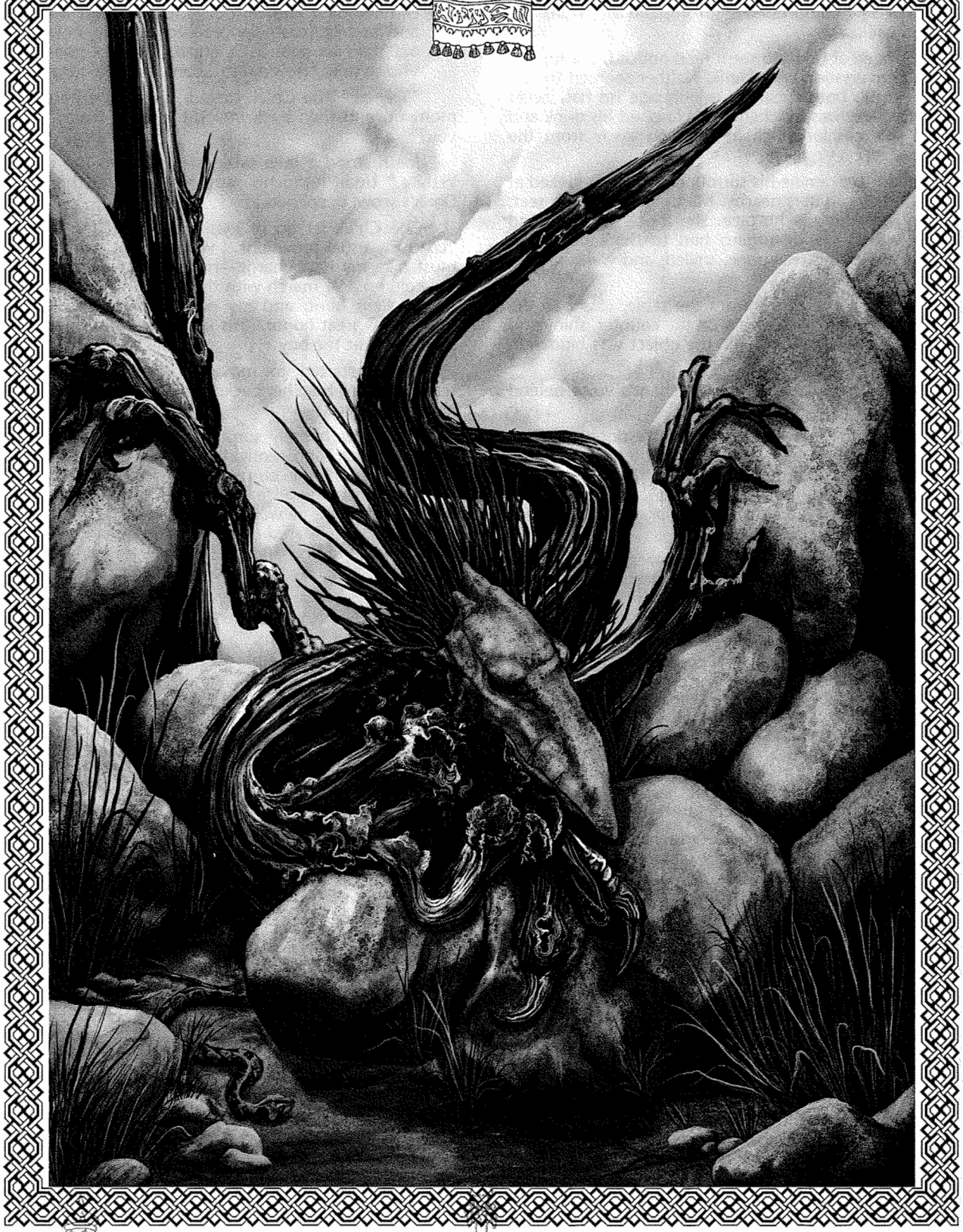
"No." The old man shook his head as the Ch'ak mounted the horse behind Joash and wrapped one burly arm around him. "It means 'walking dead.' Tomorrow the Ch'ak column will hunt you like a fox."

Joash's world spun around him as he looked to Marda. She clung to Udan for support, unshed tears welling up in her eyes. The color drained from Joash's face.

The Ch'ak warrior only tightened his grip and sped away, spurring his steed toward the column and Joash's certain doom.

...and all liars, and all thieves shall find no rest forever.

— Ancient Renizant Proverb



INTRODUCTION

Ah, welcome, thank you for gracing my humble shop with your esteemed presence. What may I help you with today?

A book, you say? Something to occupy your mind during the long journey across the wastelands? You have indeed come to the right shop, I have many excellent titles to show you, most high lord. Do I detect in you a craving for the exotic? Salim is correct in his poor assumption? You like breathtaking and interesting locales, the challenge of new frontiers, meeting strange and unusual peoples? Do I not detect a gleam of true heroism in your eyes, stalwart character in the strength of your jaw? Mayhap I have caught your attention, oh mighty one?

Oh, let me tell you about this book, for an ordinary book it is not. It was originally owned by my first cousin, a noble soul that died and left a widow and four hungry children behind. Yes, I have the fortune of providing for these treasured relatives.

This is a remarkable book that allows you to take on the role of many exotic peoples within a new and exciting world. You are not constrained to be the mere heroic accountant, computer programmer, or intellectual student that you appear. You do not have to remain in the comfortable surroundings of the world of your birth, for this magical tome has the power to carry you into a fanciful and only slightly dangerous realm where it is not enough just to live ... you must also survive!

Through the humble means of this book, you shall create characters who will travel the sands and roads of the world of T'nah, a desert world filled with fantastic creatures, beautiful people, and dark secrets hidden deep beneath the sands of time. I see by the way you wipe your brow that this appeals to you. But first, let me tell you how to use this book.

You must first acquaint your noble self with the text to immerse yourself in the world. From thence you will need to gather your friends and associates to join you on this journey. One such as yourself will of course easily find others who will flock to you to join in the magnificent quest to learn, absorb, and become a part of the tempting world of T'nah.

Next, you must assemble your friends and together you will select a guide, one who has read this dazzling tome and become familiar with the tales and stories, the legends and secrets of this realm. This blessed person is called a Bard. Your Bard will help you create the story that is the lifeblood of your character—a story that will surely become an epic journey through T'nah.

Once you and your associates have created characters, you will of course need minor and very cheap supplies—which I happen to have right here in my shop! Indeed! Look around you! My shop looks humble, but gems are hidden in every shadow. Do you not see the baubles at the counter? The brightly colored stones made of the mystical material known as 'plastic?' They bear the sigils and marks of numbers upon them and will help generate not only the numerical components of your character, but will even help determine your very fate. And a magnificent fate it will be.

You will only need a D4, a D6, a D8, a D12, a D20 and three D10s—these D10s you will use the most in your adventures. It would behoove sir to ensure that one of the D10s was a percentile and another was of a different color than the rest.

There are but few other, minor, paltry things that you must also acquire. Might I recommend myself once again? Paper and pencil are essential—make not the slight mistake of using a pen, for a pen's marks are more indelible and less able to be fudged. One last thing, you will need a DISk.

What is a DISk? You do not know what a DISk is? Ah, surely you jest with poor Salim. Woe to my poor understanding of highborn humor. Poor, uneducated, and hard working Salim. Surely all good patrons know that the DISk is simply a small object used to interrupt the Bard, the very storyteller himself, to interject a new strand of yarn to the tapestry that fate is weaving for your character. No, you need not purchase a special token or object, although I can of course provide you an officially licensed DISk if you so desire.* May rose petals fall at your feet and never hunt again should you buy one. I will perhaps be able to keep from selling my children into slavery if you favor me so—perhaps even keep my dog out of the cooking pots for another week.

Feel free, O Savior of Salim, to delve into the tome of Promised Sands. To learn, to enjoy, to roleplay your every whim. You will be able to create worlds of unparalleled wonder in your mind. What an excellent and rare way of relieving the stresses of life. For surely your life is stressed, unlike poor Salim's. But even one such as you may find life more enjoyable after reading these well-crafted pages.

I personally vow to cut off one of my skinny fingers, should Sir prove unable to entertain himself with the aid of this magnificent book. Only the best quality is sold at Salim's.

Ah, you bless me and my putrid household with your kindness as you walk this book to the counter and purchase it. Thank you, from the bottom of my honest heart.

A WORD ABOUT...

Realism

In our effort to make Promised Sands as realistic as possible, we have considered much of history in its creation. We are not trying to present an ideal society; we are presenting what we think is realistic given our fantastic twists to reality. For this reason, certain things may grate upon those who yearn for a more ideal world. Since you—the players and the Bards of the game—will have the opportunity to help mold and create the world as it evolves, you can directly influence the future of Promised Sands.

The best method to correct a perceived injustice is to face the challenge and correct it. If you don't like what we present here, then play the game, create a new region and submit it to us for development. We'd love to see what you can do.

Prejudice, Race, and Culture

Many of the races, cultures, and societies we present are not as enlightened as our own modern-day cultures and societies. When we present a culture that oppresses anyone, we do so in a negative light—because we don't agree with it.

Prejudice does exist. It's not pretty. It's downright ugly. We are using this medium to highlight these issues. Please do not take our presentation of certain societies possessing a racial or gender bias to imply our approval thereof. We celebrate our differences.

*By contacting BBRACK Productions, Inc. at www.bbrack.com

For the record, the Earth as we know it has one race—humanity. Skin color, face shape, continental origin, hairstyle, or any other excuse people use to vent their inner self-hatred: these things have nothing to do with race. The skin color of our made-up races—some dark as night, some bright as sun-bleached bone—affects nothing in the game. Likewise, so-called 'racial problems' that our modern societies face are properly defined as cultural differences within humanity. When we discuss different races in Promised Sands, we are talking about vastly different physiologies. Ears on the top of the head, additional sinuses in the forehead, tusks; these are physiologies that define the differences in races on T'nah. Don't equate the fantasy with what goes on in the real world.

Our Philosophy on Gaming

Roleplaying games are all about taking on the role of a character. This, obviously, places incredible focus upon the characters. Characters can only interact when there is a story, and stories require a plot.

These things are, therefore, fundamental to roleplaying games: characters, story, and plot. Our writing will reflect our basic philosophy of roleplaying: that people create characters, which interact in a story-like fashion, which involves a plot.

You'll note that we did not mention dice, charts, tables, modifiers or any other things here, which are sometimes used to toss in a random and unknown element to the story. We didn't mention them because we feel they are incidental. The Trinary System is focused heavily on character creation and development. The game mechanics are deliberately minimal in order to keep the focus on the character—and the stories you create. Have fun.

Game Basics

Most roleplaying games, by necessity, break down and define reality in numeric terms that can be manipulated, randomly modified and then translated back into a story. In order to do this, various classifications and props are used. Below are listed the terms and props most commonly used in the Trinary System game mechanics. Don't be daunted by the terminology. Once you have played the game a time or two, these things will settle into your psyche, becoming the foundation upon which you will compose grand tales and exciting adventures.

Dice

The Trinary System uses three ten-sided dice. Two of these dice are percentile (01-100)—they determine the success or failure of an action—and the third is the Effect Die (1-10). It is recommended that different colors be employed to easily distinguish which die are percentiles and which is the Effect Die.

During character generation, you will also want to have a D4, D6, D8, D12 and D20 available to you. It is sometimes easier to have multiple dice, though a single die of each type is sufficient.

Skill Resolution

Skills are the means through which a character understands, relates, and ultimately interacts with the world around him. A skill is knowledge or training that your character has studied or pursued in life. Development can be in the form of extensive daily interaction or formal education—schools, tutors and training.

Success Value

Success Value (SV) for a particular skill is determined by adding the attribute value and the skill value. Each skill will have its own unique and specific SV. This value is considered to be the percentage of success in an average situation. The Bard will modify the SV as the specifics of the situation demand.

The percentile dice must roll a number equal to, or lower than, the Success Value of the skill in order to be successful. If this occurs, then the Effect Die determines how successful the action was. The percentile dice must roll below the Success Value and the Effect Die must equal at least one (1) (after modifications) for a basic success.

Reading or recording the die roll is done by reading the percentile dice first in normal numerical order (i.e. 25% = 25, 10% = 10) followed by a colon and then the value of the effect die. Stating, "I rolled a 23:7" would indicate percentile dice of 23 and an effect die of 7. It would be notated as '[23:7]'.

Skill Rolls

Skill rolls, sometimes referred to as a 'Skill Check,' are made against the Success Value (SV) for a particular skill. The Success Value (SV) is determined by adding the Skill Level for the particular skill to the value of the controlling attribute. Those two numbers combined provide the Success Value for skill rolls or skill checks.

Skill Levels

Skill Levels are how many points of skill your character possesses. This represents the amount of training and/or experience your character has received. Skill levels must be kept separate from SV for the advancement of skills. When added with the value of the controlling attribute, the SV is determined.

Opposed Tests

Some rolls, however, are contested and require comparison with the roll of another character. Opposed tests are made when one skill is used to counter another skill. These are directly opposed rolls to determine the success of a resisted action. The most common forms of contested rolls are during combat. The attacking character makes a Skill Check against his offensive skill, and the defending character makes a Skill Check against his defensive skill. The results are compared. If both rolls were successful, then the one with the highest ED wins the contested roll. In most cases the ED of the other roll is subtracted from the winner's ED to determine an overall effect. In the event that one of the characters fails their roll, the ED they rolled is not subtracted from the winner's result.

Attribute Rolls

Occasionally, it is necessary to test something very basic about your character. Instead of rolling against a Skill, the dice are rolled against an attribute. Attribute rolls are made against the value of the Attribute. Because most Attributes are seldom above 20, this is a test that is often very difficult to make and fails more often than it succeeds.

Most often, an Attribute roll is given when your character has only a small margin of success and no skills apply to the situation. Occasionally, Attribute rolls are required for an unskilled task.

DIS

Used primarily as an interrupt ability, DIS allows the player to quickly intervene in a particular action. It is a rare commodity. Typically the player will toss a circular object—like a coin—to utilize this interrupt. This is referred to as 'DISsing.' The object tossed is referred to as the 'DISk.'

Legend

The ultimate goal of the player is to create the legend for the character. This is done through both character creation rules and game play. As the life of the character unfolds, the player records the deeds of the character, thus creating the legend. This legend can then be submitted to the developers of the game (BBRACK Productions, Inc.) for public recognition.

At the end of each game session, the character is awarded Wisdom points, which may be used to increase the character's ability, reputation, renown or to otherwise improve their legend.

Epic

Legend points are purchased so that your character can achieve legendary actions, which will help you create the epic story of his life. In the end we are all worm food, and our only chance of immortality is in the legends and the stories we leave behind.

What legends and stories will your character leave behind?

Character Basics

Your character is defined by a number of aspects. Again, these terms are used to break down the specifics of the character into numeric values for easy manipulation.

Attributes

Attributes define the more fixed nature of your character. They are your basic traits. Once established, they increase and decrease slowly. Broken into three primary categories—Flesh, Mind and Will—they are further divided into the three primary aspects of each category.

Flesh is divided into Strength, Dexterity, and Stamina.

Mind is divided into Intellect, Perception, and Sanity.

Will is divided into Charisma, Insight, and Resolve.

Skills

Skills represent your abilities and knowledge. Each skill is based upon an attribute, and combines its total numeric value with its controlling attribute to provide a Success Value (SV) for resolving events. It represents your chance of success to perform a given skill in an average situation.

Qualities

Qualities can be advantages, disadvantages, or both. They are not attributes or skills, but can (and do) modify attributes and skills. Qualities help flesh out the specifics of what you are like and help to define the unique way in which your character interacts with the world.

Contacts

Contacts are the people with whom you have developed some kind of relationship. Usually a contact is a positive thing—like a friend or an acquaintance. You may turn to contacts for support, information, or just a gulp of water. However, friendship is a two-way street, and contacts may turn to you for the same.

SEC

SEC stands for Socio-Economic Category. It is a numerical representation of your standing on the social scale. You will begin generation with an SEC passed on to your character from their parents. From there, it is up to you determine how you advance along your lifepath.

Lifepath

As your character develops and grows, they will begin to carve out their lifepath. Most of the time, this will be done through adventuring and playing the game. Sometimes, however, a character may be left for a time and need to catch up with the others. This is when advanced occupations are open to enhance their lifepath during down time.

Advancement

Advancement is achieved through the earning of Wisdom. Wisdom is awarded at the end of each adventure and can be spent on enhancing attributes, skills, and gaining legend points. Wisdom is also used to increase your respect and renown, which are used to enhance your standing in the world of T'nah.

AT A GLANCE

I wish you could see this. The rolling thunder of the ocean, the gentle lapping of waves at my feet. How different it seems from our normal surroundings. Behind me an endless realm of blue; in front of me a very similar, yet markedly different landscape is unfolding. Gentle, rising waves of blistering sand, the sun hammering on its white surface. My stylus is already warm to the touch, I can feel my skin begin to redden. What an adventure this will be, exploring the unknown regions of our world. Who knows what lies ahead? What cultures will I encounter, if any? Is there life here still? I am about to take the first step that will begin the journey of a lifetime, determined to follow through with a second step, a third, and so on, until I have seen all there is to see. As always, I remain your humble servant,

Culrain, historian and first of the travelers



The world of T'nah is savage. It is a place of unforgiving conditions and vicious life forms. This world has been blasted, shattered, and polluted on every scale. Life has been taken to the brink of extinction and has tenaciously pulled itself from the edge. T'nah is a desolate place, a dry, barren, rocky landscape.

The climate is arid, the air warm, rains scarce. Huge tracts of desert span most of the world. While this is the norm, there are yet a few forests, shallow rivers, and even jungles on T'nah. Most sources of water are found in underground reservoirs and streams. Very little surface water exists. Scrub, scraggly weeds, and thin, sharp, long-bladed grass struggle to survive in any crack or crevice that retains moisture.

The primary moon and her two consorts dominate the skies of T'nah. The larger moon is called Yai, after the Renizant female deity. The two smaller moons are named after Yai's children, T'chai and Murrah. The surface of Yai is visibly cracked and broken with a huge gash torn across her surface. Legends say this is a scar from birthing T'chai and Murrah.



The smaller moons are irregularly shaped and do not orbit in the same trajectory as the larger one. T'chai and Murrah both have highly eccentric orbits. They also orbit much faster than Yai. Sea tides are erratic, with wide and random swings. The moons also wreak havoc with the crust of the planet, continually bending and flexing it, causing unpredictable and sometimes violent geological activity.

Maroc and Ido

One of the great enigmas of the world is the power of Ido. It can only be controlled by a few who have the gift to bond with the maroc stones to become Maroc. These bonded individuals are able to wield and control forces far beyond themselves. They are solitary and strongly individualistic, coming together only when it suits their needs. Ido is the raging torrent, the sound and the fury. It is the light and the radiance of sheer power burst into the world.

Maroc are feared by most for their ability to shape and craft Ido to their will. Some are known for their cruelty and short tempers, others are known to be wise and somewhat kind. Their history, however, is tied to the ancient Maroc Kings who waged bloody wars upon the surface of T'nah for hundreds of years before they were put down by the rise of the Rusahni.

Rusahni and Qai

As night has its day, so does Qai quench the heat of Ido. The users of Qai are named for the first person to use and wield it. Rusahl was a complete unknown until he appeared on history's stage to lead his followers—the Rusahni—to victory over the Maroc Kings.

Qai is the power of life. It is fueled by the living things around it and, in turn, radiates energy, which enhances life itself. It is subtle yet powerful, constantly in motion, like the fluid and insistent flow of a river. Rusahni are those who shape and mold the power of Qai. They are accepted by most communities due to their association with life giving energy and healing—not to mention their history of overthrowing the Maroc Kings. However, Rusahni are no different than any other resident of T'nah. As such, they are susceptible to the same negative qualities as all sentient life. Some claim there is another war brewing between the Maroc and the Rusahni. It is a grudge match three thousand years in the making....

Survival

The chief concern of the cultures on T'nah is survival. Their focus for all of recorded history has been devoted entirely to this purpose. This has served to shape them, their mores, their values, and their way of life. Some of these differences are drastic.

There are cultures that have not been touched by such basic imperatives, but they are few and far between. The vast majority of the people on T'nah are keenly aware of how swiftly death may strike. Your character will be brought up in an environment were lives end swiftly for those who are poorly prepared.

Whereabouts

This book is set in a region a few hundred kilometers from the northern polar cap. Mountains border the sea to the west; rumored lands of plenty may lie to the north, nearer the pole, hidden deep in protected valleys. The plains to the east are a barren land of blowing dust with little cover from the vicious weather. Beyond the plains is the blight known as the Scorchlands.

Glacial Wastes: The Northlands are locked in perpetual winter and covered in a huge, slow-moving series of glaciers. These Glacial Wastes are rumored to contain many creatures and beings of legend. Occasionally these creatures venture down the cracks and crevices to hunt in the more verdant strip of life that exists at the foot of the glaciers. The Glacial Wastes are at once a welcome relief and stark terror to the residents of T'nah: thousands of kilometers of broken, craggy ice that creep slowly southward, only to be melted by the hot winds from the west and the Scorchlands to the south.

Ouri Corridor: Where the glaciers encounter the Scorchlands, they melt to create a small and hotly contested land of greenery. It is here that some of T'nah's most vicious battles for survival take place. Lifeforms struggle against one another for the precious resources necessary to survive. The solitary Qyen, a sect of Rusahni, police this area. Many of the oldest Qyen monasteries are here, and rumor claims the Qyen's greatest treasure lies within a valley at the foot of the glaciers—though no Qyen will ever speak of it.

Drachen Wastes: Sulfurous and dark, this land is worse than most desert wasteland. Wild Drachen seek out any source of protein and prey. Geysers and violent volcanic eruptions are the norm throughout this territory.

Jaan Lands—Krellar: Built upon seven craggy peaks, Krellar is a city of balconies and aeries, wide open spaces and high-flying pillars. A vast network of arching walkways and boulevards spans the intervening gulfs, often connecting the peaks, pillars and aeries. The facades of the buildings are ornately decorated. Inside are huge hallways and high, arched doorways that lead to cavernous chambers within. The Drachen here are treated as equals, flying and lounging throughout the open and airy city.

Aij'ak Lands—Kahl Gok: Carved into the sheer walls that surround a huge valley of plenty, Kahl Gok protects the valley below jealously—primarily because is it the source of their food. The network of caverns behind the carved Drachen nests provides living quarters for the Drachen riders of the Aij'ak. Kahl Gok is enclosed almost entirely within the rock cliffs of the single, semi-circular cliff face. A few buildings surround the hutches below ground, and many openings dot the cliff face, but the twisting passages and carved halls inside the mountain are the true city of Kahl Gok.

Tv'ahr Plains: Low-lying buildings and thatched roofs hide communities from the watchful eyes of the Drachen above. Because of its location, the communities of the Tv'ahr plains are not a typical source of food or produce for the rest of Tn'ah. The Tv'ahr tend to keep to themselves. They are generous, but isolated. Occasional groups of Skulae will trade with border communities, but no major exports of food come from this region.

Equin Pampas: To the west of the Tv'ahr lands is an expanse of high desert, dry and barren, yet covered in high, sparse grasses. It is rumored these are the lands of the Equin. Very little contact exists with those who live in this region. There is as much legend as fact about the inhabitants of these lands, though a few of them have wandered about and solidified the truth of the Loshad.

Thalve Woodlands: There are four primary settlements within the Thalve Woodlands. Each of the cities and towns are situated around the large, freshwater Lake Thalve. Originally founded as Yethite settlements, each has grown and developed into a unique and fascinating place.



Ch'ak Lands: The Citadel is carved into the living heart of a mountain. For thousands of years, this has been the home of the Ch'ak. It is a fortress of such immensity that it has achieved the status of 'immovable object' to fit into the Ch'ak reputation as the 'unstoppable force.' No one who is not Ch'ak is ever allowed to leave. It is rare enough that anyone is invited behind the walls and into the caverns who is not Ch'ak. It is at once an honor and a life sentence to any who receive such a call.

Today I met intelligent life on this barren world. Until now, I have only encountered brief glimpses of life in the form of dying greenery and lizardlike animals. The man, if indeed that is the term, was much shorter than I and immensely warlike in appearance. War is apparently the predominant state of existence for cultured life. How primitive it all seems to enlightened beings such as ourselves. He claimed to be of the Ch'ak, a stocky and hardy breed that rule this land. He asked if I was of the Kels and what my business was on Ch'ak lands. Taking an immense chance, I confirmed his suspicions and claimed to be a wandering bard in search of stories and song. As we assumed, the bards have an important status in the cultures of the present. They are the primary source of news and entertainment, a valuable commodity. On hearing this, my newfound companion agreed to take me to a nearby settlement. There is still life here.

—Culrain, Traveling Historian

The Spire: On the far western coastline, ringed by high mountains, is The Spire. It is a huge mountain peak that rises out of the ocean for kilometers into the air. Surrounding its nearly sheer sides is a small ringlet of black sand beach. The rock of the spire itself is also black and glassy where revealed by the snow that caps it. Ancient legends say that at the summit exists a Maroc stone of incredible power. Weather around the spire is always chaotic. Huge temperature changes, high winds, lightning from a clear sky and a higher than normal incidence of Fados which rip across the water to assault the Spire. Some legends claim that if the Spire ever collapses, the world will die.

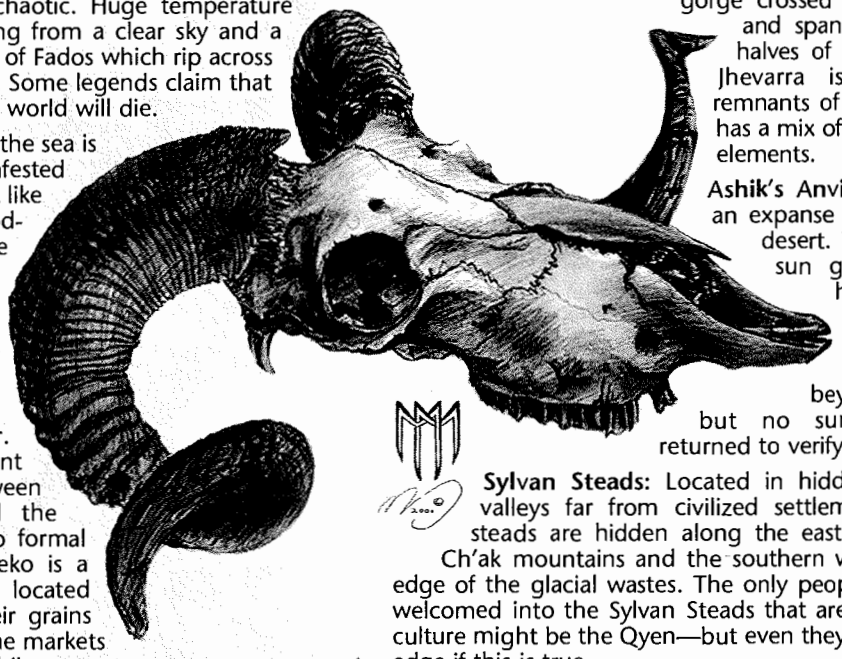
Koyormun Pass: This pass to the sea is rumored to be haunted and infested with huge, feral cats that walk like men. The richness of the woodlands is avoided by most due to the rumors. There are many, however, who are willing to risk travel for the bounty of the woodlands and seas.

The Grange: The most active city in the Grange is Beyg'ahr. It is an Andw'ahr settlement that is a trading center between the Ch'ak Hegemony and the Trading Guild—who have no formal relations between them. Heeko is a larger city that is centrally located where the grangers take their grains and produce on the way to the markets in Sephas and Beyg'ahr. While not as large as Beyg'ahr, it is nonetheless a vital spot in the trading of grain for the entire region. Between Heeko, Beyg'ahr, and Sephas is the sleepy town, Wahdo. Many of the people in Wahdo work outside the city in the fields or within the city along the river docks. It is very much a sleepy backwoods community.

Mining Guild: Nestled in the western Seyir Mountains, the Mining Guild supplies mineral wealth throughout the region. Rich strikes of gold, silver, copper, iron, and zhani are found throughout the range. There are three primary settlements and mines located in the Seyir Mountains. The town of Ferra sits upon the shores of Lake Ferra, a mining town, built more into the mountain than on the surface. The city of Vit'ahr would be impressive if anyone could see it; aside from a few fortified entrances, the city is completely underground in the top levels of one of the richest mines in known T'nah. Zhamin is a large town that serves as a transit point between the Mining Guild based in Vit'ahr and the Trade Guild based in Uvah, and is known for its high quality zhani and gold production—both of which are used in the production of Guilder currency.

The Trade Guild: Three cities of the Trade Guild sit on the rim of one of the richest known valleys—Red Vale. At the northernmost point of the valley, where the river Lorad splashes over the rim when the winter rains come is the largest of the valley cities, Sephas. Forming a nearly perfect isosceles triangle with Sephas, and the other two cities—Ariz to the east and Rainoz to the west—sit directly across the valley from one another. Their most precious and protected city, Uvah, lies higher in the mountains above the valley, north and west of Sephas. It is here that the Harmony Gate resides.

The Remnants of the Renizant: Where the Renizant touched this part of the world, they left their mark forever. Not only were the cultures and peoples of T'nah shaped by the Renizant, three cities remain. These cities still display the old culture mixed with the newer inhabitants. Arrika is a primarily Noma settlement, a roofed-over town built on several levels in a small plain. Oase is built up on top of a craggy mountain and is split in two unequal pieces by a deep and treacherous gorge crossed by many bridges and spans to link the two halves of the city together. Jhevarra is ruled by the remnants of the Renizant, but has a mix of racial and cultural elements.



Ashik's Anvil: Ashik's Anvil is an expanse of wasteland and desert. This is where the sun god, Ashik, beats heaviest upon T'nah. Some say there are jungles and verdant life beyond the deserts, but no survivor has ever returned to verify these claims.

Sylvan Steads: Located in hidden and secluded valleys far from civilized settlements, the Sylvan steads are hidden along the eastern slopes of the Ch'ak mountains and the southern woodlands on the edge of the glacial wastes. The only people who might be welcomed into the Sylvan Steads that are not part of their culture might be the Qyen—but even they will not acknowledge if this is true.

Trees! Who would have thought it. There are trees to the east of us. For some reason, my guide will not let us pass near them. He is speaking of something or someone called the Sylvan. Do the trees have guardians? Another mystery.

—Culrain, Traveling Historian

Zev'Kolsu Keep: An old Ch'ak Hegemony keep that was abandoned in their retreats (which they call 'realignment'), the Qyen have restored it and use it as the seat of their power for this area of the world. They routinely patrol the eastern side of the mountains and the Ouri Corridor. It is not uncommon to encounter a Qyen defender anywhere, though they are more common on the eastern side of the Ch'ak mountains.

Other Locations: The Sylvan Steads, the location of the Myrlihk enclaves and many of the hidden cache communities of the Ch'ak Hegemony are left off the map as their location is not common knowledge to the residents of the region.

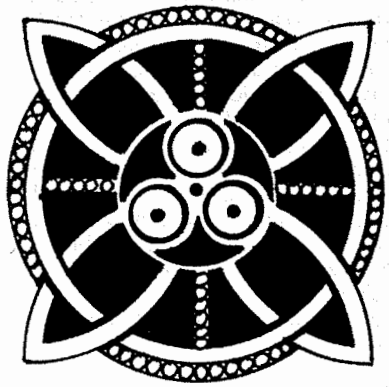
I have just left a settlement and much to my shame, I must admit that I have been in error. The Ch'ak is not the only culture left. I spent an interesting couple of days among a warm and intricate people calling themselves the Dusteen. I entertained them with some of our oldest songs and in return they taught me songs of their people. How different it all was. How beautiful, sad and almost reverent was their Lay of Morning, their Star Hymn and their Song of Passing. There is much more than war to be found amongst the blistering dunes. So much for us to teach them.

—Culrain, Traveling Historian

The Pits: Some of the most common forms of entertainment can provide adventurers with ample combat experience. Pit fighting is sponsored by nearly every city administration. Criminals may redeem themselves in the pits, and captured prisoners live out the remains of their lives as entertainment for the ravening crowds.

The Mines of Azwit'ahr: Even more deadly than the Pits are the mines in the Azwit'ahr mountains. These mines are the final destination for the most notorious of criminals. The Azwit'ahr mountain range is vented by volcanic gases, which produce various and abundant nutrients that are eaten and absorbed by a bioluminescent mold that grows within the ancient lava tubes. This mold and these mountains are the only source of Azwhit'ahr Mucus.

The Scorchlands: The Scorchlands are covered in a perpetual black cloud. Dark, dead soil fills the territory. Those who travel east beyond the Scorchlands and survive return with a mix of strange and conflicting tales. Some speak of blackened soil that erupts with animate vegetation, which tries to devour the traveler. Others talk about vast swamps where poisonous water kills as surely as the flora and fauna. Still others claim that the fabled 'Valley of Yai' or 'Moon Valley' exists there—a veritable paradise watched over by kind and benevolent people.



WEATHER

The weather of T'nah is as harsh as the environment. Gales and windstorms spring up easily. Thunderous, violent blustering winds filled with dust and debris, thunder, and lightning make the most intense thunderstorms and gales you (the player) know seem like light breezes.

Tornadic winds are common. The furies of a fragmented ecosystem lash out like an angry beast. Woe to the adventurer caught in the midst of such a storm when it is whipped to the full height of the fado.

It is night. Oh, what stars they have. Such blissful cool after a sweltering day. Still, I feel the memory of our clean, white halls weighing heavily upon me. But at the same time I can picture us living here. What teachers we could be, truly we could usher in an age of enlightenment among the savage and uneducated people of this land. Today, one member of the caravan I am following saw me use my stylus to put down my thoughts. He didn't understand what it was or what I was doing!

—Culrain, Traveling Historian

Fado: Fados are rare, but common enough that everyone fears them. It is a slow moving storm system; the tornado epicenter, which may reach five kilometers in diameter, whips winds beyond gale-force. These slashing winds easily uproot trees, rip apart houses, and can effortlessly carry a beast or man—even a phah'lok—into the vortex of the tornado.

As if this were not enough, fados also transfer vast amounts of energy through lightning strikes. The adage about lightning never striking twice does not apply to the fado. Multiple strikes at the same location seem even more common with these systems.

To cap off the nastiness of the fado, for reasons that can only be left to speculation, these storms seem to attract meteor strikes. Meteors streak into and around these storms as if drawn to them. The fado is nature gone mad.

I have found Hell. Around me freak winds and enormous lightning bolts scorch the sands. I am huddled in a small cave with only a guide for company, hearing the meteors striking with ever-increasing malevolence. I will attempt to put everything down with my stylus, as I fear I will not survive. A fado they call it. The end of all life. Nature's revenge. Nothing can exist here, no one can live. Our riding animals were torn apart in front of my eyes by the sheer fury of the fado. Their screams still echo in my ears, their terror so very great in the midst of hell unleashed. My companion is praying to his pagan gods. Strangely, I feel compelled to join in. This is most certainly the end.

—Culrain, Traveling Historian

GUILDS AND ORDERS

The organizations formed by people are most often the binding power in an area. Whether a guild, a military organization, a religious order or a group seeking esoteric understanding, these organizations are the driving forces behind the scenes. Guilds and orders control resources, knowledge, emotional ties, and bonds of loyalty, and weave a tangled web of connection throughout the fabric of every society.

The political landscape is rife with traps and pitfalls for the unwary, uneducated, or inexperienced. An order or guild may claim to be interested in a goal while pursuing different objectives behind the scenes. Secret orders, hidden agendas and obscured meanings are the norm.

The Trade Guild: The Trade Guild is an elitist group that does not let any but their own kind into the inner circles. However, they often employ other races and cultures in the lower echelon of their structure. Always on the prowl for otec (old technology), the Guild is frequently interested in the activities of adventurers and often buys up information and artifacts. Struggling against the Trade Guild for power are several hundred lords and kings throughout the land. They, too, are interested in the discoveries of adventurers. The political climate around and within the Trade Guild is rife with treachery. Ancient legends say that there are passages and gateways that lead back to the old Renizant lands. It is rumored that the Trade Guild is still in contact with the Renizant in a far off land. Rumored to be the last remnant of the old power of the Renizant, the Harmony Gate is an incredible treasure. In order to protect it, the Trade Guild has a standing army that rivals even the greatest lords of the surrounding lands, and alliances that secure their strength with nearly every known kingdom.

At the moment we are travelling through a lush valley, the first I have seen since arriving in this part of the world. According to my companions, we are soon to enter a paradise ruled by something described as the Merchant League. I have great faith in this meeting. Who better to provide the best the cultures have to offer than the powerful princes of economy? I am curious to see if they have pastimes here. Do they Run the Diamond? Do they have sports at all?

—Culrain, Traveling Historian

Mining Guild: Dominated and controlled almost exclusively by the Dyevan mining cartels—which, in turn, are tied closely to the Trade Guild—it is a common, and not wholly incorrect, assumption to lump them together with the Trade Guild. But they are a unique group and operate without direct involvement of the Trade Guild commerce culture. Most of the mountains in the region have been honeycombed and worked by Kon'ahr for millennia. Dyevan control of the Kon'ahr societies is loose, but evident. Few Kon'ahr undertowns exist that are not allied, or in some other fashion connected to, the Mining Guild. The controlling force of the Mining Guild is part and parcel of the Dyevan culture. While there are some members in the middle echelons of Kon'ahr and other cultures, the vast majority of the upper echelons are controlled by Dyevan merchant princes who are allied closely with the Trade Guild. Any mining—the organized digging of mineral wealth from the soil, including smelting—falls under the umbrella of the Mining Guild. Membership is easy at first, with nominal fees for membership and mining consultation. The more productive a mine is, however, the more involved they become, until eventually the entire operation is ruled by the Mining Guild.

If we are to settle here, the valley of the Merchant League is one of the most important places for us to move into. If we can convert them, many of the resources needed will be available. I suggest that travellers after me visit this place and try to learn as much as they can.

—Culrain, Traveling Historian

Grangers: In sharp contrast to the way the Mining Guild dominates mineral wealth and the Trade Guild controls commerce, Grangers are much less domineering. From the outside, they appear to be a loose-knit group of farmers with little or no agreement. In fact, most of the members will undercut one another. When there is a perceived threat, however, Grangers will band together, hoard the stores, and break their resolve only when the perceived threat has ended. Because they command a resource necessary for life, they command an undue level of control, which is coveted by the other guilds.

We passed through a small Kel settlement today, that had been touched by the edges of the fado. Scattered buildings, dying animals, and fresh graves were in plain sight. Still, the people accepted this stoically and were already rebuilding their lives. What spirit and determination they have! Such a contrast to the ennui of our own people.

—Culrain, Traveling Historian

The Guild of Five: Little more than a rumor whispered behind the backs of the Trade Guild is the Guild of Five. Supposedly a band of cutthroats and murderers, bandits and thieves, they are the 'bogeymen' of the Trade Guild's nightmares. Whether the Guild of Five exists or not, it still makes an impact on the world. Shopkeepers are not so anxious to turn in those who seem to represent the Guild of Five to the town guards and councils. It is simply cheaper to write off the expense of 'life insurance' on their books than put such a person to the test. Yes, crime, ever part of the human social condition, is alive and well, despite harsh sentencing and the ever-present threat of the Pit. Clever thieves, who skim a bit here and there, remaining free of greed and bragging, can live a long and healthy life.

The Hand of Five: Far more secret than even the Guild of Five is the Hand of Five. The whispers on the wind and the shadows are among the servants of the Five. The mere mention of their name is enough to frighten people. They are the group behind the scenes; the group that no one sees, but everyone knows is there. Legends claim that long ago, T'nah was a green paradise where no one ever had to worry for food or shelter. Everyone worked and everyone lived, life was good. Then the mighty anger of Ashik was visited from the heavens, punishing those who lived before, turning the world into what it is today. From the destruction of the world came the Five. The Hand of Five, creatures who seek power above all else—every vice, every infraction of law, every cruelty, every corruption comes from them. Only a fool would deal with them, but many do so for the promise of great power, in trade for which they extract a victim's very soul. The Hand of Five is a rumor of a rumor, a legend of a myth. Whether they exist or not, they are feared more than anything else.

Kheem Houses: Entertainment is the name of the game. The Kheem dominate all entertainment forms, from the lowly street performer or dancing girl to the most exclusive stage acting. While the Kheem Houses manage the venues with a loose grip, they do not tolerate others inching into their territory. If there is a Kheem House in a settlement, all entertainers are required to register and pay dues. The policing agency of this registration is completely unofficial. Other members and registrants keep track of those they see performing, and report back to the House. The House is pacifistic when it comes to enforcing its will. Using connections generated through their various activities, including indiscreet liaisons between public officials and overnight 'performers,' the Kheem let local municipals solve their problems for them. When the dues are paid, plus the fines for late payment, the performer is allowed to ply their trade again.

The show must go on!

The Daughters of Yai: Born in the distant past, when infant survival was even more pivotal to the survival of the peoples of T'nah, the Daughters of Yai exist to protect the children. During the times of the Maroc Wars, the first vestiges of the Daughters of Yai began to form. As men and women were pulled into the wars, few remained to ensure the safety of birthing mothers. Someone had to aid them in their most vulnerable time. Originally it was a martial order with an exclusively female membership that took their oath of protection literally, and would defend the mother and child from all threats. Their symbol of protection was a single droplet of blood to symbolize their commitment to sacrifice their own lives in the protection of new life. As the wars diminished and the world stabilized under the Renizant Empire, the order changed and took on a suitable name from within the pantheon of the Renizant culture. Taken under the wing of a priestess of Yai, the Sisterhood was transformed from a martial order into a medical order. The heavy doctrinal elements of the reverence of Yai were emphasized, which specifically reverenced life itself. The first training- and birthing-centers were formed under the gentle and loving care of the Yai priestesses. Over the years, with the collapse of the Renizant Empire, many religious trappings have fallen away. The Daughters of Yai still emphasize the importance of safeguarding children and expectant mothers. They still bear the mark of Yai and her bloody teardrop. They do not, however, still adhere to all the rituals and practices of the reverence of Yai.

Membership in the Sisterhood is restricted to females. Though some men have become midwives in various cultures, the Sisterhood does not recognize men in this role. They consider men inferior and unable to truly empathize with a woman in her travails. Though there is this difference of philosophy, they still treat these errant men as uncomfortable allies in the protection of 'yeni'—their term for 'new life.' When a woman joins the Daughters of Yai, upon completing her training, she is issued a headband and satchel, which bear the mark of the Sisterhood. Along with the badge of her office, she carries with her a responsibility to ensure the safety and protection of child and mother under her care.

The symbol of the midwife is that of Yai (the moon) with a drop of red blood from the gash at the bottom—symbolizing the renewal of life. A woman running through town wearing this symbol and yelling "Yeni!" will instantly find the streets cleared and her path open. The life of the tribe, clan, village, town, or city hinges upon her success at helping the mother birth the child. There are various punishments for failing to get out of the way of a midwife on her mission. It is not uncommon to witness public flogging for someone who failed to yield the right of way. It is universal that anyone who impersonates a midwife on her mission will be punished with the removal of the tongue.

Ch'ak Columns: Ever on the outskirts of the Trade Guild's umbrella of protection, the Ch'ak maintain a constant vigil. Truth be known, the Trade Guild fears them more than any other. The fury and fighting capability of a Ch'ak column are legendary. Ch'ak mercenaries are often hired as bodyguards and mercenaries by the Trade Guild, but still watched carefully. Ch'ak riders sometimes travel with the Yethites on their mercy missions—though seldom more than three riders. No one who desires to remain breathing messes with the Yethites, whether they have Ch'ak riders with them or not. Occasionally a Ch'ak column will ride near a Yethite caravan, but the Yethites do not care for this because few people approach when a Ch'ak column is close at hand.

The Synod of Water Bearers: Known to most as simply 'The Synod,' this group has a jaded past. At one time they openly walked amongst the citizenry of the Renizant Empire, their task a dirty, but ultimately honorable, necessity. It was their duty to determine which villages would live, and which would be reclaimed so that the others might survive. Some say the Synod died out centuries ago. Still others say it is alive and well, using it to explain disappearances. Some have even been caught masquerading as the Synod to strike fear into the hearts of those around them. Whether they still exist or are nothing but a faint memory, they are nonetheless a part of the cultural stories nearly everywhere. Bogeymen and darkfiends, bringers of death, few admit that they owe their very lives to the hard choices made millennia ago by the Synod of Water Bearers.

Maroc Orders: Though regarded much like a hungry lion, Maroc are nonetheless accepted. The Trade Guild often employ Maroc for their many and varied purposes. Local lords and kings tend to have a few on their payroll as insurance against the other lords and kings who also have them on their payroll. Maroc enjoy the fear and awe of the masses—though their employers seldom hold them in such reverence. Most Maroc have achieved their prominence through societies, schools, and orders. While these organizations provide a certain measure of training, they also have requirements for honor and loyalty—sometimes at the expense of the Maroc's freedom. Few of these orders are forthright enough to tell the initiates of their long term requirements or goals, especially where they may be in conflict with the young participant's cultural mindset.

Some of the most obvious orders and societies still maintain a high level of mystery as to their goals and motivations.



Mahri, founder of the original Daughters of Yai

Blackwings: The Blackwings are a cadre of Maroc that sell their services to the highest bidder; they are mercenaries. They have a strict code of honor and have never been known to fail on a contract. The group is both feared and admired for the power they wield and the influence they possess. It is a rare lord or member of a guild that doesn't owe the Blackwings a favor, one that the Blackwings are likely to collect. Nobody looks to join the Blackwings; they find you, and if they find you worthy then you are permitted into the group. Each member of the Blackwings has a maroc stone the color of midnight. This is one method of recognizing a Maroc as a Blackwing, for only they have been able to bond with such stones. The Blackwings are rumored to enjoy torturing their victims,



Ch'ak rider on patrol

though no one has ever provided evidence for this accusation. It is rumored that one desiring their assistance can summon them by hanging the severed wing of a blackbird, crow, or raven from their eaves. In truth, this act will tend to bring only lunatics, lone Maroc, or the town guard to strip down the offending image and toss the summoner into jail. The Blackwings would never answer such a call. The only way to summon the Blackwings is to be a Maroc—and one of significant power. Lords and Guild leaders would send their personal Maroc advisors on a search for the Blackwings. It takes weeks or months to discover them, and then the negotiations can begin. When the Blackwings agree to work for someone, they provide them a banner that carries their emblem. Only those who have hired them are allowed to carry this emblem. Any who carry it falsely have never lived beyond a week of this trespass—and in every case, it was clear that the death was at the hand of the Blackwings.

The Red College: Known throughout T'nah for their healers, the Red College is the place to be if you practice the medical arts. Most powers recognize their skill and often attempt to gain their favor because the only thing guaranteed on T'nah is that life is dangerous. Any wagon or caravan bearing the Red College's mark is accepted almost everywhere they travel. While they still charge for their services they will often only ask for what a person can reasonably pay or trade service for service. At the Red College complex the latest medical techniques are practiced thus allowing them to save countless people. They are true humanitarians.

Tuners: These are the untrained, the inexperienced, or the vagabonds. Tuners are able to tune into the power of Ido, but lack the social connections and the training to reach the upper echelons of society and the halls of power. This is not to say that they lack power personally, however—many Tuners are incredibly powerful individuals. They can wield and focus the forces and elements of Ido as formidably as their organized counterparts. Where a structured Maroc organization may train their participants in a similar fashion, the Tuner spins Ido with a unique or specialized methodology. No two Tuners will draw or form Ido in exactly the same manner—unless they have cooperated together or learned similarly. Tuners tend to be loners. More idealistic than their organized brethren, they are no less assertive or dedicated to a goal than organized Maroc. In many cases, they tend to carry a belligerent chip on their shoulder. This is exacerbated by the vitriolic attitude they receive from members of Maroc organizations.

Rusahni Sects: The Rusahni tend to garner more respect than fear from the populace. Their connection to living things and the life force in general has earned them the reputation of being healers, but this reputation is not always deserved. Rusahni receive political and trade commissions just as Maroc do—and usually for the same reasons. Rusahni organizations are usually less homogenized than those among the Maroc. More often they resemble religious organizations—particularly monkish orders—in their dedication, commitment, and individuality. Within the guidelines of the organization, there is wide variation in perspective and methodology.

Azili: Azili believe that neither the Rusahni nor the Maroc should intrude upon the affairs of mundanes. They are known as marvelous healers, though they will not do anything to attempt curing a non-contagious, terminal condition. This would be considered as interfering with the cycle of life. If a child is determined to be Qai sensitive, the Azili quickly step in and impress the parents to turn the child over to them for training. They do this to increase their membership, but also to prevent the child from joining any of the other Rusahni sects or becoming otherwise dangerous to the natural world. Some of the Azili claim the beginning of the order as far back as 500 years, though this claim cannot be documented. The most common rumor implies the Azili are a branch of the Qyen that broke off to form its own sect. The amethyst knives they carry, which are similar to those carried by the Qyen, support this rumor.

Qyen: The Qyen see themselves as the protectors of the common man. They have interpreted their imperative from Qai, "To live and protect life," to refer to civilization and sentient life. They patrol the wastes of T'nah as marshals of the peace, and it is common for smaller settlements and towns to invite a passing Qyen to act as judge and jury in trying cases. Qyen take these requests very seriously. The basis of their justice is simple: to promote sentient life. Qyen

missions, in the western lands, tend to be the castles, keeps, and outposts that were abandoned by the Ch'ak centuries before. These castles and keeps have been rebuilt and are maintained by the Qyen who occupy them. Their only badge of office, a crystalline knife, identifies Qyen. Many people know the Qyen by their nickname, 'The White Knives.'

Temiz: The Temiz believe that they have been appointed to be stewards of this living planet by Qai, the power of life itself. To this end, the Temiz keep a simple philosophy: "What must be done, must be done." They scour the world of T'nah, seeking out newly awakened Rusahni, and new venues of power. Their ambition is to one day attain enough power to stage a swift and bloodless revolution, thereby gaining control of all T'nah. Once in the seats of power, they will establish their ecological Utopia, and bring all life on T'nah into harmony.

Wilders: These are the Rusahni who have chosen not to follow the path of a particular sect. They are vehemently individualistic and chafe against the rules and structure of even the loose-knit Rusahni Sects. Wilders are completely untrained in their use of Qai or, at best, have been trained by someone who was probably completely untrained in the use of Qai. Some may be able to tap into and control some measure of power. Most are completely unable to do so, having only the most rudimentary understanding of their potential. Most Wilders are either located far away from any kind of organized society or they have gone unnoticed, preferring to avoid connection to the austere lifestyle of the sects. Because the Wilders have no access to tutelage or training, they are often more risky when it comes to taint. Wilders will almost always be more tainted. To another Rusahni, this taint will be very obvious. Every scar, every pock, every alteration from the norm in appearance will speak volumes to an expressing Rusahn as to how tainted the individual is. Without training, the Wilder will also be much less likely to know how to rid themselves of the taint they have collected.

Gimme That Ole Time Religion

Those who are learned and wise always have a welcome acceptance amongst the Trade Guild, the lords and kings, and even the commoners. Vhzines and Vangels are readily accepted within the various societies for their wise counsel. Vangels enjoy the most acceptance amongst the common people—who yearn for some sort of promise that the next life will be better than this one. It has to be better—it can't get much worse.

Most cultures follow their own, individual religious leanings. Few of these religions cross cultural boundaries. This is due to the tribalistic nature of the cultures, as well as the tightly woven cultural customs that are tied directly to the religion. Most cultural religions are similar to one another due to their common source in the old Renizant Empire. There are a few, however, whose influence splashes over and seeps through the dividing lines of cultures.

Yethite Emissaries: Spreading their message of peace and kindness, Yethite caravans often wend their way out of the mountains with a bounteous distribution of their crops and wares. Most often the Yethite simply distribute their bounty and recruit those who seek sanctuary from their harsh and vicious lives.

Any who would desire to join the Yethite return with them—no questions asked. Any who try to harm the Yethite must contend with the full fury of the Ch'ak. They make it their mission in life to destroy any that would harm the Yethite. In fact, most cultures now have social taboos against endangering a Yethite.

Yethite caravans do not travel into the cities, nor do they interact with the lords, kings or with the Trade Guild. Instead, they focus on the common people and alleviate their pain with a little extra food, some warm blankets for the chill nights, finely crafted clothing and remarkably durable and artistically decorated tools.

The caravans only accept donations of broken items that need repair. These same items will be refurbished and given away the next time the Yethite caravan travels. The Yethite receive nothing in return for their kindness, except hospitality, respect and a wide berth due to their proximity to a column of Ch'ak cavalry.

Keepers: Knowledge is power. Understanding gives authority to command. Wisdom, however, is that intangible something that tempers the knowledge, shapes the understanding, and provides guidance in careful direction. The Shnahn were sent into the rest of the world at the end of the Renizant civilization in order to bring this temperance to the world.

They failed.

Wisdom diminished, understanding faded, and knowledge fled away like morning dews in a dry T'nahran dawn. In its wake, the Shnahn struggled to maintain their identity, their purpose. As their Renizant forebears had reclaimed resources, the Shnahn turned to reclaim their greatest resource—knowledge.

The purpose of the Keepers is simple: gather knowledge, disseminate understanding and train wisdom. The day-to-day operations dictate collecting books of any and all kinds. These books are copied in painstaking detail and passed on to a student or traded to another Keeper. In addition to collecting information, the Keepers also create it through extensive recordkeeping and journals. The most prized possessions for a Keeper are his journal and his library. He will guard these with his life and will actively copy all that he has—or take on an apprentice to do the copying—so that his accumulated knowledge can be passed on to others. Although the Keepers began with the Shnahn culture, they are by no means limited to it. Their membership includes representatives of any culture.

Municipal Administration

Most municipal administration is handled by the military, or more appropriately, the para-military, arm of a local lord. Some noblemen with power, vision, or simply the raw power to dominate, hold sway over an area and administrate with their own brand of justice.

Tax collection, town militia, and policing agencies are not only under the same umbrella of leadership, but can often be the same people. Fire protection, medical care, education, and any sort of physical development for a town or settlement are dependent upon the community itself. Few lords or regional powers will sully themselves with such mundane duties.

Government

The government structure most common to the face of T'nah is the feudal state. A local lord gains power and demands the locals to pay him for the right to farm his land. He attracts more people to the area, extends his grip, and

eventually, after a few generations, his grandsons are perceived as the owners and rulers of all that exists within their domain.

These lords hold rule and power over everyone within their territory. Some are diabolical, others are benevolent, some merely want to be more profitable to achieve their goals of leisure and comfort. The style of government is as unique as the lord.

The Rule of Law

Although the lord holds sway over everything and everyone within their territory, most of the lords use the guidelines found in the holy books of their culture. Since so many of the cultures on T'nah were influenced by the Renizant empire and their worship of Ashik, most of these holy books are based, in whole or in part, upon the teachings of Ashik.

There are often conflicts that exist between lords as each struggles to control resources. Sometimes a despotic lord is dethroned by others in the vicinity—usually through a concerted effort of several allies. This is often excused by religious reasons—"He was oppressing his people, in conflict with the will of Ashik"—when, in point of fact, the other lords simply wanted an annoying pest removed, or desired the resources he controlled.

The Rule of Law is complex and variable, depending on who is in control of the territory. In some places it is a crime for a woman to uncover her face. In other places it is a crime not to be married if you are able to produce children. In some places sexual relations are forbidden with anyone to whom a lifetime commitment is not given, in others they may desire to increase the genetic stock of their community and visitors are expected to pay a special 'tax.'

As you travel about, be careful of the local rule of law. It may be vastly different than your character's cultural norm.

In very general terms, these are the laws enforced:

1) Respect, honor, and worship God—Disrespect can cause the loss of a hand, the gouging out of an eye, the removal of tongue or testicles, etc.

2) Murder—Killing of an innocent is typically punishable by death, or a sentence to the Pits.

3) Stealing—Stealing, including the theft of a maiden's innocence (or adultery), is typically punished by sacrificing much more than was stolen. Sometimes this means being sold into slavery. (A maiden is usually defined as an unattached woman who is yet under her father's rule.)

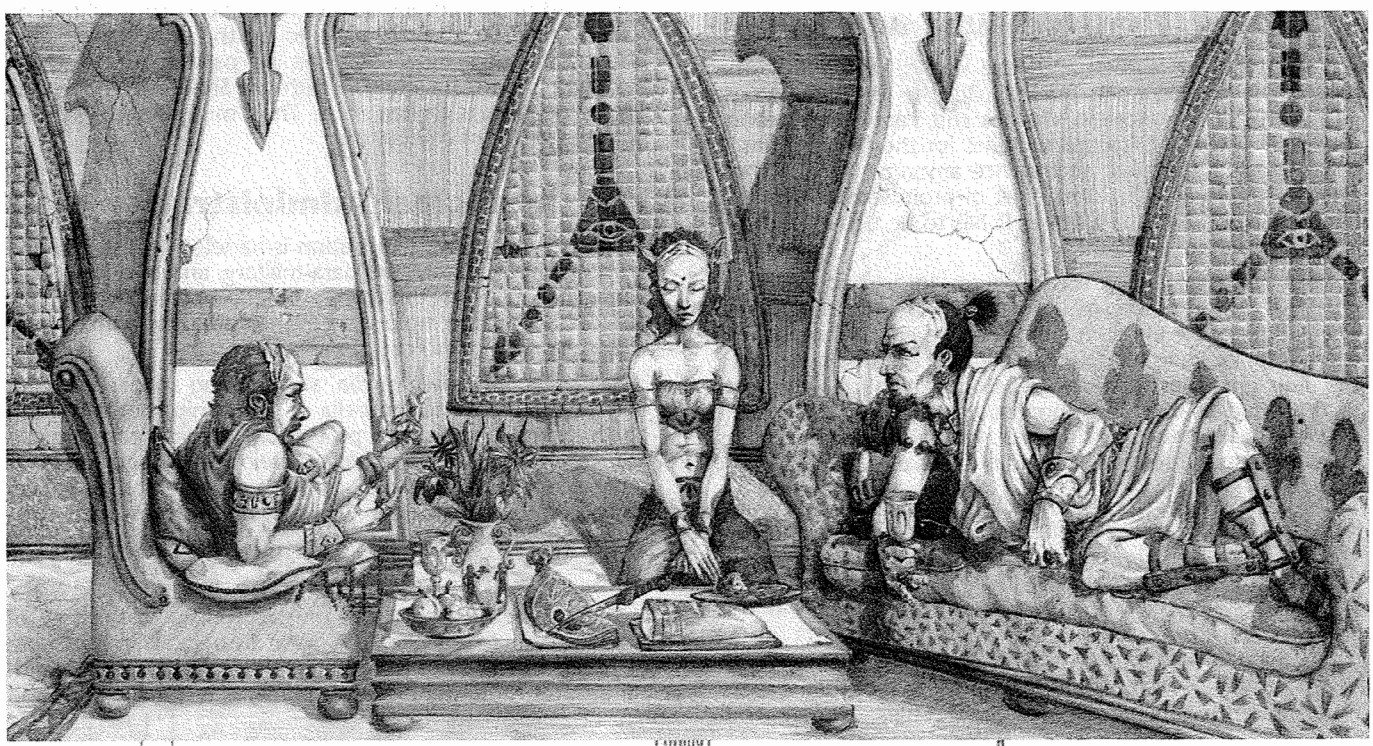
4) Lying—Especially in an official or contractual dealing, lying is punishable by removal of the hand, tongue, or even selling into slavery.

5) The head of the household has absolute authority over the household; activities that would usurp that authority (seducing daughters, fostering disrespect, kidnapping children, etc.) are punished with loss of a body part, the Pits, or death.

Punishments are often severe. Thievery will cause the loss of a hand and/or being sold into slavery. Murder, rape, theft of water, or other serious crime will be punished with death or a life sentence in the Pits. (Fortunately, life in the Pits seldom lasts more than a few years.) Lying, though looked down upon by society, is probably the least punished; it must be proven for even the most mild of punishments. This is why many people have learned to deceive rather than to overtly lie. Deception is misleading someone into believing something without actually telling an untruth.

Jurisdictions for law enforcement are typically an arbitrary border established by the lord of the area. Sometimes it is defined as "All the land visible from this point," or is mapped out and identified with signs and warnings.

The wisest course of action is to enter an area and immediately seek those in power to learn what are the requirements for that municipality.





The Prosecution Rests

Economy

The most common form of exchange is barter. Some cities have instituted their own currencies, and some of them still use the old currencies of the Renizant Empire—where those orbs still exist. Livestock are the most expensive possession, because they are a renewable resource. Young or trained livestock are among the most valuable of commodities.

Precious metals always retain value, though a pound of gold is worthless to someone dying of thirst and hunger. Gems and jewels are also a significant source of value, though often only to the upper echelons of society. They are typically used to decorate items that already have worth.

Items are listed in the value of the Renizant currency, though this is rarely maintained. Negotiation, barter, and haggling are a way of life. Only the very rich, or bad hagglers, pay full price.

A souq is vibrant place. Already, I have been forced to hide my stylus as three different vendors have tried to haggle me out of it. On the up side, I have purchased an old harp and have earned my first cup of water here performing the Dusteen songs I learned.

—Culrain, Traveling Historian

Souqs and Vahnas

The center of life for most of the cultures on T'nah is the souq. It is an old word from surrawl that means 'market-place.' But it is much, much more than simply a place to shop. Set up haphazardly in a central location, souqs are meandering, sprawling districts where vendors of nearly every kind of product set up shops to sell their wares. There is no rhyme or reason to the placement of shops, stalls and corrals. Some are temporary shelters from the sun, built from a few poles and a draped tarpaulin. Others are permanent constructions of brick and mortar. It all depends on the wealth of the shopkeeper—or the image of wealth he wishes to portray.

Ah my friend. Welcome to my humble and most fantastic little shop of meager wonders and unearthly delights. Everything you see before you is personally tested by me. I strive to sell only the best wares in the entire world. Only supreme quality, and if I lie may I cut off a finger in shame.

Yes, yes, my noble sir, I have indeed only nine fingers. But, a waterbottle I sold when I was but very young leaked, and my honor would not be satisfied with anything less than the loss of my finger. Indeed my prince, my honor is the very corner-stone of my little and humble shop. Now, how may a person as lowly as I help such an esteemed and well-travelled man of the world?

A lantern? Aye, I have the very thing for you, fine sir. Here, exquisite Denizen craftsmanship. Nothing like it these days. This particular lantern will never run out of fuel nor will its rich light ever falter. May I cut off a finger if that is ever the case. Yes it is indeed a technological wonder. I would not sell it otherwise, only the best for the best of customers, wouldn't you say? Go on and try it. Press that big button there and, ah you've got it I see. You are most intelligent, sir.

The price, you ask? Well, a rare thing such as this lantern is not for the cheap. A hundred quid sir? Twenty, oh you are ripping my heart out and trampling it in the desert sands like a wild weatherskin. Please sir, do not insult me. I could not consider anything less than eighty, or perhaps a barrel of water kind and noble sir? Thirty or a flask of water? You are a hard man, sir. Stealing the livelihood from a poor, unfortunate soul like me. My mother is old and my wife pregnant again. I beg of you sir. Do not insult an honest trader such as me. Seventy quid and mind you, I will cut off my finger if the quality is anything less than spectacular.

Forty? And I am a ragtag son of a what? You are most cruel. Most vicious. Denizen craftsmanship does not grow on bushes after all. Fifty quid and that is killing myself. Ah, you are most noble kind sir. Fifty it is. May your new and amazing lantern shine on a wondrous future for you and your kin.

—Recording of Salim Nine Fingers

Shopkeepers in the souqs accept a variety of currencies, though the most common form of exchange is barter. It is considered an art form to haggle for the price of an item. Most shopkeepers enjoy the discussions, the tactics, and the ins and outs of haggling. Some will be offended if you do not attempt to haggle over the price of their wares.

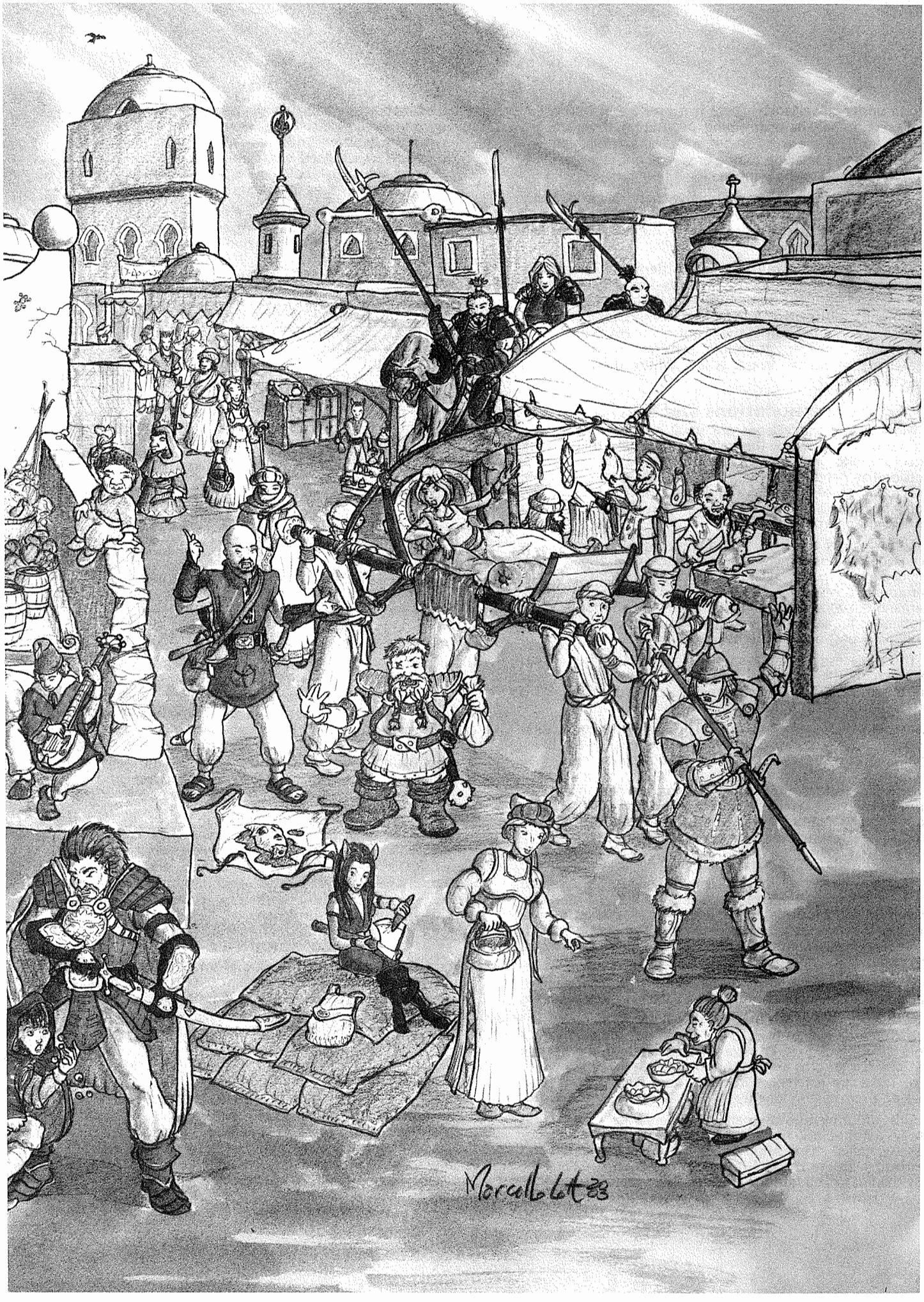
Souqs are more than shopping centers. They are social centers for commerce, banking, and entertainment. Within every souq is at least one vahna ('oasis'). It is usually several shopkeepers who provide food and/or beverages to the shoppers. There are always shaded alcoves, cushioned seating, sometimes even tables and chairs. There are usually porters working for tips who will run between the various food and drink shops to make purchases for those who wish to rest. Larger souqs may have many vahnas within them.

Everything has a price in the Souq. —Salim Nine-Fingers

Vahnas are nearly always rambling locations. They wrap around turns in the streets, push into tiny alleys, sprawl around a well or other water trough. They are filled with alcoves and quiet corners. It is the perfect place for meeting someone, sharing a drink, or gathering together for a night on the town.

For anyone who wants to plot and plan, the vahnas are a near perfect place. It is impossible to keep every part of the




Marcello Lt '83

vahna under surveillance. There is a hustle and bustle that prevents easy eavesdropping. In addition, there are alcoves, and private areas draped with blankets that can be secured by a small tip to one or several of the porters who ferry drinks to the patrons.

Many a clandestine plot was born in these shadows. Many shadowy dealings take place every day, all within meters of shopping families, playing children, the commerce and banking of the community.

Vahnas also exist outside the settlements, along the trade routes. A spring, a well, an oasis—surrounding these natural and sentient-made watering holes springs up a community all its own. A local lord, a merchant prince or a small community sometimes controls them. More often than not, however, they are self governed or even anarchic settlements. Water is life. Where there is water, life congregates.

Accommodations and Services

Most towns and villages are small enough that an inn cannot be supported by the traffic. In places like this, it is not uncommon for travelers to pitch a tent in the town square or outside the gates. There is typically a well or other trough, which has water for animals and riders alike. It may not be pure, but it will quench the thirst, even if it does leave a gritty mud aftertaste.

Those towns that can support an inn, or other walled accommodations, usually provide them as an upper room, or the rooftop, of the building. Sleeping is typically communal unless it is an extremely high class location or the demand for rooms is very low. The most common accommodations for animals in a place like this are little more than a hitching post outside the building.

Those places that do have a full-blown inn are frequented as much by the local lords and wealthy merchants as they are by travelers. The atmosphere in such an establishment is often charged with political intrigue and scheming.

Available services in a town or village depend largely upon its size. Larger communities have many services available—including personal entertainment in your room for a small fee. Smaller towns, however, expect visitors to meet their own local customs. Most local customs do not approve of 'in-room service', which forces those in search of nighttime company out into the streets where the criminal element will gladly provide whatever their heart desires, for a price.

Currency

The old currency of the Renizant is the quid, represented by a spherical 'coin' referred to as an orb. It is still used and traded in a few places. The Trade Guild prefers its use because it makes taxation easier to calculate. However, with no more mints, no empire to back its value, and only vague memories of its importance, fewer and fewer people utilize it.

Due to the intrinsic value of the quid—made of a blend of valuable and precious metals—the baubles are still swapped and traded, though pricing is seldom uniform.

Each denomination of quid is a round ball of metal with a hole drilled through it. The size varies based upon the value of the orb. Larger orbs are worth more; smaller orbs are worth less. There are differences in the patterns and designs, too, making them easy to identify by size, weight, feel, and look.

Orbs are a blend of two alloys in every case. One alloy is always a light bluish metal, about the same color as a cloudless sky, called zhani. Another colored metal is blended and marbled with the zhani. The smaller the denomination, the less zhani is mixed into the blend.

Common orbs are literally the most common forms ever encountered. Scarce orbs were extremely rare even when the Renizant Empire was at its height. Whether the rare orbs ever existed is primarily speculation. However, their amounts are mentioned in various old texts and the Trade Guild still uses the names as a reference.

The basic unit of value is called a flask. An average day of work typically earns a commoner about five flasks. In the old days, this was enough money to purchase water, food and a place to sleep for a single day. What it purchases today depends entirely on the local economy.

Old Renizant Empire Orb Currency

	Amount	Quid	Equivalent	Color
Common	Drop	1/100	1/10 Thimble	Red
	Thimble	1/10	10 Drop	Yellow
	Flask	1	100 Drop	Green
	Jug	5	1/2 Keg	Blue
Scarce	Keg	10	2 Jug	Bronze
	Cask	25	5 Jug	Silver
	Drum	100	10 Keg	Gold
Rare	Barrel	1000	10 Drum	Black
	Vat	10,000	10 Barrel	White
	Well	100,000	10 Vat	Clear

A Note on Currency...

The Trade Guild has been trying for years to institute a regular currency to ease their tax accounting. Because they lack a centralized governmental structure, it has been nearly impossible. Instead, most people still use the old Renizant calculations and values. But more and more places are beginning to fall away from this system and institute their own forms of currency. Coins, chits, blanks, and marks are beginning to show up in every little town and hamlet. Most use the basic division of 10, but some resort to their own strange accounting.

As your character travels about the world, it is certain you will encounter a hundred different currencies in fifty different places. Regardless of the types of currency and exchanges you find, however, there will be one common exchange rate for all: barter. The most ancient of currencies—'this for that'—is alive and well on T'nah.

Commodities

The world always has some kind of tradable valuables and assets. These are the more important sellable items that are necessary for life to continue. In some instance, they are luxury items, but mostly they are the core products, services, and consumables necessary for the continuation of the society.

Water

Pure water is incredibly scarce. Drinkable water is the next rarest. Most beverages are served with some tea or another herb to hide the taste of the impurities that are permeating the water. Only if you specify 'pure water' could you expect to receive something with nearly no impurities—and if any is available, you'd better have real orbs to pay for it.

Water is the all-consuming thought on this world. It is always hot. Always dry. Clean water is a commodity and a medium of currency. Indeed, the sharing of any kind of beverage with someone, regardless of their culture, seems to endebt them to you as though you had shared a blood oath.

—Culrain, Traveling Historian

Recycling the Dead

In the harsh climates that permeate the world of T'nah, reality and the needs of life have dictated practices that may be considered distasteful. However, they are the facts of life in the barren wastelands and deserts. The humanoid body is made up predominantly of liquid. The dead have no use for this liquid; the living do.

Most wasteland cultures have developed some means to recycle the fluids of humanoids and beasts. These cultures, by and large, still consider the direct consumption of bodily fluids and flesh of humanoids to be taboo and distasteful. There are a few exceptions, which are culturally or religiously based. Properly refined and reclaimed, however, these fluids are considered no more taboo or distasteful than drinking from an open stream or a culvert.

Because the entire body is often recycled and reused for the good of the community, most societies find a method of remembrance other than interment. Often these ceremonies revolve around memories and feasts, which feature the artifacts created from the departed. Cultural values are reemphasized in these events, as the community draws together for the common emotional good as well as societal survival.

Kahf

As a social convention, the consumption of the dark, pungent liquid known as kahf is nearly universal. There are many different types of kahf and each serves a specific purpose. Most cultures recognize the importance of sharing fluids, represented by the kahf.

Salt

Few people really understand the importance of salt in retaining water in hot and dry climates. It is a vital substance required by the body to sustain the processes of life. Many peasants will work backbreaking labor in order to earn enough salt, drink, and food to survive for the next day. In hot and dry climates, the body flushes itself of salts and water in an effort to stay cool. These must be replenished regularly for survival and continued good health. Lack of salt in the body results in various symptoms, including fatigue, headaches, shortness of breath, and blackouts. These symptoms become more severe as the levels of salt continue to decline. Eventually, heart attacks, aneurysms, and other serious health problems will lead to the reclaimer. Deals are universally sealed with salt. If someone does not offer salt at the end of the deal making process, the deal is not concluded or they do not expect to uphold their end of the bargain.

Animals

Most animals in T'nah are valued for their ability to survive in the wasteland. Some are meat animals, others are riding animals, and some simply keep the balance in check.

The kamel is a stubborn, obstinate, cud chewing beast with a propensity for biting and spitting. It is a dromedary, with thick wool, a hump on its back for storing fluids and nutrients, and wide-splayed feet for better traction on shifting sand. The sole redeeming value of the kamel is its remarkable ability to survive without food or water for up to three weeks after it has engorged itself. With this ability it has earned the reputation as the 'ship of the wasteland.' Kamels are also edible, and their urine can be used to slake the thirst. Some cultures and religions consider kamel urine as a necessary component in the diet.

Bruckbirds are common fowl, prized for their meat, eggs, and feathers.

Katahli are prong-horned beasts that resemble deer or antelope. They are fast and skittish creatures. When cornered, however, they will only back down from the most dire of situations. They are excellent as meat animals and their leather is highly prized for its softness.

Koyun are the most common herd animal found on T'nah. Their thick, heavy wool is used for many purposes, primarily to line the clothing and provide warmth during the cold wasteland nights. This wool has varying degrees of softness and value increases in direct proportion to the softness of the wool. Most koyun have some form of horns.

Keshi are the next most common herd animal. Not only are they used for meat, but for their milk and hides. The wool from keshi is not highly prized and used only by the lowest echelon of peasantry and slaves. However, one exception is the teke, the male keshi, which grows an exceedingly fine and soft beard beneath its jowls. This beard is highly prized for its softness and to make fabrics, threads, yarns, etc. It takes years for a teke to grow a beard of any length, and many teke beards are needed to produce a single garment. The price for these garments is not listed anywhere. If you have to ask how expensive the garment is, you cannot afford it.

Zevik are bovine animals with dromedary qualities. Much like the kamel, it can store fluids and nutrients in a hump between its shoulder blades; however it lacks the endurance of the kamel and, subsequently, its value. All zevik, regardless of gender, have a large, menacing set of horns, which tend to curve out and forward from the sides of the skull. These horns are used in mating rituals, defense, and attack. The meat and milk are widely used, though not as extensively as that of the keshi or koyun. Zevik are prized for their horns and leather when slaughtered, but the most common use of the zevik is pulling a plow or a cart, as they are quite docile when domesticated.



Slavery

In many places, slavery is a way of life. In other places, it is the rudest form of oppression that could exist. The cultural mindset is the sole determining factor in these attitudes. Some cultures will only use 'indentured servitude,' which is a form of contractual employment that carries with it certain rights for the servant. Other cultures will practice cross-generation slavery based upon various social conventions, which typically strip the slave of their human rights. Those cultures that utilize slaves tend to become dependent upon them. This dependency will eventually drive their economies. Even a small change in the dynamic of their slaving industry can have serious repercussions on the entire culture.

Perfume

As may be expected in a world where water is limited, heat is oppressive, and living with livestock is a way of life, perfume is a highly prized commodity. Most perfume is created from the pungent musk glands of animals. This musk is diluted and pleasing scents added. Many perfumes combine and use the same spices as those used for foods. Often, the spice and perfume trades mingle in transport and sources. A spike in the price for spices will affect both industries.

Spices

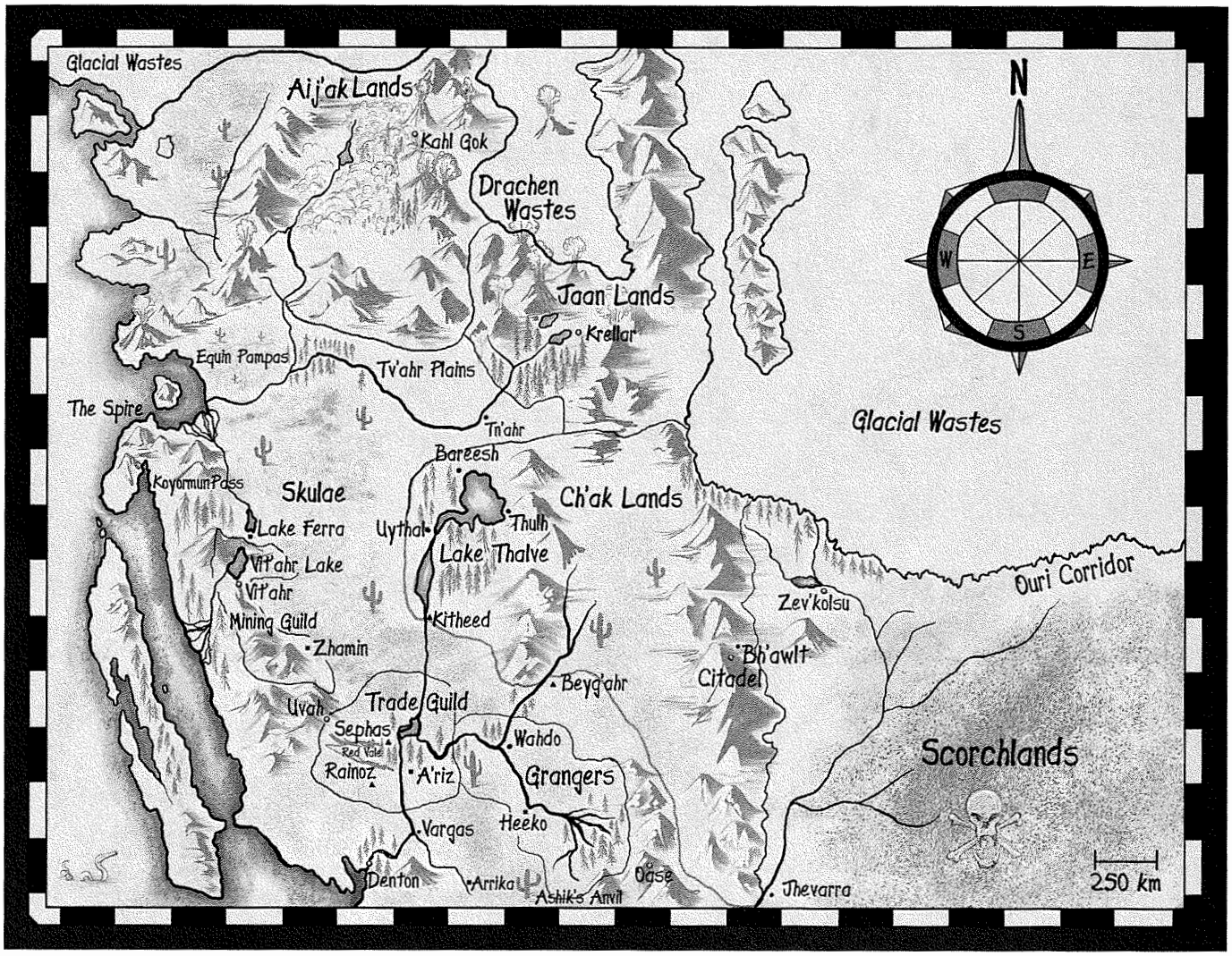
Spices are more than simply an enhancement to the flavor of foods—they are often the very herbs and preventative medicines that keep people healthy. Those who can afford more than one meal a day will add spices to that meal before they would add an additional meal. Spices are used in nearly every aspect of life, from cooking to religious practices, from perfumes to medicinal ointments. Because they are such an integral part of the societies and cultures, a small change in their prices can affect nearly every other commodity. Only the most severe economic crisis can affect overall spice production. While many spices originate in plants, thus controlled by Grangers, there are a significant number that are mineral based and controlled by the Mining Guild.

We all die.
Rich or poor, we all die.
If the rich could pay the poor to die
for them...

...then we'd all make a decent living!

—Street proverb





...O ye dry bones, hear the word of the LORD. ...
Behold, I will cause breath to enter into you, and ye shall live....
— Yethite Promise

Does your character have any restrictions? Taboos? What will you simply refuse to do for love or money? These can be cultural accouterments, familial mores, or just personal choices.

What is your character's moral code? Will you kill? Kill an innocent? Steal? Will you violate marital restrictions? Belch in public? The moral choices you make for your character will define the central core of their personality. Character is what you do when no one is looking.

Does your character have any goals? Even if you want to do nothing more than sit on a padded couch fanned by nubile Talik, everyone has a goal.

What is your character's personality? How do you perceive the world? How do you react to adversity? How do others perceive your character? Does a spilled drink lead to a fight, or another round with joyous laughter? Do you have a sense of humor? The personality of your character cannot be quantified with numbers and statistics on a piece of paper. It is a fluid, changing, evolving aspect that grows and develops with the character—by you, the player. Sometimes in ways you'd never imagined!

What (or whom) does your character hate? Love? Do you have a secret love? A secret enemy? Are you a patriot? Do you get nauseated at the scent of phah'lok jerky? Do you love swords, but despise knives? Is there someone who despises you? Why? The reasons for these can be perfectly logical and obvious, such as a child who loves their caregiver. They can also be obtuse, dark, and incomprehensible.

What special quirks or Qualities does your character possess? Maybe touching your nose with your tongue could be a valuable skill. Are you able to plan well? Can you think on the fly? Do you cry over spilled milk? Can you implement a plan and see it through to completion—or do you grow bored easily and move on to the next task?

What is your character's name—does it have special meaning? Is your name a legacy, or simply a handle? Names can have many meanings, both to you and to others. Is it something that describes you? Is it something you feel you need to live up to? Is it an honor that needs to be protected, defended and avenged? What's in a name? A rose, by any other name, would smell as sweet—or would it? Ask Pee Wee Herman. Ask Rip Torn. Ask John Crapper.

What's in a name? Everything.

Write a wise saying and your name will live forever.

— Anonymous

Why has your character sought adventure? If you can't answer this, you're playing the wrong game. There is no treasure buried in the deep, mazelike caverns. Those caverns populated with hordes of nasties just waiting for the next dungeon-delver do not exist on T'nah. So, why have you sought adventure?

Now that you have considered these questions, you are ready to begin character creation for Promised Sands. Follow the steps below to create your character. Don't forget your answers to the questions above.

Talent develops in quiet places,
character in the full current of life.

— Johann Wolfgang von Goethe

CHARACTER CREATION SUMMARY —STEP BY STEP

Follow the steps listed below to create your character. You may need to refer to other sections of the book during this process.

Step 1: Choose your character's Racial heritage. This step provides the first die value for each of your Attributes. It will also provide you with some basic Qualities. Make a note of the die values associated with each Attribute and the Qualities, Quality points, Assets, and Detriments listed.

Step 2: Choose your character's Cultural heritage. This step provides the second die value for each of your Attributes. Notate this die value beside that which was given for your Racial heritage. Additional Qualities may be given; however, the bulk of your Cultural heritage will be providing your character with their beginning skills. This is where you also determine your character's initial SEC, which will dictate what fields and occupations are available to you.

Step 3: Choose your character's Qualities, Assets, and Detriments. Because the Qualities, Assets, and Detriments may have some bearing on your choices for occupation, make your choices based upon your character concept. You are not required to spend all your quality dice or points at this time; however, they must be spent before Step 6 or they are lost.

Step 4: Choose your character's Apprenticeship. The first apprenticeship will provide the last die for each Attribute. At this point, all the dice that you can use for Attributes is complete. Notate the value with the other die values from Racial and Cultural heritage. They will be used in Step 5. Your apprenticeship is the basis upon which you will develop your entire life. It is possible to become an apprentice later in life, pursuing another occupation, but you will never have the same degree of training and accomplishment as your first apprenticeship, nor will you receive any Attribute dice for any additional apprenticeships. The time spent as an apprentice varies and may be extended if you fail to promote, or change occupations.

Step 5: Determine your character's Attributes and Skills. Once all the life choices have been made, you may roll the dice for each Attribute, totaling their numbers and notating these as the 'current value' on your character sheet. Also add up the totals of the maximum value for the dice, and notate these as your character's Attribute maximums. You may be able to increase your Attributes—but you will never be able to increase them beyond the maximums.

Step 6: Equip your character. You begin the game with the accouterments of your occupation. Depending on the culture and occupation, this package of equipment and money will be different. You may spend this money as you see fit on other items. Any money remaining after you have purchased equipment and before actual game play begins is lost, unless you are from the Merchant or Noble field. Personal wealth is based upon what you own, not how loudly your purse jingles.

Step 7: Begin play! Welcome to the world of T'nah. You may now begin to play the role of your character.

RACIAL HERITAGE

The genetic heritage of your character's background is defined by your racial choice. This will provide you the initial die value for determining the character's Attributes. It may also provide you with some Qualities and/or special abilities.

It is through Racial heritage that your character inherits their basic biology and physiology. Some races may have a different method of thinking, a completely different process, which will be reflected through their Racial heritage. Most often, however, different mindsets will be reflected in the next section, Cultural heritage. The racial effect on a character determines their basic genetic background. This primarily affects their Attributes and Qualities—Skills are not conferred until the child develops through their culture. This represents only that which is conveyed to the character from conception to infancy.

Qualities are also provided through Racial heritage. They most often involve physical or physiological differentiation. These Qualities are typically fixed and finite values with little variation.

RACE DESCRIPTIONS

The world is a very different place than the old records revealed. It is inhabited by a plethora of different genotypes. Cataloguing each of these will require many years of study and is beyond my abilities. Those that I have listed are the most common types in this area of the world, though certain legends have indicated that other types may exist elsewhere. It appears that most of the racial types are variations on a theme, though some are obviously not from the same genetic tree.

There are two races that have been described to me that seem naught more than a legend. They are an enigma. They are both radically different from the rest of the races and from one another. For quite some time, I thought them only legends, but recently, I was fortunate enough to encounter some members of these races. One of them is called the Equin. They are, essentially, bipedal horses. The one that I saw was dead, but it was clearly a strong and capable individual. Its body was huge, powerful and muscled. The specimen that I saw was covered in wounds from bladed weapons and, apparently, claws. Which brings me to the other race.

The other race is called the Myrlihk. There were three of them found with the body. Two of them were near death and subsequently died. The third one recovered and is beginning to learn the local language. I have high hopes of interrogating this one to learn who and what it is.

Physically, the three were strikingly different. One was much larger and striped with loud and colorful gashes of color. This one was nearly dead when it arrived. The other one that died shortly after the first was tan, with roundish black spots all over its body. Both of the dead Myrlihk were obviously female. Their figures are human enough to clearly indicate the female from the male. Were it not for the fur, in fact, one might find them quite appealing. The third—and surviving—Myrlihk is black all over. Smaller than the other two, more wiry and also a slighter frame, it appears this one was responsible for making the kill.

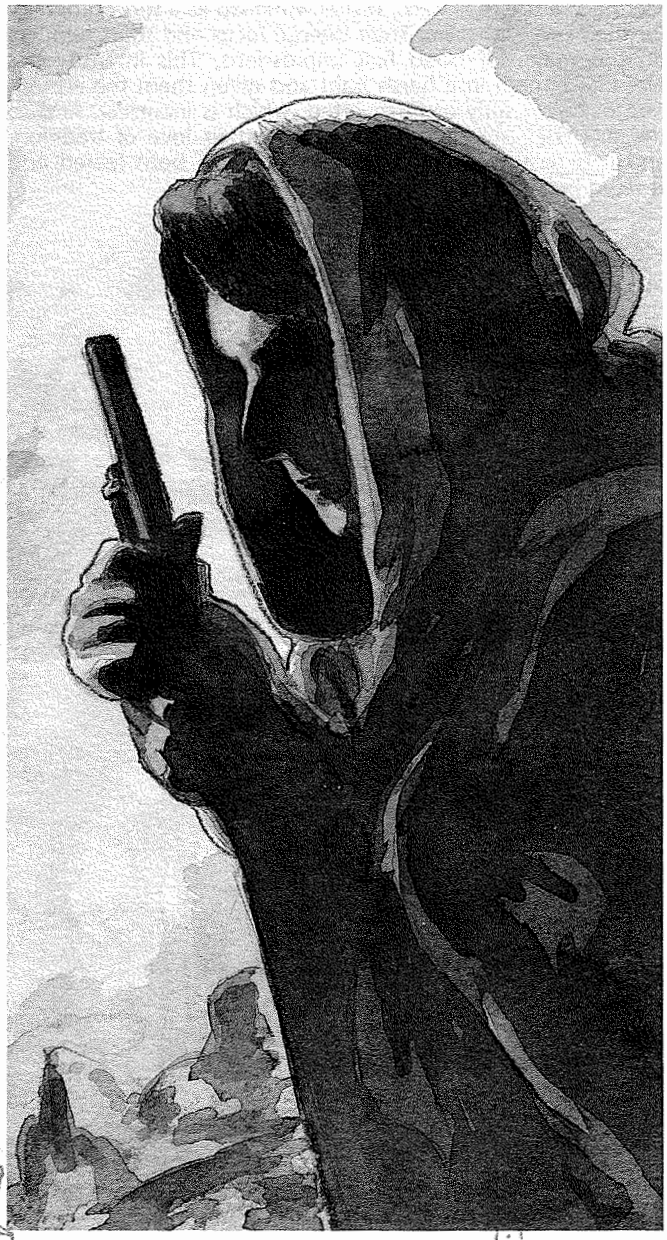
—Culrain, Traveling Historian

Most of the humanoid races hearken back to their original human stock. Some have developed alterations in their appearance, and in many cases their genetic code has been significantly altered—but they are still members of the species homo sapiens.

Some of the races presented are not—nor have they ever been—members of the human race. Though they have the basic form and shape of humanity, they do not share the genetic code. These races have a much more exotic background that can only be guessed.

Many of the races are able to interbreed with one another. This has resulted in a few unique Halfbreeds. These Halfbreeds are often sterile—though they can sometimes breed with their progenitor races to produce a pure-strain child. Occasionally, they will produce a continuation of the Halfbreed line, but most often this is not the case.

It should be noted that it is uncommon for races to cross-breed. These are rare and unusual individuals who have no true 'people' and are often ostracized by the societies in which they are born. Players should carefully consider the ramifications of choosing their race when creating a character.



Andw'ahr

Andw'ahr are short of stature—standing, on average, a mere 1.2 meters in height. Though they are short and stout, they are solid, strong and sturdy of build. They measure nearly to three-quarters of a meter across the shoulders. They are known to be fiercely loyal to clan and are formidable warriors. Most are pale-complected and dark haired with bulbous features. Small tusks project from the mouth. Sometimes they resemble extended canines—upper, lower or both. They are thicker than typical canine teeth. Hair growth is thick everywhere on the body, with the males displaying trademark beards. Depending on cultural bias, sometimes the females, too, are bearded—though they typically shave their faces smooth on a regular basis.

Andw'ahr are known for their pragmatic perspective on life, their short tempers, and their intense focus on the job at hand. They are hardworking and industrious, seldom idle—seeming to use their hard, brutal workload as a sort of therapy for their short tempers. Their intense focus and short tempers do not make for good first impressions. This intensity has often cast them in a harsh light and given them the reputation of being surly or introverted, which is incorrect. Add to the mix their standoffish nature and their love of tradition, and it is easy to understand why they are both feared and revered by the people around them.

Yet they do have a joy and zest for life. Indeed, the first time one hears an Andw'ahr laugh or tell a joke, it is shocking and somewhat surprising. But these stout-hearted people are still from human stock—they feel and express the full range of emotion (though they would rather cut off their own fingers than cry).

Most who would cast them in a bad light call them 'dwarg'—a reference to the old images of other short, bearded beings from legends. This is the equivalent of a racial slur to the Andw'ahr. While they may laugh with some whom they know and trust over the name—and even use it amongst themselves—it is not a word with which to trifle. References to the way the Renizant relegated them as miners or calling them 'dwarg' does not sit well with the average Andw'ahr.

Andw'ahr Race		
Attributes		Dice
Flesh	Strength	D8
	Dexterity	D6
	Stamina	D10
Mind	Intellect	D6
	Perception	D6
	Sanity	D6
Will	Charisma	D4
	Insight	D6
	Resolve	D6
Qualities		Tusks
Quality Dice		D4
Quality Points		+2



Suv'ik

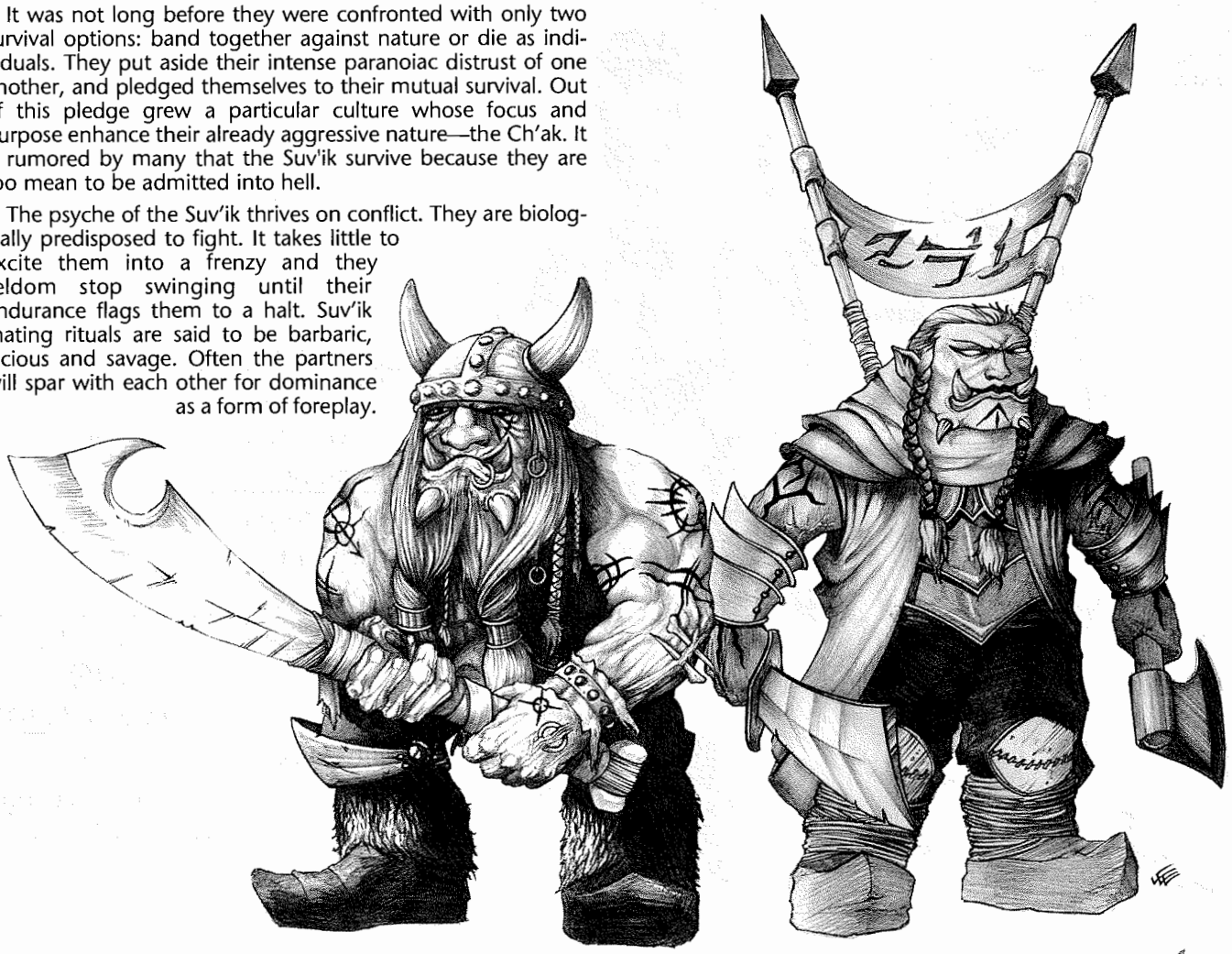
The Suv'ik are the progenitors of the Andw'ahr. They are taller than the Andw'ahr norm—1.35 meters tall and seldom less than three-quarters of a meter wide. Heavily muscled, squat, and fierce, the Suv'ik are close to the perfect example of an 'immovable object.' The harsh environment has honed and shaped their race into the epitome of strength and endurance. Paler than normal from hiding in the caves, yet covered in a carpet of dense, coarse body hair, the Suv'ik look savage. Their strength and endurance are dramatically enhanced through many years of continuous battle against the elements, each other, and much larger and deadlier creatures. Their thickly tusked faces are harsh and cruel—even their smile looks like a grimace of hatred. Nearly all Suv'ik have the same style of tusks—they jut up from just below the outside of the lower lip, like a wild boar and from either side of the chin.

When the Rain of Death began, there were large numbers of people called 'survivalists' who left civilization for the remotest regions of the planet. Many of these people took shelter deep in the mountain caves. After the bombardment, those who survived dug out to face the brutally dangerous conditions of their new environment. As their bodies hardened, so did their psyches.

It was not long before they were confronted with only two survival options: band together against nature or die as individuals. They put aside their intense paranoiac distrust of one another, and pledged themselves to their mutual survival. Out of this pledge grew a particular culture whose focus and purpose enhance their already aggressive nature—the Ch'ak. It is rumored by many that the Suv'ik survive because they are too mean to be admitted into hell.

The psyche of the Suv'ik thrives on conflict. They are biologically predisposed to fight. It takes little to excite them into a frenzy and they seldom stop swinging until their endurance flags them to a halt. Suv'ik mating rituals are said to be barbaric, vicious and savage. Often the partners will spar with each other for dominance as a form of foreplay.

Suv'ik Race		
Attributes		**Dice**
Flesh	Strength	D10
	Dexterity	D6
	Stamina	D10
Mind	Intellect	D6
	Perception	D6
	Sanity	D4
Will	Charisma	D4
	Insight	D6
	Resolve	D6
Qualities		Tusks (2 Sets)
		Presence D8+2 (Negative Aspect)



Syl

Syl stand 1.5 meters in height on average, and are slightly more slender than a human of the same stature. They are quite capable at using their agility and slender forms to gain the advantage over a larger, more bulky opponent. Syl are trim and lithe, but they lack the waiflike appearance of the Troog. Where coloration is concerned, the Syl are original. Their skin is normally a mottled brown, mimicking sunlight dappling through leaves, or the appearance of tree bark. In an urban environment, the shading of a Syl's skin will change to more traditional flesh tones, though still tinted faintly green. These alterations are imposed subconsciously—the Syl have little or no control over the shading of their skin. In its normal state, the Syl's skin will look like a young oak, vibrant and slightly green. Syl hair is less varied, tending to be dark, however, some sport auburn or dusk colored hair.

Their facial features are long and thin, with small, pointed ears high on their heads, but they do not have the deer-like appearance of the Troog. Rather, it is a graceful, angular look that many people of all races find attractive. Syl are known for their striking good looks. They are not known for their diminutive personalities.

The Syl and Troog are related, even more closely than Syl and Ebon Syl. The similarity of their appearance, however, is due to more than an analogous set of common ancestors. The environments that have shaped the Syl and Troog are remarkably the same. While the Syl and Troog are forest dwellers, the Ebon Syl prefer the depths of the earth, far from the scorching rays of the sun.

Though vegetarians by nature, Syl do not have the problems with the digestion of meat that the Troog have. This has tended to influence the cultures dominated by Syl toward a respect for nature, while still placing themselves at the top of the food chain. Respect for the plants and animals of the wild does not prevent them from defending their lands, however. The Syl can fight quite effectively. It is not unusual to see a remarkably skilled Syl blade master amongst a throng of mercenaries, and Syl archers are greatly sought after.

Syl have a wild, untamed, and smoldering disposition. They tend to be aloof and carry themselves with an air of superiority that speaks more of confident ability than arrogance. While the Syl are capable of expressing the full spectrum of emotions, they are renowned for their harsh and sometimes savage temperament. It is not unknown for brutal and ruthless Syl with a violent and destructive nature to roam the world seeking to satiate their sadistic appetites.



Syl Race		
Attributes		Dice
Flesh	Strength	D4
	Dexterity	D8
	Stamina	D6
Mind	Intellect	D8
	Perception	D6
	Sanity	D6
Will	Charisma	D8
	Insight	D6
	Resolve	D6
Qualities		Empathic Effect (D6)
		Demeanor (D4-1)
Quality Dice		D4
Assets		Dermal Shading

Ebon Syl

Ebon Syl are nearly identical to their Syl brethren in size and shape. They stand 1.5 meters tall on average with the same slender build. Ebon Syl facial structure bears a subtle resemblance to that of a rat. Their noses are long and incredibly sensitive. Their ears, wide and scooped, sit on the top of their heads. Their eyes are round and dark—solid black—to catch every photon of light. They even have a slight buck-toothed appearance.

Over the years, their eyes have adjusted to their primarily dark environment, allowing them to see superbly in dim lighting. They are even able to provide a vague shadowy sight in pitch darkness. But in the light of the sun, they are nearly blind. Their eyes are aimed more forward than a typical Syl—and much more so than the Troog.

Their skin is alabaster white with very little variation. Their fair skin is ill suited to the harsh climate of T'nah, which tends to drive them into darker confines like caves and covered cities. Their hair color is also light blonde, platinum blonde, or even white.

Underground life has changed their diet and their way of life. They are remarkably skilled at mining, excavating and culling underground cave streams for nutrients. These nutrients, combined with the fish from dark, cavern streams and the occasional cave beast, completely satisfy the dietary needs of the Ebon Syl. Ebon Syl do not suffer the same slurred speech effects of their Troog cousins.

Ebon Syl Race		
Attributes		**Dice**
Flesh	Strength	D4
	Dexterity	D6
	Stamina	D4
Mind	Intellect	D6
	Perception	D10
	Sanity	D6
Will	Charisma	D6
	Insight	D8
	Resolve	D6
Qualities		Low Light Vision
		Empathic Effect (D6)
		Claws
Quality Dice		D4
Quality Points		+2
Detriments		Sensitive Skin (Extreme)



Troog

The Troog are trim, lithe, almost waiflike, shorter and thinner than the average human. They tend to have darker skin tones and fair hair, as they have an almost genetic preference to be outdoors. They also have a decidedly gazelle-like appearance to their faces. The Troog stand 1.4 meters in height on average, but they are more slender than a human of the same height.

Their elongated ears are higher on the head than those of a human. Troog are able to control the direction in which their ears are aimed, to better hear the approach of predators. Highly sensitive, Troog ears are capable of scooping up even the faintest of sounds. Their foreheads are wide and smooth, and their almond-shaped eyes are closer to the sides of their heads like most herbivores. Due to this placement, Troog have poor depth perception at close ranges, but enhanced depth perception at longer ranges.

Troog jaws lack certain teeth necessary for eating meat and have, in their place, teeth more appropriate to grinding vegetables and grain. Coupled with a wider mouth and tongue, this affects their language-speaking ability—making the Troog language unique, and non-Troog speakers stand out instantly.

The Troog race tends to be slow to anger and genetically predisposed against killing. And after 3500 years of brutal life on T'nah, it is amazing to see that this has not changed. Violence tends to affect the Troog mentally in the same manner that meat affects them physically. The Troog are ineffective fighters to say the least.

Lovers of nature and the wild, they are most at home in the sparse forests of T'nah, but they may be encountered in virtually all lands. The relationship a Troog has with nature is remarkable. As if sensing their non-predatory nature, other herbivores are less inclined to run from a Troog and are much more easily trained by them. To watch a Troog train one of these animals is like watching a fellow creature sharing an understanding rather than a master training a pet.

Due to their light, airy attitude, their lively, energetic pursuit of life, and their deer-like features, most tend to cast the Troog in a kind light. But it should be noted their hearts and souls are no less free of temptations and lusts than any other. They are capable of the full range of emotions. The true difference lies in how they must deal with those emotions.



Troog Race		
Attributes		Dice
Flesh	Strength	D4
	Dexterity	D10
	Stamina	D4
Mind	Intellect	D6
	Perception	D8
	Sanity	D6
Will	Charisma	D6
	Insight	D6
	Resolve	D8
Qualities		Empathic Effect (D6)
		Empathic Inf (D4)
Quality Dice		D4
Quality Points		+3
Detriments		Pacifism (Mild) Troog Package*

* Troog Package
- Cannot Eat Meat
- Enhanced Peripheral Vision
- Poor Depth Perception
- Heavy Accent
- Enhanced Hearing

Human

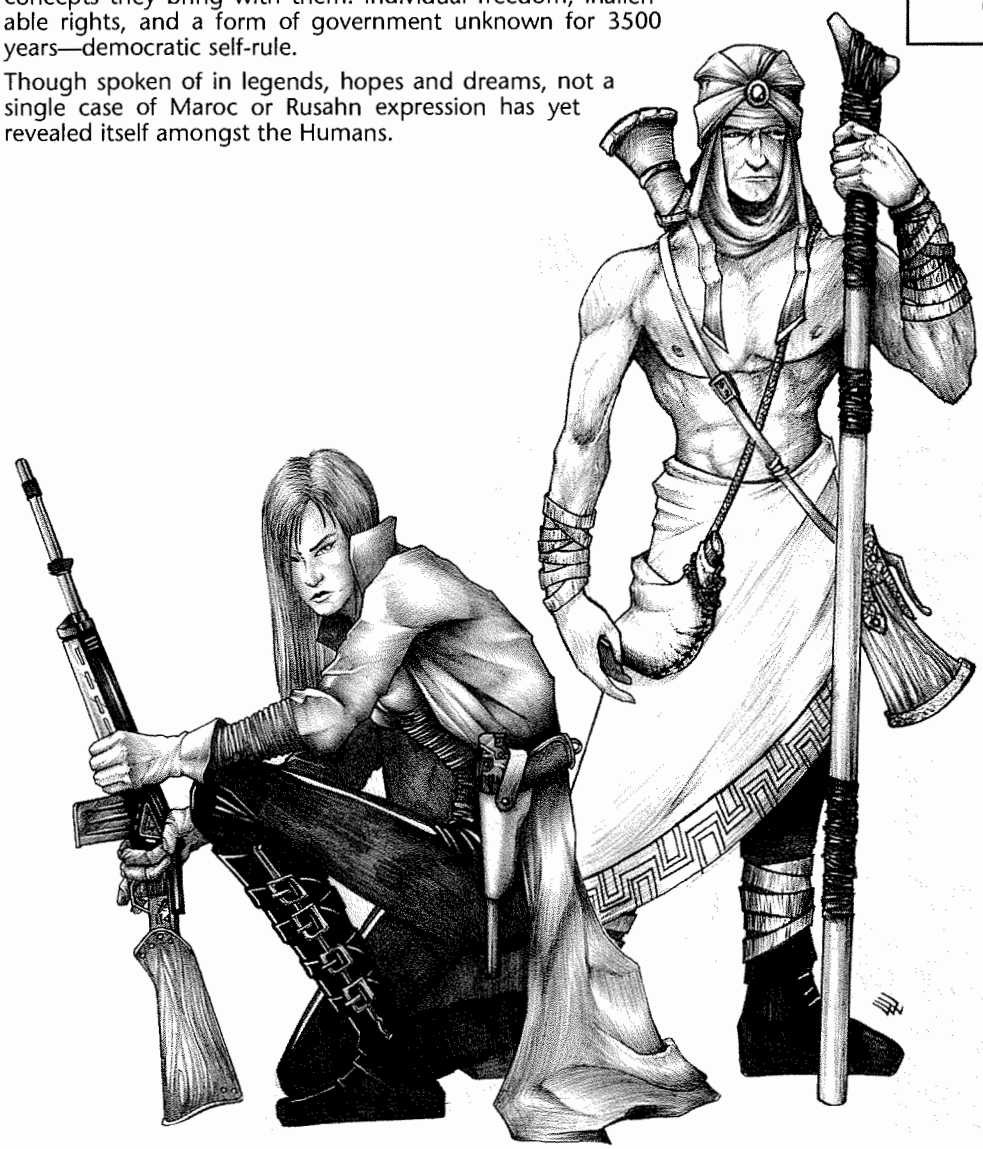
Humans from the old, pre-catastrophe, world are just now emerging from the seas. They stand 1.7 meters tall and weigh about 80 kilos on average. Some have been on the surface for almost 200 years, but the bulk of humanity is just beginning their exodus from the deep. Many of them have lived in controlled environments and under strict diet conditions for generation upon generation. The conditions that afflict an affluent society, such as obesity, are completely non-existent.

Human technology and perception is different from the other societies of T'nah. Humans consider the world theirs. They even call it by a different name.

They are not as careful as the surface dwellers with every resource, which earns them the reputation of being needlessly wasteful. By surface standards, they are ludicrously sentimental about death and the dead. But the most striking difference in perspective between the humans rising from beneath the waves and surface dwellers are the Old World concepts they bring with them: individual freedom, inalienable rights, and a form of government unknown for 3500 years—democratic self-rule.

Though spoken of in legends, hopes and dreams, not a single case of Maroc or Rusahn expression has yet revealed itself amongst the Humans.

Human Race		
Attributes		Dice
Flesh	Strength	D6
	Dexterity	D6
	Stamina	D6
Mind	Intellect	D6
	Perception	D6
	Sanity	D6
Will	Charisma	D6
	Insight	D6
	Resolve	D6
Quality Dice		4D4
Quality Points		+4



Rolen

Rolen are the closest to the old world humans that remain on T'nah. Their name, in fact, means 'traditional.' Rolen are larger, hardier and more endurant than their forebears, due primarily to the deadly nature of T'nah. They stand 1.8 meters tall and weigh 100 kilos on average.

Often, the Rolen will refer to themselves as 'men' or even 'mankind,' which serves to cause confusion among those who have had encounters with the human Denizens. Indeed, the Rolen are the closest genetic stock to the Humans on T'nah. They are also the only other race with which Humans can interbreed with ease.

The most distinguishing characteristic that separates the Rolen from old world humans is quite subtle. Externally, Rolen and Humans are very similar, except perhaps that the Rolen tend to be a bit larger with a more developed musculature. Internally, they are nearly identical as well—the only exception exists in their brains. The Rolen have a larger pituitary gland and the two halves of their brains are connected more solidly to one another.

Though still not common, there is a higher incidence of Rusahn and Maroc amongst the Rolen than the humans.

Rolen Race		
Attributes		**Dice**
Flesh	Strength	D8
	Dexterity	D6
	Stamina	D8
Mind	Intellect	D6
	Perception	D6
	Sanity	D6
Will	Charisma	D6
	Insight	D6
	Resolve	D8
Qualities		Self Control (D6+2)



Numid

Many forms of life have developed since the great catastrophe. The Numid are the most uniquely adapted sentients on T'nah. They are almost perfectly adapted to live in arid climes, where water is scarce. No other species of humanoid has undergone more extreme physiological changes.

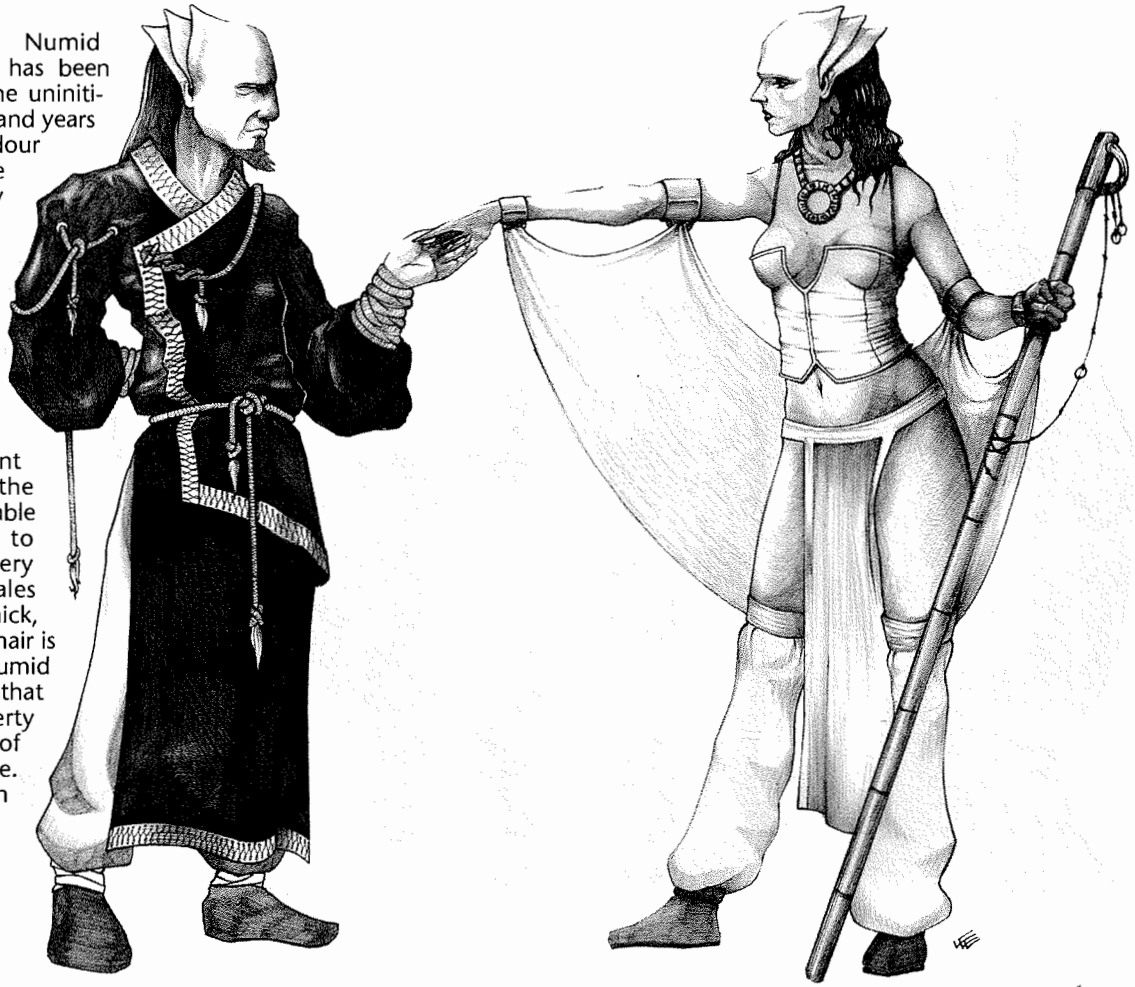
The average Numid is 1.9 meters tall. Compared to their human progenitors, Numid males weigh slightly less than a male human of the same height. On the other hand, Numid females are slightly heavier than their human counterparts. For enhanced desert survival, a Numid's body stores additional vital fluids in bladders inside the abdominal cavity.

In comparison to humans, the Numid has an enlarged brain case. The Renizant are more pronounced than the Noma or the Shnahn. The Numid's most distinctive feature is a series of bony ridges, extending back from the upper forehead. These run from temple to temple across the top of the skull. This feature has earned them the slur of 'bonehead.' Underneath is an intricate system of biological heat sinks. Air is circulated through a series of bony vents and passages, cooling thousands of little veins of blood in the process. The ridges alternate inhaling and exhaling, though there is always at least one venting. Among the entire Numid species, there is an absolute minimum of three ridges. The Renizant, 'purebred' Numids, have the most ridges—and the largest brain.

The sound of a Numid 'breathing' this way has been known to unsettle the uninitiated. With great skill and years of training, a troubadour may develop the ability to 'sing' by passing air through its ridges.

Numid hair growth is restricted to the sides and back of the head. The cranium is always bare in both males and females to prevent interference with the airflow. It is fashionable for Numid males to keep their hair very short, while females tend to favor a thick, luxurious coif. Facial hair is common amongst Numid males—virtually all that have reached puberty have some form of beard or moustache. The style of such things depends on clan membership.

Numid Race		
Attributes		Dice
Flesh	Strength	D4
	Dexterity	D6
	Stamina	D4
Mind	Intellect	D8
	Perception	D8
	Sanity	D6
Will	Charisma	D8
	Insight	D8
	Resolve	D6
Qualities		Water Caches
		Empathic Effect (D6)
Quality Points		+2



Halfbreeds

When the first Halfbreeds appeared with the joining of the Andw'ahr and Syl, the Renizant gave them the name 'Mehti,' or 'mixed blood.' For many years, this name referred to any Halfbreed. It has come to mean, however, the specific pairing of Andw'ahr and Syl. Halfbreeds were perceived as a curiosity at first, but they quickly became an abomination to the Numid sensibilities.

The first Halfbreed born into the Renizant Empire was Xandra Mok'lee. She was, in fact, the first known Halfbreed in history. Her mind was agile and quick, questioning every tradition and every taboo. She introduced new philosophies and theologies into the Renizant culture. Many people swarmed to her side and became her avid devotees. Xandra's genius and mechanical intuition provided many new advances and improvements on old devices. Her modifications and enhancements also heralded a new age of scientific exploration, innovation and experimentation. But, at the height of her popularity, she and her cult of followers were discovered performing horrific acts that shocked the Renizant Empire to its core.

After she was arrested and sentenced to death, the Triark of the Renizant Empire issued an emergency edict that banned the existence of all Mehti. Enforcing this edict sparked a wave of enforced segregation. All Halfbreeds were declared illegal under penalty of death, and no interracial marriages were allowed for any reason. Renizant cities and towns established sectionalized living areas for each race in an effort to keep the bloodlines from mixing. With the passing of the Renizant Empire, however, these unions are becoming more common. Few are alive that remember the details of past horrors.

The other Halfbreeds were given their own unique names as they appeared. The names presented here are the Renizant names for the races. It should be noted that in some cultures, they go by other names. For instance, the Kon'ahr and Tv'ahr cultures refer to the Druhn as Rol'ahr, the Mehti as Syl'ahr, the Sunna as Ro'syl, and the Talik as Kyepets. Attitudes toward Halfbreeds can vary widely, even within a culture. Most cultures accept them. Some cultures despise them. Only one culture, the Yethites, truly embraces them. They represent a new racial diversity, which many cultures are struggling to resolve. To their benefit, their numbers are few, so they amount to little more than an oddity in most places.



Bh'ir

It was bound to happen: a union of Suv'ik and Troog. Their proximity and the Ch'ak veneration of the Yethites led to the joining of these two very different races. Melding the deer like features of the Troog with the harsh, bony, tusked visage of the Suv'ik presents a shocking image. It is at once delicate and heavy, aquiline and brutish. Their ears are smaller and less sensitive than the Troog, and fixed in position. Their eyes are also more focused toward the front, as with the Suv'ik. Bh'ir stand as tall as a Troog—1.4 meters—but they are built more heavily. Thick muscles knot under their flesh and their girth is wide, though not nearly as wide as the Suv'ik and, therefore, they are not as strong or tough as the Suv'ik.

The most striking oddity of the Bh'ir is not their significantly odd appearance. Rather, their minds, continually struggling with opposite biological imperatives, are strained beyond reason. On the Suv'ik side, they are continually urged toward the adrenaline rush of fighting and combat. The Troog influences, however, urge them to calm and peaceful pursuits. This constant internal struggle has an effect of twisting their minds.

They are far too violent to remain within the Yethite culture, but the Ch'ak, who consider them to be 'blessed' by the Troog influence, accept them with open arms. Their violent tendencies are nowhere near as intense as the Suv'ik. However, their twisted and odd way of thinking is often used in the creation of new tactics, surprising strategies, and unique engines of war.

Whether the Bh'ir are insane is really quite open for debate. At the very least, bipolar disorder, psychosis, and even schizophrenia are common ailments. In the Ch'ak society, a psychotic serial killer may be perceived more as a leader and someone to be admired than insane.

Druhn

Born of a Rolen/Andw'ahr pairing, Druhn are shorter and stockier than a Rolen, with enhanced strength and endurance due to their Andw'ahr blood. They stand just a little shorter than the average human—1.6 meters. With their stronger, stockier build, they also tend to weigh 20 kilos more than a human of the same height.

Druhn tusks are no less prominent than those of their Andw'ahr cousins. However, they seem to stand out more distinctly on someone who looks like a stocky rolen.

With their genetic propensity toward short temper, intense focus, and pragmatic hard work, they fit well within the Kel culture where they developed. Though born typically to Kheem parents, the Druhn are nearly universally drawn to the philosophies of the Kel. Hard work. Building a new tomorrow. More hard work. Yes, this is the culture for them! This does not mean they will not choose another lifestyle, but the majority of Druhn who are born to the Khem migrate into the mainstream Kel culture at an early age.

The Kel culture is most suited to reward their natural tendencies. The overly hospitable Kel disposition, their single-minded focus on building, and their ease at accepting others who are different satisfy all the basic needs that a Druhn craves. They are ill suited to the lifestyle of entertainers where most of them are born, but it is not unheard of for a Druhn to entertain. In fact, they make excellent buffoons.

Bh'ir Race		
Attributes		Dice
Flesh	Strength	D6
	Dexterity	D8
	Stamina	D6
Mind	Intellect	D10
	Perception	D8
	Sanity	D4
Will	Charisma	D4
	Insight	D6
	Resolve	D4
Qualities		Empathic Effect (D4)
		Empathic Influence (D4)
		Tusks
Quality Dice		D4
Quality Points		+3
Detriments		Pacifism (Mild)

Druhn Race		
Attributes		Dice
Flesh	Strength	D8
	Dexterity	D6
	Stamina	D8
Mind	Intellect	D6
	Perception	D6
	Sanity	D6
Will	Charisma	D4
	Insight	D6
	Resolve	D8
Qualities		Tusks
Quality Dice		D4
Quality Points		+2

Mehti

Mehti is the name applied to children of a Syl/Andw'ahr couple. They are nearly a true melding of the two races. And therein lies their problem. Mehti look like a more muscular version of a Syl, but with more hair and small tusks. At an average of 1.5 meters, they are still as tall as most Syl, though they lack the lithe and trim physique. They have more of the sturdy build of the Andw'ahr.

The Andw'ahr have a genetic predisposition toward focused concentration and careful, steady—often brutally hard—physical exertion. The Syl, as a race, tend to be more emotional and intuitive in their dealings with the world. Syl are wild and emotional, sometimes even feral. Because of these diametrically opposed tendencies, a Mehti can quickly swing from peaceful contemplation to bloodthirsty rage in a matter of seconds.

A frequent problem among the Mehti is acute bipolar disorder. Mehti are not insane —they simply have a different way of thinking. Their minds absorb abstract concepts easily. They think on a different level. Indeed, if any race can be said to be genius, it would be the Mehti.

They are eccentric and strange, challenging the customs and ways of their culture. This has a tendency to put off those around them who are more likely to blindly accept cultural norms. To most non-geniuses, the mind of a mental prodigy is a frightening thing. This label of 'strange' and 'different' seems to be universally applied wherever Mehti are found.

Since the collapse of the Renizant Empire, more Mehti have surfaced. They have a reputation for being twisted and demented in Renizant-influenced cultures. However, in cultures where they are not oppressed, the majority of these hybrids are perfectly normal and live quiet, normal lives, though they do tend to be pariahs within their cultures.

Sunna

The offspring of a Rolen/Syl coupling are called Sunna. Taller than their Syl cousins, Sunna stand about 1.5 meters in height. They are built more similarly to the Rolen, however. Though not as strong as a Rolen, they have great endurance. And if they could be said to lack anything, they make up for it in spades with their vibrant, outgoing, and delightful personalities.

Sunna take naturally to any endeavor where the strength of their personality can shine. Warm and outgoing, expressive and friendly, able to set nearly anyone at ease, Sunna fall naturally into the culture from which the bulk of their number have developed—the Kheem.

Though they still live with the Syl shaped mouth—producing a slightly slurred speech—the Sunna take naturally to any kind of entertainment. They are perceptive and personable, instinctively able to work a crowd, making them a natural 'face' for any operation.

Accepted into nearly any community, Sunna settle in quickly and establish themselves easily. They carry with them a vibrant and infectious zest for life. Instinctively, Sunna are the life of the party.

An enemy is just a friend I don't invite for tea.

—Gilliah Smythe, Envoy

Mehti Race		
Attributes		Dice
Flesh	Strength	D6
	Dexterity	D8
	Stamina	D8
Mind	Intellect	D10
	Perception	D6
	Sanity	D4
Will	Charisma	D6
	Insight	D6
	Resolve	D4
Qualities		Empathic Effect (D4)
		Empathic Influence (D4)
Quality Dice		2D4
Quality Points		+2
Detriments		Unstable

Sunna Race		
Attributes		Dice
Flesh	Strength	D4
	Dexterity	D6
	Stamina	D6
Mind	Intellect	D6
	Perception	D8
	Sanity	D6
Will	Charisma	D10
	Insight	D6
	Resolve	D6
Qualities		Empathic Effect (D4)
		Empathic Influence (D4)
Quality Dice		D4
Quality Points		+1

Talik

In perhaps the oddest genetic pairing imaginable, the tall, head-plated Numid joined with the small, lithe Syl to produce one of the most exotic of the hybrid races. Gaining only a little stature over their Syl cousins, the Talik stand 1.5 meters tall on average. They are of a heavier build than the Syl norm, but not grossly so. The waiflike appearance is significantly diminished, but the overall look is still trim, thin, and lithe.

Talik ears are on the top of their heads, much like the Syl, though bonier and more ridged. They have lost the ability to move their ears. Typically growing between the same breath plates (though not always), their ears still retain a sharply pointed cartilaginous scoop.

Hair is sparse on the Talik body and their head is no exception. Where most Numid have a crescent of hair and most Syl a full mane, the Talik are commonly bald—gender makes little difference.

Of all the races, the Talik are the most empathic. The abilities of the Syl and Numid are enhanced through the blending. Whether due to their strong empathy or some other factor, Talik also have the strong possibility of expressing Rusahni tendencies.

Due to the physiological, ideological, and cultural differences between Numids and Syl, most of these hybrids have been produced through little choice on the part of the Syl. Most were born slaves. Those who are not found within the cultures of the Noma, Renizant, or Shnahn are either escaped slaves or an entirely new generation.

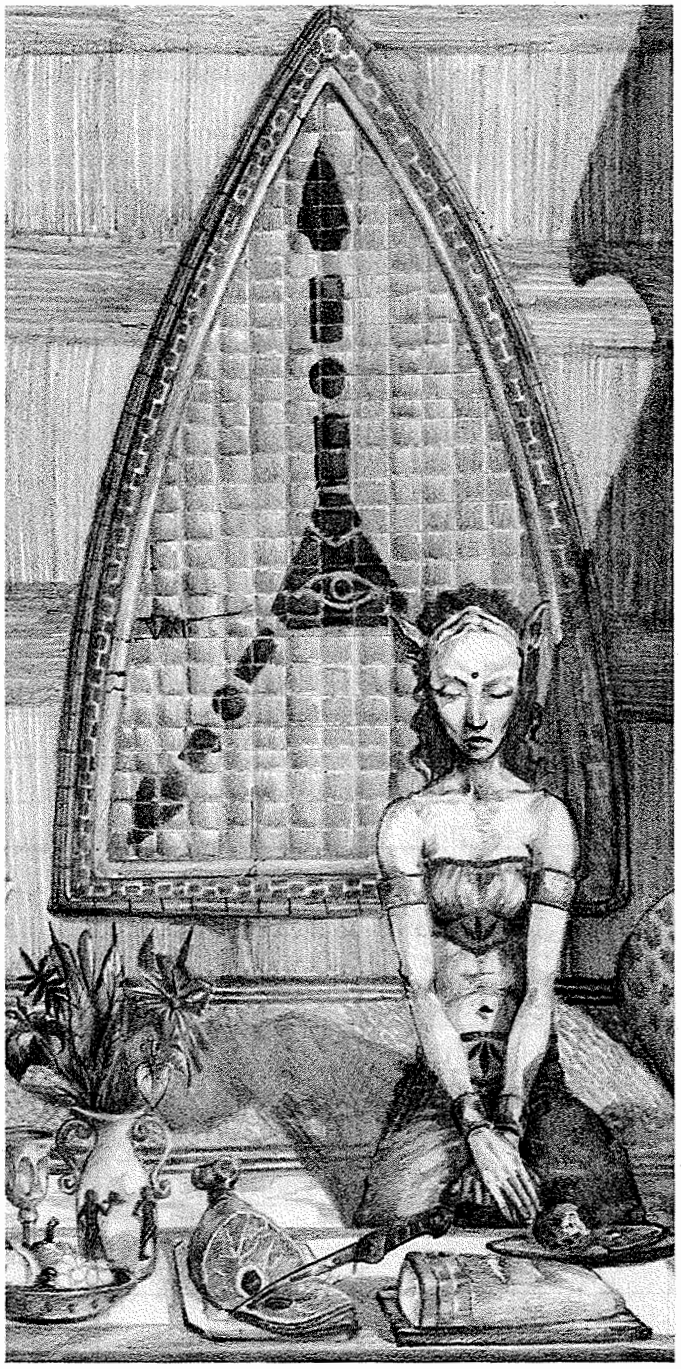
Of all the cultures, the Noma treat Talik with the most contempt. They are highly prized as household servants amongst the Noma—who seem to gain a morbid satisfaction through the enslavement of a former Renizant slave class. While the Noma treat all slaves as property, they consider Talik even lower—commonly referring to them as 'it.'

Talik Race		
Attributes		**Dice**
Flesh	Strength	D4
	Dexterity	D8
	Stamina	D4
Mind	Intellect	D8
	Perception	D8
	Sanity	D6
Will	Charisma	D6
	Insight	D6
	Resolve	D6
Qualities		Empathic Effect (D6+1)
		Empathic Influence (D6)
Quality Dice		D4
Quality Points		+1

The Talik have no specific culture of their own. Instead, they take on the cultural background and training of other peoples. They have little identity of themselves culturally and only a vague identity racially.

Such rich diversities in the peoples of T'nah—for that is what they call this place. I feel I have only scratched the surface in learning the racial diversity. I must delve into and learn the cultures of the peoples.

—Culrain, Traveling Historian



Loshad

Loshad are bipedal horses. They are tall and brawny; their legs have an elongated heel that looks like a backward knee, which ends in a strong, durable hoof. Powerful and well built, their chests ripple with knotted cords of muscles.

Their heads resemble a horse nearly identically, but their mouths are more humanoid. Most Loshad are herbivores, though there are the occational deviants who are not so picky. They do not have pronounced canines, but their teeth are capable of chewing and rending meat.

The glory of the Loshad, however, is their flowing manes and tails, which they groom extravagantly. They take great pride in them. Only members of their fighting orders would consider cutting their manes or tails—and most of these orders simply tie them back.

The Loshad hand is quite unique. Along the back is a remnant of the carapace of a hoof. Beneath that carapace are three thick, strong fingers and a smaller thumb. The thumb is not offset as on the human hand, but is perfectly opposite the middle finger; it can be folded under the fingers when balled into a fist, making their hoofed backhand a formidable attack.

Four distinct breeds express themselves within the Loshad race. Occasionally there is a crossbreed, but these blends are always sterile. It is more typical for cross breeding to result in one or the other of the different parentage.

Arbin: The dominant breed is the Arbin. They are generally the most intelligent of the Loshad. They also possess amazing speed and grace. The Arbin act as judges and lawmakers among the Herd. Coloration tends to be a more intense shade, no matter the color. They are deep black, dark brown, rich auburn and bright white—though the darker colors are much more prevalent. There are no splotches or spots in the Arbin sheen, which they take pride in.

Klystel: The second most powerful faction is the Klystel. They are usually the largest and strongest breed. The Klystel see themselves as the enforcers. They are the most militant faction of Loshad. Klystel have more pronounced manes and tails. They also sport thick hair growth just above the ankles and the wrists. They are nearly always a medium shade of brown and their manes, tails, and wrist/ankle hair is contrasting—light tan, off-white or even bright white. Klystel take great pride in their appearance, primarily their musculature.

Pluceh: The Pluceh make up the main body of the laborers. Being not quite as clever as the Arbin, nor as powerful as the Klystel, the Pluceh represent the middle ground for the Herd as a whole. If there were a single trait distinctive to the Pluceh, it would be their stamina. Long hours of hard labor ("These humanoid slaves are too puny!") have more than prepared them for the long run. The coloration of the Pluceh is the most varied; it is even spotted, splotched, and painted. Pluceh take pride in their expansive variations of color.

Pen Do: The last breed is the Pen Do. They are smaller in stature than their brethren, being close to human height, but possessed of almost boundless energy. Most sentients find it difficult to be near these hyperactives for any great length of time because of their irrepressible need to be going somewhere or doing something all the time. The Pen Do lean strongly toward the coloration of the Pluceh, though it is rare for them to be spotted. In a truly odd twist, Pen Do seem to take pride in their accomplishments instead of their appearance.

As a recent addition to the world of T'nah, their isolationist attitudes and their distinctive appearance, the Loshad do not allow others into their culture.

We know fear like the Myrshal know bathing.

—Brun Longshanks, Bushwalker

Loshad Race					
Attributes		Arbin	Klystel	Pluceh	Pen Do
Flesh	Strength	D8	D20	D10	D8
	Dexterity	D8	D6	D8	D8
	Stamina	D8	D12	D10	D8
Mind	Intellect	D6	D4	D6	D6
	Perception	D8	D6	D6	D6
	Sanity	D6	D6	D6	D4
Will	Charisma	D8	D4	D6	D6
	Insight	D6	D6	D6	D6
	Resolve	D6	D6	D6	D4
Qualities		Hooved	Hooved	Hooved	Hooved
		Vanity (D6)	Vanity (D6)	Vanity (D6)	—
Quality Dice		—	—	—	4D4
Quality Points		+2	+2	+2	+2
Detriments		Pride	Pride	Pride	Unstable



We came to this place, we know not how. Our bodies formed of this foreign soil. Our spirits are pure and this gives strength to our sand. Through fire and blood, we keep our spirits pure for The Return.

—Opening litany for Equin council meetings

Myrlihk

The Myrlihk are a matriarchal race of furred, feline-like beings. There is wide variation of form and function within the Myrlihk, who refer to the three major subsets as 'branches' of their 'pride.' Though interbreeding can and does occur it tends to produce offspring of either one or the other of its branch, though a sterile crossbreed is occasionally expressed.

As a whole, Myrlihk are taller than the average human, though more lithe. Their bodies are catlike from the human perspective—furred, retractable claws, and a feline facial structure with sharp, thin, pointed teeth. The average Myrlihk stands approximately 1.8 meters in height, but weighs in at a mere 70 kilos. Their trim bodies, however, are powerful. Their musculature is dense and efficient, making them formidable when evenly matched for weight.

Myrlihk are wild, emotional creatures, expressing their emotions in passionate displays that vary from minor tail-twitches and gleaming eyes to screaming roars. An attentive observer should never have to wonder about the emotional state of a Myrlihk.

Each of the three branches of the pride has its own definitive appearance, lineage, and cultural queues. It is almost as if the Myrlihk are not a single race. Each branch of the pride is as separate and distinct as the races of T'nahran humanity that have developed from the old human stock of Earth. Though they seem to share a common ancestor, each branch is a unique expression of their particular genetics.

Their pecking order is as follows:

Osov: These are stately, royal, lion-esque—they are the rulers of the pride. Their short fur is light tan with little variation. They appear diminutive compared to others of their kind—especially the Voheen. It is in their carriage and demeanor that their stateliness is evident. The males have huge, flowing manes of hair around their head and necks. Osov are known for strategic and tactical expertise, and their ability to command a group instinctively.

Voheen: Brightly colored in garish stripes, these are the largest of the Myrlihk. Their tiger-like appearance enhances an already fierce attitude. The Voheen make up the bulk of the Myrlihk military. They are cold, calculating, methodical strategists. They tend to be loners. Though excellent at fighting and hand-to-hand combat, they lack much in the arena of tactics—preferring the 'scream and leap' philosophy.

Oseek: Smaller than the Osov, the Oseek are typically tan, spotted or black in coloration. This leopard- and panther-esque appearance enhances their tendency to remain in shadow until they choose—they prefer to wait patiently for their prey, and then leap at it in a sudden flurry of claws, teeth, blood and death. They are slim, lithe, swift, and nearly silent runners. Ever vigilant, the Oseek are keenly aware of everything around them. What they lack in size and lineage, they make up for in cunning.

Myrlihk Race				
Attributes		Osov	Voheen	Oseek
Flesh	Strength	D8	D12	D6
	Dexterity	D8	D6	D8
	Stamina	D8	D10	D6
Mind	Intellect	D6	D4	D6
	Perception	D8	D8	D8
	Sanity	D6	D6	D6
Will	Charisma	D6	D4	D6
	Insight	D4	D4	D6
	Resolve	D4	D4	D6
Qualities		Claws	Claws	Claws
		Vanity (D6)	Vanity (D6)	Vanity (D6)
Quality Dice		D4	D4	D4
Quality Points		+2	+2	+2
Detriments		Conceit	Conceit	Conceit



The Myrlihk Song of Union

Different peoples, different faces,
hearts the same, yet different races.

Osov, the leaders, true and proud,
flowing mane, roaring loud.

Voheen, the warriors, fierce and cold,
stripes aglow, ever bold.

Oseek, the shadows, swift and still,
spots hidden, silent kill.

Bone and sinew, tooth and claw,
mane and stripe and spot and paw.

All as one, deep inside,
in our wildness, see our pride.



CULTURAL HERITAGE

The Cultural heritage of your character is a mixture of the traditions, mores, and philosophies prevalent in the society where they were raised until about the age of 10 or 12 years. This is the first training they receive—including language, music, literature, customs, mindset, etc. Modern psychology calls these the 'formative years' of development.

Give me a child until he is ten, and he will be mine for life.
—Socrates

Train up a child in the way he should go, and when he is old, he shall not depart from it. *—Proverbs 22:6*

This is a significant time in your character's life and should not be treated casually; it will serve to define the basis for their psyche.

An additional die is provided for each Attribute from this period. Basic skills favored by the culture are also provided at a beginning level. These will be the cultural emphases, pastimes, and skills necessary for survival within the culture. Basic language skills and cultural Qualities are also supplied.

The Qualities that are provided through Cultural heritage represent specific perspectives ingrained into anyone—regardless of race—who grows up in that culture. Cultures are typically regional and these Qualities represent the type of environment where the culture is based.

Your character's initial Socio-Economic Category is also determined here. Most characters will be from the broad field of servant—the working class—though some may be from higher or lower categories. Remember, however, this is only the base, and can be changed through choices of occupation or Qualities.

Beginning characters receive 10 skill levels for listed skill for their chosen culture—unless otherwise indicated by a different number in parenthesis.

Aij'ak

Typical Race: Suv'ik and Rolen

Composed primarily of Suv'ik, the Aij'ak culture is centered around the raising and training of their Drachen mounts, which they treat as exceptional steeds. Warriors at heart from their origin with the Ch'ak culture, they are still focused upon martial structures. Only the most worthy are allowed to raise and train the Drachen.

STR: D6	**DEX:** D6	**STA:** D4
INT: D6	**PER:** D6	**SAN:** D6
CHA: D8	**INS:** D8	**RES:** D8

Qualities: Alertness (D6+2), D4

Languages: Kharne (50), Ebo (10), and Rusarin (15)

Skills: Animal Handling, Crossbow, Mounted Archery, Mounted Melee, Observation, Ride Beast, Running, Thrust, and Weather

Survival: Mountain; **Etiquette:** Drachen; **SEC:** D6

We walk through the dry places, seeking rest, and find none.
—Culrain, Traveling Historian

Azili

Typical Race: Any

Less numerous than their counterparts, the Qyen, the Azili recruit aggressively. Since they have fewer missions, they receive fewer foundlings. The majority of their mundane monks tend to be the offspring of their missionaries. Because of this, they have the highest ratio of Rusahni to mundanes of any of the known sects. Like the Qyen, they only protect the common man from Maroc. How one mundane treats another mundane is all part of the natural order, and really none of their affair.

STR: D6	**DEX:** D8	**STA:** D6
INT: D4	**PER:** D6	**SAN:** D6
CHA: D6	**INS:** D8	**RES:** D8

Qualities: Qai-Ability D6+2, Qai Expressions (D6)

Languages: Rikkan (50), Equalan (25)

Skills: Biology, Domestics, First Aid, Horticulture, Meditation, Observation, Slash, Stealth, Thrust

Survival: Choose; **Etiquette:** Azili/Qyen; **SEC:** Publican (3)

Ch'ak

Typical Race: Suv'ik

Until recently, only Suv'ik could live as Ch'ak. The Ch'ak are focused entirely upon fighting, battle, and warfare, and require the service of another culture to provide its daily mundane necessities. To be Ch'ak is to be the most fierce and feared of all the warriors on T'nah.

STR: D8	**DEX:** D6	**STA:** D10
INT: D4	**PER:** D8	**SAN:** D6
CHA: D4	**INS:** D8	**RES:** D4

Qualities: Presence (Negative) (D4), Toughness (D6+2), and Aggression (D6+2)

Languages: Ebo(50), Trune (25)

Skills: Carousing, Geology, Kick, Leadership, Metallurgy, Punch, Slash, Thrust, Wrestling

Survival: Mountain; **Etiquette:** Ch'ak; **SEC:** Commoner (2)

Dry Denizen

Typical Race: Human

For several generations, the Dry Denizens have lived upon the surface of T'nah. They speak of their history living beneath the waves of the oceans, but few T'nahrans consider these wild tales to be more than legends. Dry Denizens seem to disdain hard work, and like to invent and use machines to make their lives easier.

STR: D6	**DEX:** D6	**STA:** D6
INT: D6	**PER:** D6	**SAN:** D6
CHA: D6	**INS:** D6	**RES:** D6

Qualities: Technology (D6), D4+2

Languages: Spanglish (50), Dihl(25)

Skills: Fishing, Horticulture, Irrigation, Jury-Rig, Literacy, Mathematics, Navigation, Sailing, Swimming

Survival: Coast; **Etiquette:** Denizen; **SEC:** D6

Dusteen

Typical Race: Any

This is the primary culture that serves the needs of the Ch'ak. Originally, the Dusteen were their slaves, set free when the Ch'ak embraced the Yethites and became their protectors. This protection extends also to the Dusteen, though they are not regarded as holy, like the Yethites.

STR: D6	**DEX:** D6	**STA:** D8
INT: D6	**PER:** D8	**SAN:** D6
CHA: D6	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Ebo (50), Trune (25)

Skills: Cooking, Dodge, Domestics, Farming, Horticulture, Instinct, Irrigation, Observation, Unobtrusive

Survival: Mountain; **Etiquette:** Ch'ak; **SEC:** D6+2

They worship the drachen,
which gives power unto the beast...
—Ch'ak commentary on the Jaan

Dyevan

Typical Race: Ebon Syl

Composed primarily of the Ebon Syl, they are perhaps the most secretive of the cultures of T'nah. Living below ground in homes carved in bedrock, the Dyevan avoid exposure to the surface world. They dominate the Guilds. They are the power behind the throne. The only guild without strong Dyevan influence is the Grangers.

STR: D4	**DEX:** D8	**STA:** D4
INT: D8	**PER:** D8	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Gahl (50), Dihl (15), Rikkan (10)

Skills: Climbing, Geology, Guile, Insight, Melismatic Technique, Orientation, Singing, Stealth, Spelunking

Survival: Mountain; **Etiquette:** Kon'ahr; **SEC:** D6

Equin

Typical Race: Loshad

One of the strangest and most unusual of all the cultures, the Equin are comprised exclusively of Loshad—the horsemen. They are extremely tribal, yet united on any front, which would threaten them as a whole. They are in a constant state of cold war with the Myrshal.

STR: D8	**DEX:** D6	**STA:** D8
INT: D6	**PER:** D4	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: Toughness (D6+2), D4

Languages: Arbanese (50), Prinr (25)

Skills: Dirty-Fighting, Enigmas, History, Intimidation, Kick, Logic, Oral Traditions, Running, Teaching

Survival: Plains; **Etiquette:** Equin; **SEC:** D6

The Guild

Typical Race: Ebon Syl

The Guild appears to be a loose-knit organization, but is actually a web of intrigue, deceit, backstabbing, manipulation, and greed. Dominated ruthlessly, though near invisibly, by the Trade Guild, this culture is influenced heavily by the values of the Dyevan culture. The Guild accepts any race within the culture, but only Dyevan will rise to the highest ranks.

STR: D4	**DEX:** D6	**STA:** D4
INT: D6	**PER:** D8	**SAN:** D4
CHA: D8	**INS:** D10	**RES:** D8

Qualities: 2D4+2

Languages: Dihl (50), Gahl (15), and Surrawl (10)

Skills: Appraise, Business, Drawing, Forgery, Instinct, Literacy, Mathematics, Persuasion, Rarities

Survival: Streetwise; **Etiquette:** Renizant; **SEC:** D8

Jaan

Typical Race: Rolen

A remarkably beautiful people, the Jaan are known for their tall, strong, striking physiques. The height of their culture and their rulers are the Drachenlords and the Valkyri. The Drachen of the Jaan are treated as equals, not merely steeds. The Jaan and Aij'ak were once united and friendly with the Ch'ak, but have been in a state of hostility, if not open war, with the Ch'ak for millennia. Were it not for their Drachen, the Ch'ak would have conquered the Jaan in the distant past. This is a constant annoyance to the Ch'ak—and a point of pride to the Jaan.

STR: D6	**DEX:** D6	**STA:** D4
INT: D6	**PER:** D8	**SAN:** D4
CHA: D6	**INS:** D8	**RES:** D10

Qualities: Direction (D6+2), D4

Languages: Rusarin (50), Khorne (15), Ebo (10)

Skills: Animal Handling, Archery, Mounted Archery, Mounted Melee, Observation, Ride Beast, Sling, Thrust, Weather

Survival: Mountain; **Etiquette:** Drachen; **SEC:** D6

Kel

Typical Race: Rolen

Perhaps the most hospitable culture on the face of T'nah, the Kel are openly kind and generous. They revere strength and hard work as well as a mind focused upon developing the future. The Kel would prefer to build upon the past, rather than resurrect it from the ashes. They tend to avoid conflict and will be more likely to hire protectors than to mount their own forces. The Kel have spawned two subcultures known as the Kheem and the Rahn.

STR: D6	**DEX:** D6	**STA:** D8
INT: D6	**PER:** D6	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: Self-Control (D6+2), D4

Languages: Rikkan (50), Dihl(25)

Skills: Animal Handling, Carpentry (20), Cooking, Jury-Rig, Horticulture, Lifting, Masonry, Mechanic, Ride Beast

Survival: —; **Etiquette:** Kel; **SEC:** D4+2

Kheem

Typical Race: Rolen and Halfbreeds

The Kheem are the antithesis of the Kel. They are fun loving entertainers who focus upon enjoying life and sharing that with others. Though secretive about their ways, they are open with their performances. All forms of entertainment are the purview of the Kheem, who have little other interest than to enjoy life and entertain others—for an orb, of course!

STR: D6	**DEX:** D6	**STA:** D6
INT: D6	**PER:** D6	**SAN:** D8
CHA: D8	**INS:** D8	**RES:** D4

Qualities: Demeanor (D6+2), Appearance (D6+2)

Languages: Rikkan (50), Dihl (15), Equalan (10)

Skills: Acting (20), Gossip, Guile, Innuendo, Instinct, Misinformation, Persuasion, Psychology, Unobtrusive

Survival: —; **Etiquette:** Kel; **SEC:** D4+2



Welcome to the Kheem house...
What's your pleasure?

Rahn

Typical Race: Rolen and Halfbreeds

Migrant workers with wanderlust, the Rahn roam for work. They are not secretive, but keep to themselves. They are the definitive loners—seeming to only accept their own company. While they will often travel in groups, there is no loyalty to the group. If an individual takes work, the group moves on without them, and neither will mourn the loss.

STR: D6	**DEX:** D8	**STA:** D8
INT: D6	**PER:** D6	**SAN:** D6
CHA: D6	**INS:** D6	**RES:** D6

Qualities: Toughness (D6), D4+2

Languages: Rikkan (50), Dihl (15), Ebo (10)

Skills: Acting, Bemuse, Carpentry, Herbalism, Horticulture, Instinct, Jury Rig (20), Masonry, Mechanic

Survival: —; **Etiquette:** Kel; **SEC:** D4+2

Kon'ahr

Typical Race: Andw'ahr

Beneath the mountains and digging through the heart of T'nah, the Kon'ahr are most at home with a roof of stone over their heads. For many years they were in charge of the Mining Guild. Recently, however, the Dyevan have assumed control of these mines. The Kon'ahr have been relegated low ranking roles. Due to their strong cultural motivation to work, they have not yet realized they are becoming enslaved to the Guild. Almost exclusively Andw'ahr, they are accepting of other races, so long as they work hard.

STR: D8	**DEX:** D8	**STA:** D10
INT: D6	**PER:** D6	**SAN:** D4
CHA: D4	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Ghal (50), Dihl (15), Rikkan (10)

Skills: Climbing, Crossbow, Geology, Lifting, Mining, Observation, Orientation, Sculpting, Spelunking

Survival: Mountain; **Etiquette:** Kon'ahr; **SEC:** D4+2

Myrshal

Typical Race: Myrlihk

Catlike and distant, the Myrshal are comprised exclusively of Myrlihk females. Only one male is allowed to live in the Myrshal cities—he is little more than a figurehead for their queen. Males are banished to live on their own. (Male characters are still raised within the Myrshal culture, only ejected upon reaching sexual maturity.) There is a constant state of suspended hostility between the Myrshal and the Equin—though both sides often take targets of opportunity.

STR: D6	**DEX:** D6	**STA:** D6
INT: D6	**PER:** D8	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: Nimbleness (D6+2), Reaction (D6+2)

Languages: Prinr (50), Arabanese (25)

Skills: Camouflage, Disguise, Domestics, Fashion, Guile, Hide, Instinct, Observation, Stealth

Survival: Forest; **Etiquette:** Myrshal; **SEC:** D6

Noma

Typical Race: Numid

All Noma are Numid. They are the bastard stepchildren of the Renizant Empire, and the reason the empire fell. They are avaricious, lascivious, and hedonistic. Little love is lost between the Renizant and the Noma. Though they cannot be held completely to blame for the fall of the Empire to their care, they nonetheless were in charge when the Trade Guild raped the Empire to death. The Noma consider themselves superior to all others, and treat them as little more than slave labor.

STR: D6	**DEX:** D8	**STA:** D8
INT: D6	**PER:** D10	**SAN:** D6
CHA: D4	**INS:** D6	**RES:** D4

Qualities: Empathic Effect (D4-2), Empathic Influence (D6), D4+2

Languages: Dihl (50), Surrawl (25)

Skills: Body Language, Bribery, Deceit, Guile, Instinct, Lurking, Observation, Negotiation, Unobtrusive

Survival: Desert; **Etiquette:** Renizant; **SEC:** D6-2

Qyen

Typical Race: Any

The Qyen are unique amongst the Rusahni sects. Many of their members began life as foundlings. These foundlings are considered the true epitome of the Qyen, for they have not been tainted by the outside influences of other cultures. Whether they can touch Qai or not, they are still accepted, and sent out as watchers and agents to gather information. They are the keepers of justice within the wasteland; where no law exists, they establish order.

STR: D6	**DEX:** D6	**STA:** D8
INT: D4	**PER:** D6	**SAN:** D6
CHA: D6	**INS:** D8	**RES:** D8

Qualities: Qai Ability (D6+2), Qai Expressions (D6)

Languages: Rikkan, Equalan

Skills: Biology, Domestics, First Aid, Horticulture, Meditation, Observation, Slash, Stealth, Thrust

Survival: Choose; **Etiquette:** Azili/Qyen; **SEC:** 3

Renizant

Typical Race: Numid

Noble, intellectual and proud, the Renizant would have the world believe they were the shepherds and the teachers who brought civilization to the barbarians. The truth, however, is often hard for even the most realistic Renizant to face—they were lazy, selfishly devoted to gaining knowledge, and negligent in the task of guiding the Empire that they created. Few true Renizant remain—and they are ensconced in the cities, retaining as much power as possible. Almost exclusively Numid, the Renizant tend to relegate others into substrata of humanity.

STR: D4	**DEX:** D8	**STA:** D4
INT: D8	**PER:** D6	**SAN:** D8
CHA: D8	**INS:** D6	**RES:** D6

Qualities: Empathic Influence (D6), D4+2

Languages: Surrawl (50), Dihl (25)

Skills: Bluff, Diplomacy, Guile, Instinct, Leadership, Logic, Negotiation, Persuasion, Politics (Renz)

Survival: Desert; **Etiquette:** Renizant; **SEC:** D6

Shnahn

Typical Race: Numid and Halfbreeds

Originally the Shnahn were sent out as emissaries of the Renizant Empire to regain lost territory through generation-spanning education. They have since seen the error of these ways and are seeking to correct the mistakes of the past. They are the teachers of T'nah, using the shepherding of animals as a paradigm to guide other cultures. They accept any race in their culture, though they are still nearly exclusively Numid.

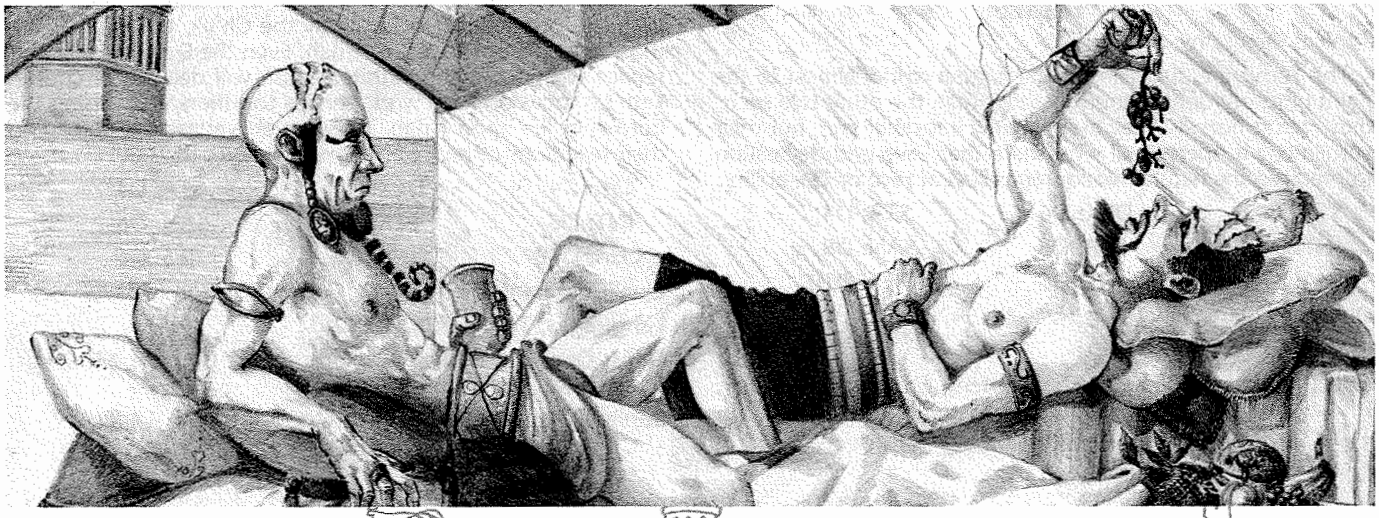
STR: D4	**DEX:** D6	**STA:** D4
INT: D10	**PER:** D8	**SAN:** D6
CHA: D6	**INS:** D6	**RES:** D8

Qualities: Communication (D6+2), D4

Languages: Surrawl (50), Rikkan (15), Dihl (10)

Skills: Animal Handling, Animal Husbandry, Observation, Ride Beast, Sling, Staff, Story Telling, Teamster, Tracking

Survival: Desert; **Etiquette:** Renizant; **SEC:** D4+2



Skulae

Typical Race: Syl and Halfbreeds

Wandering where others fear to tread, living where others die, the Skulae are the soul of the wasteland. The concept of family is foreign to the Skulae, who are far more open with relationships. Skulae wander and travel, seldom with the same group for more than a few years, unwilling to remain in one place for very long. They are ideal as guides, caravaners, and scouts into and through the wasteland. Comprised primarily of Syl, the Skulae consider diversity to be exotic and desired.

STR: D4	**DEX:** D8	**STA:** D8
INT: D4	**PER:** D10	**SAN:** D6
CHA: D4	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Danaic (50), Rikkan (15), Dihl (10)

Skills: Animal Handling, Animal Husbandry, Dodge, Domestics, Leatherwork, Observation, Ride Beast, Tanning, Teamster

Survival: Desert; **Etiquette:** Nomadic; **SEC:** D6

Sylvan

Typical Race: Syl

If the Skulae are the soul of the wasteland, the Sylvan are the heart of the woods—the cold, black, twisted heart of the woods. Forests are incredibly rare on T'nah, and the Sylvan seem to have found them all. They guard the forests religiously and fiercely. Referred to as 'steads,' the Sylvan are known to enslave or kill any others who discover their whereabouts. The only exceptions to this extreme protectiveness are the Qyen, who are welcomed and highly regarded. Sylvan are almost exclusively Syl—though a rare few may have other origins.

STR: D4	**DEX:** D8	**STA:** D6
INT: D6	**PER:** D8	**SAN:** D6
CHA: D6	**INS:** D8	**RES:** D6

Qualities: 2D4+2

Languages: Equalan (50), Rikkan (15), Dihl (10)

Skills: Archery, Camouflage, Carpentry, Hide, Music, Poetry, Story Telling, Singing, Tracking

Survival: Forest; **Etiquette:** Sylvan; **SEC:** D6+2

Temiz

Typical Race: Any

The Temiz are guardians of the natural world, almost to the point of martyrdom. Though smaller than the other two sects, they recruit heavily. They are primarily a rusahni sect, but their enrollment is open to all who share their love and dedication to preserve the natural world, regardless of race or Qai ability.

STR: D4	**DEX:** D6	**STA:** D4
INT: D6	**PER:** D8	**SAN:** D8
CHA: D6	**INS:** D6	**RES:** D10

Qualities: Qai Ability (D6), 1D4+2

Languages: Rikkan, Dihl

Skills: Animal Handling, Biology, Botany, Domestics, Ecology, First Aid, Horticulture, Herbalism, Observation

Survival: (Choose); **Etiquette:** (Choose); **SEC:** 0

Tv'ahr

Typical Race: Andw'ahr and Halfbreeds

Closely related to the Kon'ahr, but living on the surface and dedicated to agriculture, the Tv'ahr 'mine' the surface of T'nah. They farm, garden, plant, and harvest. Dedicated to their labors, these hard-working farmers release their energies in many feasts and festivals throughout the year. Almost exclusively Andw'ahr, they are no less friendly to any other race and accept others with open arms—as they hand them a plow and pull them into the fields.

STR: D8	**DEX:** D4	**STA:** D8
INT: D6	**PER:** D6	**SAN:** D6
CHA: D8	**INS:** D6	**RES:** D6

Qualities: 2D4+2

Languages: Tchin (50), Rikkan (25)

Skills: Carving, Climbing, Farming, Horticulture, Irrigation, Lifting, Observation, Smithing, Weather

Survival: Plains; **Etiquette:** Tv'ahr; **SEC:** D6+1

Wet Denizen

Typical Race: Human

Only in the last few years have these people begun to surface. They bring with them much more recent tales of living beneath the ocean. They are often quiet, observant people. Wet Denizens nearly always have unusual or unique gadgetry. They have an attitude and demeanor of superiority toward other races and cultures—though they will pay lip service to local lords and barons.

STR: D6	**DEX:** D6	**STA:** D4
INT: D8	**PER:** D6	**SAN:** D8
CHA: D8	**INS:** D4	**RES:** D8

Qualities: Technology (D6+2), Alertness (D6+2)

Languages: Spanglish (50), Deutshan (25)

Skills: Biology, Computer Operation, History, Literacy, Mathematics, Observation, Pilot Boat, Search, Scavenging

Survival: Coast; **Etiquette:** Old Ways; **SEC:** D6-1

Yethite

Typical Race: Troog

The most peaceful, diplomatic, and trusted culture is the Yethite. They are as much a religion as a culture. Revered as holy and protected ferociously by the Ch'ak, the Yethites are thus tolerated by the rest of T'nah. Even the Dusteen will offer service willingly to the Yethites—who will decline, of course. Yethites focus on hard work, service to others, and easing the burden of life upon T'nah. They travel everywhere, spreading their teachings of peace and love wherever they go.

STR: D4	**DEX:** D8	**STA:** D4
INT: D6	**PER:** D8	**SAN:** D6
CHA: D10	**INS:** D6	**RES:** D6

Qualities: Aggression (D4-1), Communication (D6+2)

Languages: Trune (50), Ebo (25)

Skills: Dancing, Hide (20), Horticulture, Literacy, Mechanic, Observation, Philosophy, Sprinting

Survival: Forest; **Etiquette:** Yethite; **SEC:** N/A

SOCIO-ECONOMIC CATEGORY (SEC)

You may not choose the social category from which your character is born. Heredity makes that decision for you. However, if you are born of a higher station, you may choose to lower your standing. If this option is taken, you lose all the benefits of the higher category and gain the stigmas of the lower.

Altering your SEC typically occurs at the same point when you choose an apprenticeship. Until this point, you may enjoy whatever benefits the higher social station provides. Once the apprenticeship is chosen, however, your social standing is established.

Once your initial SEC has been determined through the choice of culture, apply the listed skill modifiers. Then select any occupation that has an SEC restriction equal to or lower than what you have rolled. The occupation SEC that is chosen will determine starting money later in the character generation process.

Example: *Ren rolls up a character with an SEC value of Publican (3). In selecting his initial occupation, he may choose any apprenticeship, which has a beginning SEC restriction of 3 or less. He selects the Hustler apprenticeship. The SEC value of Criminal (0) from the Hustler apprenticeship replaces his birth SEC of Publican (3).*

Do not use starting SEC for money calculations. Also, we encourage you to come up with a background story to explain how the former nobleman that your character was born became a footpad working for a gangster. It is the character story that is all-important in this situation.

Favors

If you select an occupation that has an SEC lower than that conferred through heredity, the difference may be used as favors. There are a total number a favors available equal to the value of your SEC. Once you have spent a number of favors equal to the value of the SEC, it is reduced to the next lower level. This continues until the birth SEC is equal to the occupation SEC. At that point, there are no more remaining favors.

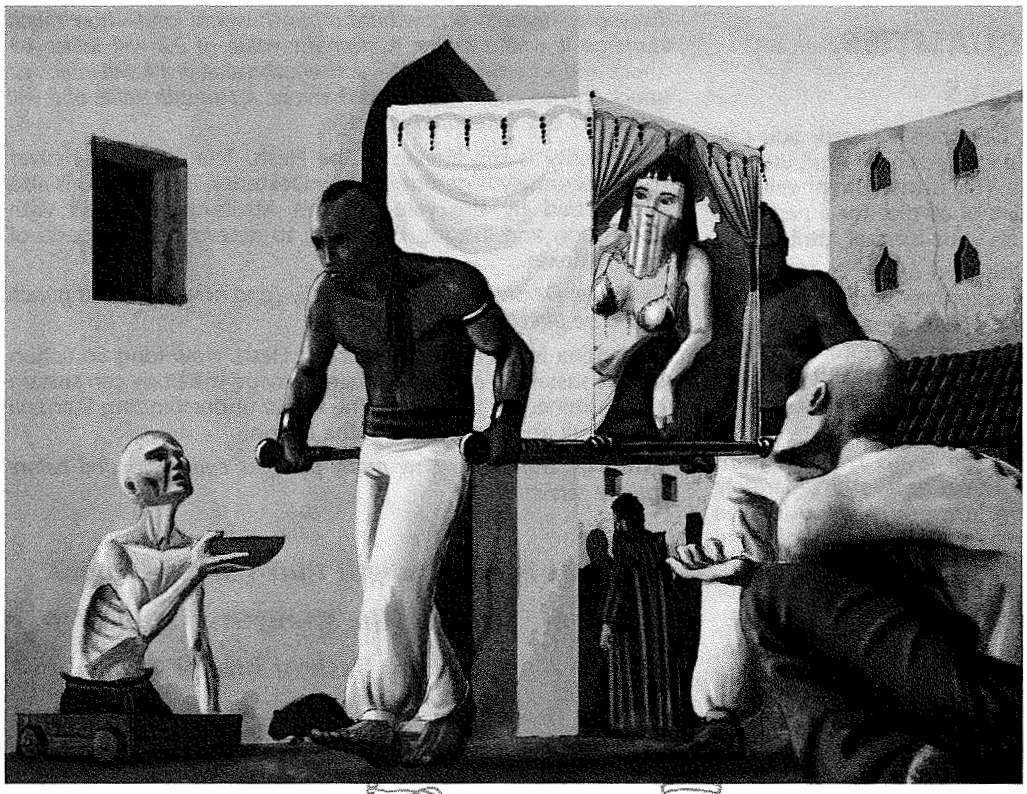
Favors may continue to be used, but when the value is dropped below the level required by the occupation entry requirements, you are forced into demotion. Demoted characters may face criminal prosecution—which may require them to use further favors.

Social Standing

Social standing is a fickle thing. It can change with the winds. One thing is true—the higher you are when you fall, the harder and farther that fall tends to be. Royalty ousted from their thrones will invariably fall straight to criminal status. This may not affect your actual occupation; it is only a change in your SEC. Typically, royalty will have contacts in other nations who will come to their aid—but in their own territory, they are persona non grata. If they remain in their homeland, they would either be imprisoned, executed, or lead a resistance cadre against the ruling powers.

Socio-Economic Category (SEC) Quality

The culture wherein you begin your life provides the base for the SEC Quality. This quality provides no bonus Quality points if you choose to take a lower station. If your character is of a different race than the typical race of the culture, apply a –1 modifier to this roll. If your chosen race is the typical race of a culture with which your chosen culture is at war, you are automatically a slave. You may buy higher SEC with Quality points in exactly the same way as other Qualities.



If you have chosen a culture that does not keep slaves, yet have rolled a slave SEC, then you are at the lowest rung of the social ladder. In fact, the social ladder is probably sitting squarely on your foot. You could be a criminal, indentured servant, or even indebted so deeply that the only possible hope is to strike out into the vicious and dangerous world to seek fortune.

Hmm...now there's a thought!

Just be sure that you remember to go back and pay your debts. Those kinds of things have a nasty tendency to show their ugly face later on in the campaign.

(Are you paying attention to this, Bard?)

Social standing provides the character with a basic package of backgrounds.

1-2 **Slave (0): Indentured Servant, Common Criminal**
Gossip or Streetwise +15SV, Etiquette +15SV, Unobtrusive +7SV, 30 skill levels in languages

3-5 **Servant (1): Liberated Slave, Blue Collar, Nobody**
Gossip +7SV, Streetwise +7SV, Etiquette +7SV, Domestics +15SV

6-7 **Commoner (2): Vassal, Serf, Anonymous**
Shopping +15SV, Domestics +7SV, Etiquette +7SV, Ciphering +7SV

8 **Publican(3): Courtier, Unknown**
Mathematics +7SV, Gossip +7SV, Literacy +7SV, Etiquette +15, SV 30 skill levels in languages

9 **Patrician(4): Merchant, Known**
Fashion +7SV, Music +7SV, High Culture +7SV, Etiquette +15SV, 40 skill levels in languages or Literacy

10 **Noble(5): Hero, Merchant Prince, Famous/Infamous**
Fashion +15SV, High Culture +15SV, Dancing +7SV, 50 skill levels in languages, Etiquette, Politics or Literacy

(For convenience, this information is repeated in the Qualities section.)

SEC: Quid, Savings, and Contacts

0 No quid; 3 former slave contacts, 2 street contacts

1 1D10+3 in purse, 3 street contacts

2 2D10+5 in purse, 4 contacts each owe you 2D10

3 8D10+12 in purse, 3 contacts, 1 owes you 3D10

4 8D10+12 in purse, 5 contacts, all owe you 3D10

5 5D100+100 in accounts, 4D10 in purse, 10 contacts

ATTRIBUTES, QUALITIES, AND SKILLS

Once all stages of development have been passed, you can begin to quantify the character on paper. For each Attribute, roll the three dice and add their totals. This is the current value of your Attributes. The maximum value of all dice for a particular Attribute is the character's maximum value for that Attribute.

Due to the random nature of this kind of Attribute assignment, we would like to make a recommendation: Ask your Bard if you can roll three times for each Attribute, and use the best of the three. This will help your character to be a little better than random chance, while still allowing for the randomness of reality. Remember, however, that the Bard is the final arbiter.

Skills are determined by adding the levels received from each field of development. Write down each skill separately on the character sheet; record the name and value for the controlling Attribute. Add these two numbers together for the Base SV (SV) for each skill. If a Quality modifies the SV, also make note of those changes. Be sure to leave room on your character sheet for notes and details.

Qualities should be recorded in their appropriate location. Any modifiers they provide should be applied as the quality reads. Qualities sometimes provide conditional effects, so be sure to note the trigger events and the details of the effect.

Derived Attributes (Consciousness, Fatigue, Reflexes, Size) are calculated according to mathematical formulae. See the section on Attributes for details of the formulae. Make these calculations after applying changes due to Qualities, as they may have some bearing on the value.

ATTRIBUTES

The Attributes of the character are broken into three main categories, which, in turn, are broken in to three specific functions of that category. There is the Flesh, the Mind, and the Will. The quantity and diversity of these categories is expressed as the force, finesse, and endurance of each category.

Attributes change value over the life of the character, rising and falling as your world shapes and molds you to suit your experiences. However, in general terms, when an Attribute is lowered, it is from some form of injury—whether owing to age, or actual damage. It is also generally true that an increase in an Attribute is due to development—whether through growth and maturity, or continued practice.

Flesh

How you interact with the physical world and whatever affects your physical form is defined by these values.

Strength is the ability of the Flesh to exert a force against the outside world. How much you can lift and how far you can jump is defined by this value. The Strength value can also be used to determine the force of a physical attack.

The amount of additional damage you inflict in a hand-to-hand or melee battle is as follows:

Shock = Strength divided by 7

Lethal = Strength divided by 20

Example: *Strength is how hard a punch would land—how much damage it would inflict. A strength value of 22 will inflict +3 shock and +1 lethal damage. A strength value of 14 will inflict +2 shock and no additional lethal damage. A strength value of 6 will not inflict any additional damage.*

Dexterity is the finesse of the Flesh. The ability to deliver force accurately is determined by Dexterity. Basic speed is also determined by the value of this Attribute. Coupled with Perception and Insight, this helps to determine the speed of your Reflexes.

Example: *Dexterity is how accurately (and how quickly) a punch would be directed.*

Stamina is the endurance of the Flesh. How long an action can be sustained and how much damage the body can sustain is determined by this value. The key to understanding Stamina is to think about duration of the action.

Example: *Stamina is how many punches can be landed before fatigue sets in.*

What is my strength that I should hope?

Is my strength the strength of stones?

Or is my flesh of brass?

—Joab, Yethite Prophet

Mind

How capably you think, and how well you perceive the world around you—processing the information about your surroundings—is defined by these values.

Intellect is the force of the Mind, the raw computing power and seat of intellectual knowledge. How much you know and understand about the world around you is determined by this value.

Example: *Knowing that the sound of a thunderous roar is a jet engine is a function of Intellect.*

Perception is the finesse of the Mind. Your basic awareness of your surroundings and the speed of processing your thoughts are determined by Perception. Coupled with Dexterity and Insight, this helps to determine the speed of your reflexes.

Example: *Hearing the thunderous roar and processing that it is not a naturally occurring sound for the surroundings is a function of Perception.*

Sanity is the endurance of the Mind. It is the ability of the Mind to remain vibrant in the face of an onslaught of mental attack. This can be a shock to the sensibilities of your mind (perhaps seeing a gruesome scene) or upon the shocking experience of fear.

Example: *Never having heard a jet engine, a primitive man would immediately face the fear of something beyond his experience and may struggle with his sanity.*

Will

How solidly you are rooted within your own understanding of the world and how much confidence you possess is a function of your Will. This is your spirit, personality, and ability to function in a social situation.

Charisma is the force of the Will. It is the means by which you will interact with other entities in the world around you. Although it can be influenced and increased with certain other additions (e.g. physical beauty, a harsh appearance, a soothing voice), these are merely bonuses to the raw force of your Will.

Example: *This is the force of the attack that a guard must resist when you attempt to bluster your way through a guarded entrance.*

Insight is the finesse of the Will, your decision-making aspect. This is your judgment and wisdom. It is how well you process your perceptions of other entities and direct your will to interact with them. Coupled with Perception and Dexterity, this helps to determine the speed of your reflexes.

Example: *Knowing how to direct your Charismatic appeal against the guard is a function of Insight.*

Resolve is the endurance of the Will. It could just as rightly be called 'willpower.' This is the raw ability of the Will to maintain a course of action under the attack (or temptation) to change course.

Example: *When the guard challenges back, it is the Resolve that stands firm, forcing you not to break into a run.*

I can afford to be reasonable...
because I'm right.

—Djeff Alhahn, Dry Denizen Caregiver

Special Attributes

Special Attributes are those that are not determined by choosing a die size or making a roll. Rather, they are derived from existing values.

Consciousness is used to make rolls against falling unconscious due to trauma. This trauma is not limited to the physical, but can also include mental attack or a challenge to the will. Consciousness is calculated as the sum of Stamina, Sanity, and Resolve.

Consciousness = (Stamina + Sanity + Resolve)

Consciousness serves several purposes:

Shock: Each time your character receives a stunning attack, Consciousness is reduced by that amount. When the number reaches zero or below, the character falls unconscious. Shock damage will rise and fall rapidly during combat. Each combat turn without additional physical or shock damage to your character restores one point of Consciousness.

Fatigue: Fatigue is how tired your character is. A fully rested character has a full Consciousness rating. As your character performs more activity, fatigue increases. This is indicated by reducing Consciousness. While Shock damage is recovered quickly, fatigue requires resting. The best rest is sleep. Because Shock and Fatigue are restored differently, it is best to record them differently as they are sustained. We suggest using a slash ("/") to record shock and an "X" to record fatigue.

Blood: It represents the total amount of blood loss your character can sustain before unconsciousness. Your character has a total blood capacity equal to his Consciousness attribute.

Blood Capacity = Consciousness

Reflexes is a measure of how quickly a character can respond to a stimulus. It is most often used for combat situations, but uses the awareness of all the character's faculties. Reflexes are calculated taking the average of Dexterity, Perception and Insight (round up).

Reflexes = (Dexterity + Perception + Insight) / 3 (round up)

Size: An abstract calculation based upon the size of the 'average human.' Whether this difference is in the form of stature or girth is entirely up to the player to decide within racial bounds. The value of a character's Size is not race or culture specific. This value will modify the weight and cost of worn items—such as clothing and armor—as well as the amount of food and water required to survive. It will also be a good means of determining how threatening an opponent appears to be. Size is expressed as a percentage. The formula is Strength plus Stamina, divided by Dexterity plus ten, rounding up. The value provides a multiplier to use in situations determined by Size.

Size = (Strength + Stamina) / (Dexterity + 10) (round up)

Example: *Marda the Syl thief has a Strength: 9, Dexterity: 18, Stamina: 10. (9 + 10) / (28) = .67 or 67%. This gives Marda a Size: 67%—providing Marda a 33% reduction in the cost and weight of worn items, and food/water requirements from those listed.*

Example: *Gronk the Ch'ak kril has a Strength: 19, Dexterity: 15, Stamina: 24. (19 + 24 / 25 = 1.72 or 172%. This gives Gronk a Size: 172% requiring from Gronk an extra 72% in the cost and weight of worn items, and food/water requirements from those listed.*

QUALITIES

The Trinary System combines the concepts of Edges and Flaws into a single function called a Quality. Quality effects can be positive, negative, or both. They always have a positive numeric value. Even those Qualities that seem a disadvantage to the character will also have a positive value associated with them.

During character generation, a series of dice will be allocated to the generation of specific Qualities. These dice may be used in any combination to roll on any list chosen by the player. There are stipulations:

1) No more than three dice may be used for a single roll.

2) Only one quality may be taken from a single list.

3) Any value rolled over 10 is lost.

Example: *Ren chooses to roll on the Attention list of Qualities. His character has 3D6 and 1D4 in quality dice with 2 points in his quality point pool. Ren decides to throw 1D6 and 1D4. The dice are rolled and the results are 4 and 3 Respectively—totaling 7. Ren's character receives the quality 'Hair Trigger' and all the associated benefits.*

In addition to allocated dice, additional Quality points may be assigned. Quality points are used to modify the rolls of the quality dice to help facilitate a particularly desired result. Quality points may not be spent directly on a quality in a list unless the character has no remaining quality dice. They are primarily used as a bonus to a die roll.

Example: *Ren was hoping for the result of Focused in the above example. That quality level is 2 points more than his roll. Ren chooses to spend his 2 Quality points as a bonus to his roll, increasing the roll from 7 (Hair Trigger) to 9 (Focused). He now has the quality that he wants for his character and its total cost was 1D6, 1D4, and 2 Quality points.*

Taking a deliberate negative to the Quality die roll can generate extra Quality points. This is usually done after the Quality dice are rolled. Roll the die (or dice), determine the result, choose to take a negative, reduce the roll by the negative value, and add the Quality points to your character's pool for the next rolls.

Aside from Qualities, there are separate factors called Detriments. Detriments are also listed with a positive value—but that value is the number of additional Quality points provided to the character for taking the detriment. It is also possible through game-play to acquire a Quality, Asset, or Detriment.

Detriments are exactly what they sound like. They are significant disadvantages. The point values for the Detriments are listed with a plus sign beside them. This is to indicate that the points for the Detriment are provided to the character's quality point pool. Detriments acquired during play do not provide this benefit, only during character generation. If your character loses an arm, acquires a mental illness, or becomes cursed during play, that's part of the hazards of adventuring!

Example: *Ren decides to provide a little flavor to his character to make him unique. He chooses that the character has lost his hand during some part of his life. This Detriment provides Ren with a bonus of 2 Quality points for his pool.*

Assets are exactly what they sound like. They are an advantage to the character. They are considered a type of Quality and are purchased with Quality points. You may not take an Asset that cancels out or otherwise negates any aspect of a Quality or Detriment already possessed.

Extra Quality points may be spent on Assets, which are not constrained by the restrictions noted for Qualities. For one thing, dice may not be thrown to generate Assets. Any Quality level that the character can afford may be chosen. If a quality desired by the player is contained in a list, he may choose to purchase it directly.

Example: *Ren decides that his character, even though it is not a Numid, has adapted a similar type of water caching system in his body. He chooses to purchase 'Water Caches' for 2 Quality points. Additionally, Ren desires to increase his Attributes. Spending his 4 remaining Quality points, he purchases an extra 1D4+3 to roll and distribute to his Attributes.*

The quality point pool only exists during character creation. Once game play has begun, the pool must be zeroed out. Few players deliberately sacrifice such important resources. One of the last things to do before adventuring the character is to spend these last remaining points on incidental Qualities, Assets or Detriments.

QUALITY LIST

Below is the list of Qualities, Assets, and Detriments.

Additional Attributes

You gain a number of additional points to your Attributes. Spend them as you see fit, in whichever Attributes you desire (as long as they do not exceed your character's Attribute maximum).

1 Add 1	6 Add 1D6+3
2 Add 2	7 Add 2D6
3 Add 1D4+1	8 Add 2D6+2
4 Add 1D4+3	9 Add 2D6+4
5 Add 1D6+1	10 Add 2D8+4

Additional Skills

You gain a number of additional points to your skills. Spend them in new skills or existing skills with the following restrictions:

No skill may exceed 50 skill levels.

No single skill may receive more than 10 of these points.

May exchange 15 skill levels from these points for Elemental Knowledges or Mahya. Qai Expressions may be purchased for 25 skill levels.

1 Add 2 skills at 5	6-7 Add 2D10+2 x 10
2 Add 1D4 x 5	8-9 Add 3D12+3 x 10
3 Add 1D6 x 10	10 Add 4D20+5 x 10
4-5 Add 1D8+1 x 10	

Aggression

This quality determines your overall attitude about fighting and violence.

1 Extreme Pacifism: You must make a Resolve check in order to be involved in any kind of violent act—even self-defense. This includes attempting to block or parry attacks. Even if you succeed, you lose one point of Sanity. If you kill, even accidentally, you lose 1D4+1 points of Sanity.

2 Mild Pacifism: You may defend yourself with Block or Parry but may make no aggressive actions. In order to act aggressively, you must pass a successful Consciousness check. If you kill you lose 2 points of Sanity.

3 Self Defense: You may defend yourself, including performing aggressive actions in that defense, but you are still unable to emotionally resolve killing. You may not initiate combat. You tend to avoid killing blows and will strike to incapacitate unless forced to make a killing blow. If you kill, you lose one point of Sanity.

4-5 Situational Aggression: You may attack and defend as the situation requires. You may only initiate combat if you are directly threatened with violence.

6-7 Violent: You enjoy a good fight and will look for an excuse to have a fight. You like to settle minor disputes with a fist fight where a few words could solve the problem just fine. In order to avoid fighting, you must make a successful roll versus Consciousness.

8-9 Blood Lust: You don't just enjoy fighting, you enjoy making other people hurt. You aren't happy unless you have violently proven you can best anyone. In combat, you must make a Consciousness check in order to avoid killing blows.

10 Blood Thirsty: You are looking not only to injure or hurt others, you want to kill. Every stressful situation requires a successful Consciousness check or you will fly into a rage and try to kill. In combat situations, you may not make anything less than an all-out-attack. You receive a permanent +12 to all offensive actions and –12 to all defensive actions.



Some people would say that Hasim has a problem with aggression...

Alertness

The bonuses listed apply to the Observation skill (unless otherwise indicated) when testing whether you have noticed something in your immediate surroundings—whether accidental or deliberately searching.

1 Impaired senses (All): Provides a decrease of –12SV and –2ED.

2 Loss of one sense: Provides a decrease of –25SV and –3ED when using one sense—pick one.

3 Impaired Sense (One): Provides a decrease of –7SV and –1ED to one sense.

4-6 Keen Senses: Provides an increase of +1ED.

7-8 Acute Alertness: Provides an overall increase of +12 SV and +1ED. Provides an additional +1ED when searching for something specifically stated.

9 Hyper-Senses: Provides an overall increase of +18SV and +1ED. Also provides a +25SV to detect and ambush or premeditated surprise attacks.

10 Preternatural Senses: You receive the benefits of Hyper-Senses and also have a gut instinct about people. Add +1ED when sensing the mood or tone of a person or group nearby. Also provides the same benefit to notice the use of Ido nearby.

Ambidexterity

The ability to perform an action depends entirely upon how one has learned to use their hands. Most people have one dominant hand. A few have the ability, to varying degree, to use their hands interchangeably. Still others have birth defects or wounds from their youth that preclude the use of a hand.

Apply the modifiers listed whenever you attempt to use your off-hand for any purpose. Note that this does include shield blocks and 2nd weapon usage. There are no free water flasks on T'nah.

1 Withered Arm: You cannot use your off-hand at all. It is withered and shriveled, completely unusable. Some may be sickened by it. On a percentile roll of 10 or less, your withered arm is grotesque and deformed. You will receive a -2ED to all social rolls whenever others can see it.

2 Severe Offhandedness: You have an extremely dominant hand; it can be either left or right; roll your percentile dice. On a 75 or lower, your character is right handed. The other hand suffers a –33SV and –4ED. (Most of the world is right-hand dominant. Most tools, therefore, are made for the right hand. The Bard is free to impose a -1ED penalty on any tool you use if you are left-handed. Sorry, southpaws, it's a fact of life.)

3-4 Dominant Handedness: You have a normally dominant hand; it can be either left or right. Pick one. The other hand suffers a –18SV and –2ED. (Note that if you pick the left hand, you can possibly suffer the above penalty of -1ED for right-hand oriented tools.)

5-6 Partial Ambidexterity: You are naturally better with your offhand than most. Pick an offhand, you have a –7SV and –1ED with that hand. (Note that if you pick the right hand as your off-hand, you can possibly suffer the penalties in #2 above for using right-hand oriented tools.)

7-8 Trained Ambidexterity: You have trained yourself to be somewhat ambidextrous. Your offhand suffers a –3SV. (You are not affected by penalties associated with using tools designed for your off-hand. You switch hands and take the -3SV—which is really negligible.)

9 Natural Ambidexterity: You have complete natural ambidexterity. There is no penalty for using either hand.

10 Monkey Boy!: You have natural ambidexterity, as above, and you can also use your feet with a similar grace. Writing, picking locks, sewing, etc., may all be done with the toes. Any advantages conferred to your hands through other Qualities (e.g. Deftness) apply equally to your feet. Due to biological constraints, however, you do suffer a -2ED when using your feet.

Appearance

Appearance is how you look in the eyes of others. Typically for first encounters, general attitudes, confrontational situations, and other social places where appearances could sway the opinions of others, the Bard is free to use these modifiers.

1 Hideous: You are so ugly that you elicit an emotional reaction when you are seen. -12SV and –1ED.

2 Ugly: You frighten young children. -7SV and –1ED.

3 Plain: You are the last one picked for a dance. -7SV

4 Fair: You are the second to last one picked for a dance. -3SV and +1ED

5 Decent: Some find you appealing, others will not. +3SV

6 Attractive: Many find you appealing to gaze upon. +7SV

7 Handsome/Pretty: Most people will find your appearance appealing. +7 SV and +1ED

8 Beautiful: Only the blind will not react favorably to you; the envious have the opposite reaction. +12SV and +1ED

9 Striking: You are so beautiful that you elicit an emotional reaction when you are seen. Envious people will not like you at all. +12SV and +2ED

10 Stunning: Those who find your gender attractive will run into poles, miss steps, and suddenly have the inability to speak when they see you. Envious people will hate you. +18SV and +3ED



Articulation

This is how much control you have over the joints of your entire body and the fluidity of motion. The more articulate your joints are, the more flexible and capable they are at performing various tasks.

1 Frozen Joints: Suffer –12SV and –2 ED to all Dexterity based tests.

2 Arthritic: Suffer –7SV and –1ED to all Dexterity based tests.

3 Stiff Joints: Each day that you awaken, make a test against double your Stamina. If you fail, you suffer a –1ED to all Dexterity based tests for that day.

4-5 Flexible: Gain a +3SV bonus to all Dexterity based tests.

6-7 Hyper Extension: Gain a +3SV and +1ED bonus to all Dexterity based tests.

8 Double Jointed: Gain the advantages of Hyper Extension with an additional +7SV to Escape or any other skill used to free oneself from entanglements.

9 Dislocation: You are able to pop joints in and out of their sockets at will. Gain all the advantage of Double Jointed, but increase the SV bonus for escaping entanglements to +12SV.

10 Contortionist: You can fold your body in ways that Ashik finds disturbing. You may fit yourself into incredibly confined spaces. You also gain all the advantages of Dislocation. Reduce your weight by 50% and your Strength may not exceed 12.

Awareness

The Quality of Awareness modifies how focused or disciplined you are in noticing your surroundings. Unless otherwise stated, all bonuses to SV and ED apply to the skill of Instinct.

1 Oblivious: –10 skill levels—thereby raising prerequisites to 20 skill levels. On the upside, you can't be surprised!

2 Unaware: –7SV and –1ED. You can only be surprised if you fail a Consciousness check.

3 Preoccupied: –3SV and –1ED.

4-5 Edgy: –3SV and +1ED and +7SV to detect an ambush.

6-7 Hair Trigger: +3SV and +1ED and +12SV to detect ambush.

8 Acute Awareness: +7SV and +1ED and may make an Instinct check to counter any surprising actions.

9 Focused Awareness: +12SV and +1ED and may make a Dodge roll against all surprising actions.

10 Sense Danger: As Focused Awareness, plus you are immune to all surprise. You also have a permanent +25 to your Reflexes for the first round of combat.

Communication

The quality of communication is focused on the social and verbal repartee between you and others. It is a mixture of communication and etiquette. Unless specified otherwise, all bonuses apply to language skills.

1 Mute: You cannot speak at all. Period. This can be either a psychological condition or a physical condition at the discretion of the player.

2 Stutter: You speak with a stutter. –7SV and –1ED to all Charisma based skills.

3 Slurred Speech: You slur when speaking. –1ED to all skills that involve the spoken word.

4 Dialect Talent: Within your own language, you may identify and imitate regional and SEC dialects like a native of that area.

5-6 Language Talent: You have a way with languages. +7SV to all languages.

7-8 Pleasant Voice: You have a pleasing voice. Gain Dialect Talent above and +7SV to any skill using the voice.

9 Linguist: Gain a skill level of 20 in Literacy. In addition, you learn any new language to skill level 10 for only 20 wisdom points. Further, the cost to advance a language is halved.

10 Cultural Adapter: Gain the Linguist quality and sound like a native in whatever languages have been learned, to a skill level of 40. The Etiquette skill does not require a specialization; you are fluent in the Etiquette of any culture within hours of encountering it. Any skills provided to multiple Etiquette skills (including Streetwise) may be distributed as you see fit.

Deftness

The quality of deftness affects the fine motor activity of your character. All bonuses to SV and ED apply to the following list of skills: Bowyer/Fletcher, Calligraphy, Carving, Drawing, Juggling, Knotwork, Painting, Pick Locks, Pick Pockets, Sculpting, Tailor.

If you receive a modification to SV, the skill must already be possessed. If you receive a modification to skill levels, this affects the actual learning of the skill.

1 Ham Fisted: Your character is an anomaly of science! He might as well have no fingers or thumbs! –10 skill levels—raising prerequisites to 20 skill levels.

2-3 All Thumbs: Every action looks ungainly and sometimes comical.–7SV but a skill level of 10 is still considered to have fulfilled any prerequisite requirements.

4-5 Deft Fingers: +3SV and +1ED.

6-7 Good Manual Dexterity: +7SV and +1ED.

8-9 Excellent Manual Dexterity: +7SV and +2ED.

10 Prestidigitation: +15 skill levels and +2 ED to listed skills.

Demeanor

This is how the rest of the world perceives you. In most circumstances it is accurate.

1 Insecure: You are pushy, overbearing, and consider compromise to be losing—even though others do not consider it a competition. For you, life is a power trip. You want to be in control but you recognize that you may not have what it takes to be in control, so you will pick on the weakest member of the group in order to assert yourself. You are insecure. To be accommodating requires a successful Consciousness check.

2 Bad Temper: You are irritable and easily annoyed. Any stress at all will tend to infuriate you. When you are irritated and annoyed, you suffer a –12SV to all Perception based skills.

3 Belligerent: You are obnoxiously stubborn and like to get your own way. Because you do not see the point or validity to that which others have suggested, you suffer a –7SV to all Charisma based skills.

4-5 Resolute: You are determined in nature and perceived by some as stubborn, however you will listen to what others have to say. You may not change your mind, but you will listen. Gain +1ED to Resolve based social skills, but suffer a –1ED to Charisma based Social skills.

6-7 Friendly: You are outgoing and personable. Gain +1ED to all social skills.

8-9 Compassionate: You are caring and openly concerned about the feelings, ideas and well being of others. Gain +2ED for all Insight based Social skills.

10 Charismatic: You are likeable and believable. People perceive that you 'feel their pain.' You gain +2ED for all Charisma based Social skills.

Direction

Some people know where they are no matter where they stand, and others get lost in their own backyard. How well you can sense your position in relation to the world around you is determined by this Quality. Unless otherwise noted, this Quality affects the following skills: Map Reading, Navigation, Cartography, Orientation, Geography, Blind Fighting, Spelunking,

1 No Sense: You get lost any time you are out of sight of familiar surroundings and have no concept of straight lines, maps, navigation, orientation, or any other means of finding your way back. You need a guide wherever you go. Suffer a –25SV to all the above skills. In addition, you suffer a –12SV to Swimming when underwater for more than 10 seconds.

2-3 Poor Sense: You can follow directions and use a map, but not very well. Suffer a –12SV to the above skills.

4-5 Good Sense: You are able to retrace your own steps easily and can use the above skills when you are in unfamiliar territory. You receive a +1ED to Orientation.

6-7 Sense North: You instinctively know which way is North—even when underground, underwater and on cloudy days. This provides you a +7SV and +1ED to the above skills.

8-9 Absolute Direction: You always know which way is up, which way is North, and anywhere you have traveled is ingrained upon your memory eidetically. You receive +12SV and +1ED to all the above skills.

10 Absolute Location: You instinctively know your precise location in relation to any place that you have consciously traveled. You will know distance and direction from your present position to any place you have previously visited. You also receive all the bonus of Absolute Direction.

Empathy

Empathy is a reflection of your character's ability to feel the emotions of others. Because your character can feel the emotional state of others, this conveys a certain advantage within the social realm. It can also, conversely, become the source of addiction to those with only minor ability to control the effects.

When determining the empathy of your character, you must roll on both charts for the effect and the influence of the empathy upon your character and anyone nearby. If you have only one die to roll, then you will roll on one chart and take the lowest value on the other.

Empathic Effect

Unless otherwise stated, the Empathic Effect influences all Charisma based skills.

1 Addicted: You must be around people all the time and you feel empty without them. You are a personality leech and suffer a –3ED to resist any Charisma based skills.

2-3 Dependency: You strongly prefer to be around people all the time and suffer a –2ED to resist all Charisma based skills.

4-5 Involuntary Chameleon: You are moved by the emotions of others but have some control over their effects. Suffer –1 ED to resist Charisma based skills, but gain a +3SV to each of them.

6-7 Understanding: You understand the emotional tides of the people around you. Receive a +3SV to all Charisma based skills and gain a +1ED to resist their effects.

8-9 Voluntary Chameleon: You not only understand the emotions of others, but have learned to manipulate them to your own ends. Receive a +7SV and +1ED to all Charisma based skills and +1 ED to resist their effects. Gain 10 skill levels of Cold Read.

10 Instinctive Empathy: You instinctively emote, providing a +7SV and +2ED to all Charisma based skills and a +2ED to resist their effects. Gain 15 skill levels of Cold Read. In addition, gain a +15SV to detect an ambush.

Empathic Influence

Empathic Influence determines the circle of people with whom your empathy carries its influence. The effect of your empathy (the modifiers provided in the previous chart) may only be used with the circle of people listed. Apply the bonuses only in the specific situations mentioned.

1 Own Family: You may use your Empathic Effect with anyone who is a direct blood relation (no closer than one generation).

2 Close Friends: You may use your Empathic Effect with anyone who is a close friend—this is typically defined as someone with whom you come into frequent or extended contact. In addition, you receive a +3SV with your own family.

3 Casual Friends: You may use your Empathic Effect with anyone who is a casual friend, acquaintance or someone with whom you have spent at least an hour. You also receive a +3SV with close friends and family.

4-5 Own Culture: You may use your Empathic Effect with anyone who is within your own culture, even upon a first meeting. You also gain a +3SV with casual friends, +7SV with close friends and family.

6-7 Own Race: You may use your Empathic Effect with anyone who is within your own race, even upon a first meeting, regardless of culture. You also gain a +3SV with your own culture or casual friends. Additionally, you gain a +7SV with close friends and family.

8-9 Other Races: You may use your Empathic Effect with any sentient being outside your own race. You gain a +3SV with those of other races, +7SV with others of your own culture or casual friends. Additionally, you gain a +15SV with close friends and family.

10 Non-Sentient: You may use your Empathic Effect as above, but also gain the ability to use it with non-sentient creatures, thereby gaining 10 skill levels in Animal Handling, Horticulture, and Farming.

Faith

Unshakable faith is a rarity in the world. Even some of the most religious people lack faith. They trust that their religion, their rituals, and their invocations are enough.

Faith is the substance of things hoped for, the evidence of things not seen.

—Hebrews 11:1

1 Faithless: You don't believe in anything you cannot see or touch—and even then you will question it if it violates your personal paradigm of reality. People do not like to be around those who lack all faith. –7SV and –2ED to all social skills.

2 Unfaithful: You have some faith, you just ignore it. You know what you believe, you know that you are ignoring it, and this tends to make you depressed that you cannot be stronger. Most people perceive you as unreliable and react negatively to you. –7SV and –1ED to all social skills.

3 Transitory: Your beliefs fit your needs. Most people will perceive you as wishy-washy and groundless.–3SV and –1ED to all social skills.

4-5 Believing: You generally mold your lifestyle to fit your beliefs. You are accepted and receive a +3SV and +1ED to all social skills when interacting with those who believe like you do.

6-7 Loyal: Even when the rest of the world is against you, you will remain loyal to your faith—even if you hide it away from the scrutiny of others. +7SV and +1ED to all social skills when interacting with those who believe as you do; –7SV and –1ED to all social skills when dealing with those who have a different faith.

8 Devout: Not only are you loyal in the face of adversity, but you will proclaim your faith openly to any who will listen. Most people who believe as you do will accept you readily, but others will be annoyed by your faith and you suffer a –12SV and –1ED to all social skills with them.

9 Consecrated: You have touched the divine, you know it exists, there is no doubt in your mind and you are on a mission to tell the world what you have experienced—whether they will listen or not. Even those who believe as you do will consider you strange. –7SV and –1ED from everyone except those of the same faith and at least Loyal level.

10 Sanctified: Many would call you a fanatic. You proclaim your faith whereever you go. Some may label you a revolutionary and a rabble-rouser. The preaching and teaching of the Sanctified tend to cause social change and upheaval. –12SV and –2ED from everyone except those of similar faith and at least Devout level.

They are a perverse generation, children in whom is no faith.

—Mosheth, Yethite Prophet

Ido Mentor

The quality of Ido Mentor determines the training and background a Maroc has with Ido.

1 None: Gain 3 Elemental Knowledges.

2-3 Recluse: Gain 5 Elemental Knowledges and 1 Mahya.

4-5 Hedge Wizardry: Gain 5 Elemental Knowledges and 5 Mahya.

6-7 Schooling: Gain 10 Elemental Knowledges and 5 Mahya.

8-9 Academy: Gain 10 Elemental Knowledges and 10 Mahya.

10 Master: Gain 25 points to divide as you see fit amongst Elemental Knowledges and Mahya.

Maroc Stone

Your character starts with a maroc stone according to the following:

1 LOST!: You had a maroc stone—but lost it somehow.

2-3 Bonded(1): You have a bonded maroc stone—rating: 1.

4-5 Bonded(2): You have a bonded maroc stone—rating: 2.

6-7 Bonded(2), Unbonded(1): You have two maroc stones—one is bonded, rating: 2; the other is unbonded, rating: 1.

8-9 Bonded(2), Unbonded(2): You have two maroc stones—both are rating: 2; one is bonded, and the other is not.

10 Bonded(2), Bonded(2): You have two maroc stones—both are rating: 2 and both are bonded.

Nimbleness

The quality of Nimbleness affects your gross motor activity. All bonuses to SV and ED apply to the following list of skills: Acrobatics, Balance, Dodge, Escape, Evade, Feint, Rigging, Sail Ride, Sprinting.

If you receive a modification to SV, the skill must already be possessed. If you receive a modification to skill levels, this affects the actual learning of the skill.

1 Clumsy: You're an anomaly of science! You have two left feet and two left hands! –10 skill levels—raising prerequisites to 20 skill levels.

2 Awkward: Every action you do looks ungainly and sometimes comical. Provides a decrease of –10SV but a skill level of 10 is still considered to have fulfilled any prerequisite requirements.

3 Ungraceful: You lack coordination and tend to put too much power into your actions in order to compensate for your lack of finesse. –3SV, but +1ED.

4-5 Nimble: You are agile and coordinated. +1ED.

6-7 Graceful: Every move and action you perform has the grace of a trained figure skater. +3SV and +1ED.

8 Smooth motion: You move like someone imitating a cat. +7SV and +1ED.

9 Fluid motion: You move like a cat. +12SV and +1ED.

10 Natural grace: You don't move. You glide. +10 skill levels to all listed skills.

Her body, it did dance and whirl,
Setting my mind and heart a-twirl.
—Zhamin, Skulae Poet

Presence

The quality of Presence determines how noticeable your character is. At the higher levels, Presence has a positive or negative aspect.

Positive Track: The skills that receive bonuses on the positive track are: Diplomacy, Etiquette, High Culture, Negotiation, Presentation, Socializing.

Negative Track: The skills that receive bonuses on the negative track are: Bluff, Body Language, Incite, Intimidation, Interrogation, Streetwise.

Neutral Track: The skills that receive bonuses on both tracks are: Command, Fast Talk, Leadership and Persuasion.

1 Invisible: You are socially invisible. People see you, but they don't care about you unless you actively do something to attract attention. This confers no bonus for sneaking. –7SV and –1ED to all skills listed in the positive, neutral and negative tracks.

2 Forgotten: You are forgotten by anyone who sees you in a social setting. There is nothing memorable about you. -7SV to all skills listed in the positive, neutral and negative tracks.

3 Negligible: You are barely noticed by people around you in a social setting. –7SV to all skills in the neutral track, –3SV to all skills listed in the positive and negative tracks.

4 Ordinary / Memorable: You are either Ordinary (+3SV to the positive track) or Memorable (+3SV to the negative track).

5-6 Likeable / Annoying: You are either Likeable (+7SV to the positive track and –3SV to the negative track) or Annoying (+7SV to the negative track and –3SV to the positive track).

7 Unthreatening / Threatening: You are either Unthreatening (+7SV and +1ED to the positive track and –7SV and –1ED to the negative track) or Threatening (+7SV and +1 ED to the negative track and –7SV and –1ED to the positive track). Both receive +3SV to the neutral track.

8 Sensitive / Obtuse: You are either Sensitive (+7SV and +1ED to the positive track and –7SV to the negative track) or Obtuse (+7SV and +1ED to the negative track and –7SV to the positive track). Both receive +7SV to the neutral track.

9 Delightful / Odious: You are either Delightful (+12SV and +1ED to the positive track and –12SV to the negative track) or Odious (+12SV and +1ED to the negative track and –12SV to the positive track). Both receive +12SV to the neutral track.

10 Virtuous / Hellish: You are either Virtuous (+17SV and +1ED to the positive track and –12SV to the negative track) or Hellish (+17SV and +1ED to the negative track and –12SV to the positive track). Both receive +17SV to the neutral track. Once per play session, you may use your presence to provide a single roll with a +30SV. Virtuous may only use it with skills in the positive track; Hellish may only use it with skills in the negative track. Either may use it for the neutral track.

Qai Ability

Qai can be fickle and unpredictable, much like life itself. Your interaction with Qai is different than most.

1 Sympathetic Qai: Your Qai works in conjunction with any Qai use in your immediate area. Your Consciousness rating is available to any Qai user within 10 meters as an untainted power pool. Qai used in this manner is not tainted unless used to harm life or against you.

2 No Resistance: You cannot resist any Qai effects. You are unable to use Qai.

3 Soul Blind: You can be affected by Qai, but cannot use it.

4 Mind Blind: You cannot be affected by Qai in any way.

5 Sensitive: You are aware of all Qai use within 10 meters. Gain +3SV to all Qai skills.

6 Expressive: You are aware of all Qai use within 100 meters and all Ido use within 10 meters. Gain +7SV to all Qai skills.

7 Dreamer: You are aware of the emotional overtones of others dreams. Gain +7SV to Dreaming, but you cannot use this skill until your prerequisites have been met.

8 Vivid Dreamer: You are able to more easily touch the dreams of others. Gain +12SV to Dreaming, but you cannot use this skill until your prerequisites have been met.

9 Specialized: Choose a Qai skill and increase it by +12 skill levels and gain +1ED. Reduce all other Qai skills by –3 skill levels.

10 Innate: Increase all Qai skill levels by +7 and gain +1ED to all Qai skill rolls.

Qai Expressions

Those who can touch Qai and have learned to harness the power of life itself need to know how to express this power.

1 Barren: Your ability with Qai is extremely limited. You have learned only 1 Expression.

2 Stunted: Your ability with Qai is limited. You have learned only 3 Expressions.

3 Wilted: You had some initial difficulty developing your contact with Qai. You have learned only 5 Expressions.

4-5 Vibrant: Qai flows through you like a stream. You have learned 9 Expressions.

6-7 Rich: Qai flows into and through you like a river. You have learned 12 Expressions.

8-9 Abundant: You have taken to Qai like a fish to water, you live and breathe in Qai. You have learned 15 Expressions.

10 Flourishing: You are a fountain for Qai. You have learned 20 Expressions.

Reaction

The quality of Reaction affects how you will react in a combat situation.

1 Stunned: Combat causes terror so complete that you can feel it. Apply 1D10 shock damage for each combatant within melee combat range. Each new combatant that enters this range adds to this shock damage. A Consciousness check is required before every Initiative roll.

2 Shock: The gruesome psychological nature of combat causes mental anguish. Take one point of shock damage for every point of lethal damage you inflict on another sentient.

3-4 Combat Paralysis: Acting in combat is difficult. A Consciousness check must be succeeded in order to take every combat action.

5-6 Instinctive Dodge: Without thinking, you will attempt to Dodge any attack directed your way. Add +7SV and +1ED to your Dodge skill.

7-8 Instinctive Block: Without thinking, you will attempt to Block any attack directed your way. Block becomes a free action in combat with a +7SV and +1ED to your Block skill.

9 Reactive Response: You instinctively respond to an offensive maneuver with a sudden, unexpected attack. Gain a free Surprising Action that may be used at any time in the first round of every combat.

10 Combat Reflexes: Whether through intentional training or due to a veteran status, the fighting reflexes are enhanced. Adds +5 to the Reflexes Attribute and provides a +D6 to Initiative, also receive +1 DIS. Additionally, the character can only be surprised on a critical failure during an ambush.

Self Control

In the world of social interactions, everyone is trying to buy or sell something. How well you can keep your head and your wits in this tumultuous environment is determined by your Self Control.

1 Sucker: There's one born every minute and you're it. You will buy oceanfront property in the middle of the desert. –3ED to resisting social appeals.

2 Weak Will: You are easily convinced with very little supporting evidence. –2ED to resisting social appeals.

3 Impressionable: You are easily swayed, but still remember the size of your pocket book, your personal means, or the reputation of the one trying to convince you. –1ED to resisting social appeals.

4-5 Stubborn: You know what you know and it will be hard to change your mind. +1ED to all resistance rolls for social interactions.

6-7 Strong Will: You receive all the benefits of Stubborn, but also gain the same effects when you make social appeals to others. +1ED to make and resist social appeals.

8-9 Iron Will: Just like Strong Will except that the bonus increases to +2ED.

10 Unshakable: You are unbending and unyielding on everything you do. Suffer –7SV for all social skills, +2ED to make social appeals, +3ED to resist social appeals.

Socio-Economic Category (SEC)

The culture wherein your character begins their life provides the base for the SEC quality. This quality provides no bonus Quality points if you choose to take a lower station. If your character is of a different race than the typical race of the culture, apply a –1 modifier to this roll. If your chosen race is the typical race of a culture with which your chosen culture is at war, you are automatically a slave. You may 'buy your way up' but the costs, in Quality points, for increasing your station are doubled.

1-2 **Slave (0): Indentured Servant, Common Criminal**
Gossip or Streetwise +15SV, Etiquette +15SV, Unobtrusive +7SV, 30 skill levels in languages

3-5 **Servant (1): Liberated Slave, Blue Collar, Nobody**
Gossip +7SV, Streetwise +7SV, Etiquette +7SV, Domestics +15SV

6-7 **Commoner (2): Vassal, Serf, Anonymous**
Shopping +15SV, Domestics +7SV, Etiquette +7SV, Ciphering +7SV

8 **Publican(3): Courtier, Unknown**
Mathematics +7SV, Gossip +7SV, Literacy +7SV, Etiquette +15, SV 30 skill levels in languages

9 **Patrician(4): Merchant, Known**
Fashion +7SV, Music +7SV, High Culture +7SV, Etiquette +15SV, 40 skill levels in languages and/or Literacy

10 **Noble(5): Hero, Merchant Prince, Famous/Infamous**
Fashion +15SV, High Culture +15SV, Dancing +7SV, 50 skill levels in languages, Etiquette, Politics and/or Literacy

Technology

How comfortable you are at using technology and how easily you acclimate to its use is determined by this quality.

1 Gremlins: You don't actually have gremlins, but it sure seems like it. If it is technological and you touch it, chances are, it will break, malfunction, or otherwise stop working. –12SV and –2ED with any and all technological devices and skills.

2 Damper: Your complete inability to figure out a technological device hampers its function and ability. You may be convinced that you can operate it, but that is not the case. –7SV and –1ED to the operation of any and all technological devices and skills.

3 Bench Thumper: You have convinced yourself that you can make it work if you just smack it hard enough and in the right place. –1ED to use technological devices and skills; any device you use must make a malfunction test after you have 'bench thumped' it.

4 -5 Comfortable: Technological devices do not intimidate you and you have the necessary Respect for them to avoid damaging them through casual use. +7SV when trying to use a technological device or skill.

6-7 Affinity: Technological devices seem to respond favorably to your touch. You feel totally comfortable around them. +1ED when trying to use a technological device or skill.

8 Talented: You have a real talent when it comes to figuring out technology. +7SV and +1ED when using a technological device or skill.

9 Whiz: You have a connection with technological devices. You seem to preternaturally know how they work and how to get the best results from them. +12SV and +1ED when using a technological device or skill.

10 'The Gift': People refer to your talent as 'the gift.' You think like an engineer. You instinctively know the form and function of a device through casual contact. +12SV and +2ED when using technological devices or skills.

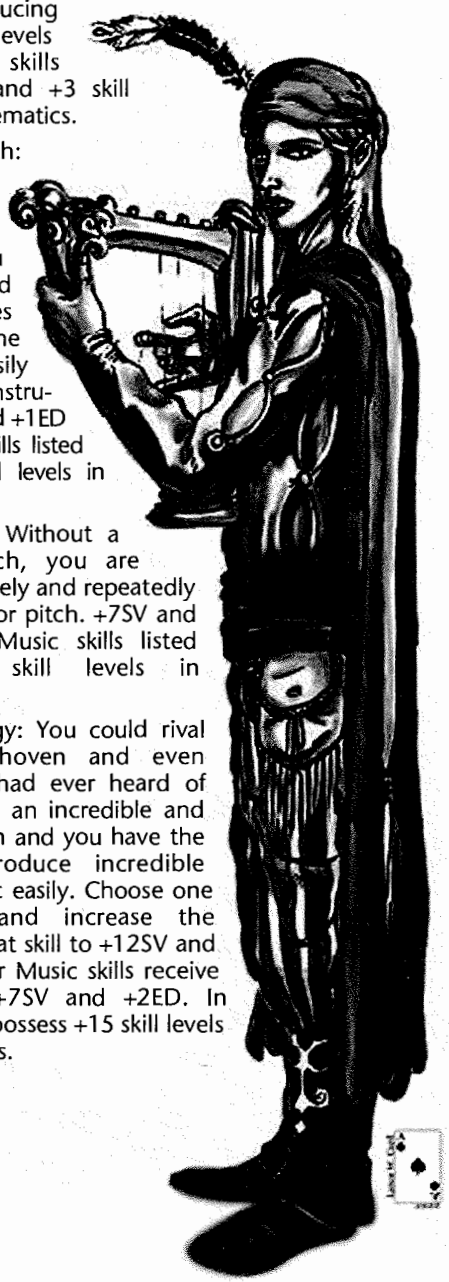
Tonality

How well someone can make Music depends upon how well they can perceive and reproduce musical tones and sounds. The Qualities listed below affect the following skills: Composition (Music), Melismatic Technique, Mimicry, Musical Notation, Music (Instrument), and Singing.

1 Cat Torturer: When you make music, cats flee, roaches die, people cringe and wallpaper peels. –12SV and –2ED to all Music related skills.

2-3 Tone Deaf: You cannot carry a tune in a bucket. –7SV and –1ED to all Music related skills.

4-5 Musical Ability: You have a gift at producing music. +3 skill levels to all Music skills listed above and +3 skill levels in Mathematics.



6-7 Relative Pitch: Using a specific pitch as a point of reference, you are able to find other tones along the same scale easily without an instrument. +7SV and +1ED to all Music skills listed above, +3 skill levels in Mathematics.

8-9 Perfect Pitch: Without a reference pitch, you are able to accurately and repeatedly find any note or pitch. +7SV and +2ED to all Music skills listed above, +7 skill levels in Mathematics.

10 Musical Prodigy: You could rival Mozart, Beethoven and even Bach, if you had ever heard of them. You are an incredible and gifted musician and you have the ability to produce incredible works of music easily. Choose one Music skill and increase the bonuses for that skill to +12SV and +3ED, all other Music skills receive a bonus of +7SV and +2ED. In addition, you possess +15 skill levels in Mathematics.

Toughness

Toughness is your ability to resist or even ignore the effects of pain and wounds from combat.

1 Pain Intolerance: You weep like a little child at the smallest of injuries. Suffer double the normal skill penalties for damage and wounds. A hangnail will ruin your day.

2-3 Weakling: You cannot handle pain well. If you have taken more than 50% of your total Flesh wounds, you will surrender, flee, drop your weapon, or otherwise attempt to end the beating. You may cry. This is not perceived as 'heroic' in any way, shape, or form.

4 Mild Toughness: You may ignore the negative modifiers for the first 10 points of Flesh wounds. After that, all effects are normal, including the first 10 you originally ignored.

5-6 Tough: You may ignore up to half the negative modifiers due to wounds and damage, rounding down.

7 Resilient: You may ignore up to half the negative modifiers due to wounds and damage, rounding down, and this number drops by one point each combat turn. If you take additional damage, total up the negatives and begin reducing from that point on the next round. It is possible to completely negate all damage penalties if combat lasts long enough.



'Tis but a scratch. Now you're in real trouble.

—Arwha

8-9 Pain Immunity: Ignore all negative modifiers from wounds or damage.

10 Impervious: You ignore all negative modifiers from wounds, damage, and shock damage. You also add the value of your Strength Attribute to your Consciousness rating for determining how much Flesh damage you may sustain. In addition, reduce the total damage sustained in a single attack by one.

Vanity

The quality of Vanity affects the appearance, method of dress, and overall perception from others based upon your character's style and appearance. All bonuses to SV and ED affect the following skills: Diplomacy, Etiquette, Fashion, Gaming, High Culture, Innuendo, Leadership, Oration, Persuasion, Politics, Presentation, Scheming, Socializing, Unobtrusive.

If your character receives a modification to SV, the skill must already be possessed. If your character receives a modification to skill levels, this affects the actual learning of the skill.

1 Slovenly: No matter what you do to your clothing, no matter how much time and effort you take, you always look like you slept in your clothes—all week. Provides a decrease of –10 skill levels, thereby raising a prerequisite requirement to 20 skill levels.

2-3 Disheveled: As hard as you try, you always look like you wadded your clothes into a ball before you put them on. Provides a decrease of –7SV, but +1ED.

4-5 Uncaring: You really don't care what you look like and wouldn't notice if you forgot to press your clothing or comb your hair. Provides an increase of +1 ED.

6-7 Tidy: You take the time to coif your hair and press your clothing. Provides an increase of +7SV and +1ED.

8-9 Meticulous: You take extra time to enhance your appearance. Provides an increase of +15SV and +1ED.

10 Pristine: Liberace had nothing on you! Provides an increase of +10 skill levels to all listed skills.

They rejected his statutes and his covenants,
that he made with their fathers.
And his testimonies which he testified
against them.
And they followed vanity and became vain...

Let not him that is deceived trust in vanity,
for vanity shall be his recompense.

—Joab, Yethite Prophet

ASSETS

Assets are changes to the basic structure of the character that are genetically unique. It can be a trait that may exist in their family heredity, but is not common in their race, or it could be a quality that is common in their race, but grossly exaggerated for the character. Either way, it will seem freakish, even to those of the same race. This element of freakishness is mild, but enough to cause a –10SV modifier to all social contacts where the trait would be unusual.

Acute Hearing: 2—Provides an increase of +1ED to Observation tests for hearing and +7SV to Blind Fighting.

Acute Smell/Taste: 1—Provides an increase of +1ED to Observation tests for smell and taste.

Additional DIS: 5/15—To gain a second DIS costs 5 points. To gain a total of 3 DIS, the cost is 15. No character may possess more than 3 DIS.

Berzerker Rage: 1—Provides the following modifiers: -20 to all defense SVs, including parry and the defensive aspect of riposte. Receives +10 to attack SVs, +1 action per turn and automatically succeeds any tests for fear or fleeing. Berzerker Rage must be 'activated,' typically by anger or pain. It lasts 1D10 Combat Turns, and can only be used once per combat. Even if the Rager receives a killing blow, the Bard will take over the character, who will go on attacking anything nearby until the Berzerker Rage is over, at which point the Rager will collapse and die.

Bizarre Fate: Varies—Your character has had a strange background that will change his destiny. It is not typical for his race, culture, SEC, or occupation. This is completely subjective and depends upon your Bard's opinion and approval.

Some examples include:

You are born noble, but pursue a menial occupation: 1

If you have raised your SEC by at least 3: 1

If your race is different than typical for that culture: 1

If your race is different than exclusive for that culture: 3

You are a not a Suv'ik, but you are a Ch'ak: 5

You are not human, but you are a Wet Denizen: 3

You are a human Maroc: 7

You are a human Rusahn: 4

The Bard is free to use these examples as guidelines. The rule of thumb is that the more unlikely the event, the more costly the Bizarre Fate is—reducing the overall resources available to the character.

Claws: 4—You have a set of strong, sharp claws at the end of your fingers. These may be used in slashing attacks for +2ED damage. Claws are on all digits, including feet, and are non-retractable.

For the same price, retractable claws may be purchased, but they only provide a +1ED damage.

Dermal Shading: 1—You have an unconscious ability to alter the shading of your skin tones to match the general coloration of your surroundings. You are a walking, talking mood ring. This asset provides you with +3SV to any attempts to hide or camouflage for each hour your character is in an environment, up to a maximum of +12SV. Additionally, extreme emotional states, activated by high adrenaline levels, will cause you to turn a blackish-green, which is a very disturbing sight to others.

Eagle Eyes: 3—Provides an increase of +1ED to Observation tests for sight. Also adds 3 meters to short range, 6 meters to medium range, 10 meters to long range and 20 meters to extreme range for targeting missile weapons.

Enhanced Senses (individual senses): 2X bonus to sense—Your senses may be enhanced. You must select this for each of the four primary senses: Hearing, Touch, Sight, Taste/Smell. No sense may be increased beyond +3 without purchasing a Bizarre Fate addition of +1.

Hooves: 3—Instead of feet, you have hooves. This provides a –10SV to running and sprinting, but also gives a +2ED for all kicking damage. Special shoes must be worn to avoid a 'clickity-clack' sound when walking.

Leaping: 1—You are able to make particularly impressive leaps while running or standing still. Subtract your Stamina from your Dexterity and add half your Strength, then divide this number by 3 (round down). The result is the number of meters you can leap from a standing, motionless position (half this number can be straight up). If running, multiply this number by 2.

Example: *Arliss the Myrlihk has a STR 14, DEX 17, STA 10. This allows him to leap 4 meters—(17-10)+7 = 14 /3 = 4. Arliss can leap 4 meters from a standing position, 2 meters straight up and 8 meters when running.*

Low-Light Vision: 2—You see extremely well in poor light conditions. Treat low light levels (twilight, candlelight, torchlight) as though they were fully lighted conditions and treat pitch darkness as dim. Low Light Vision will even allow your character to make out the vague shapes of their surroundings even in pitch darkness.

Peripheral Vision: 2—You have a very wide field of view. You can see everything around you except what is located directly behind yourself. This gives you a somewhat 'bug eye' appearance.

Sensitive Touch: 1—Provides an increase of +1ED to Observation tests for touch.

Tenacious: 1—If you fail any roll during a stressful situation where your character believes they must succeed, you may burn 1D10 Wisdom for a reroll. The second roll, no matter what it is, stands. This may only be performed once per action. If you do not possess Wisdom, you may burn 1 Attribute point from any Attribute for a reroll (this does not affect the racial maximum for your character).

Tusks: 2—You have bonelike structures sticking out from your face, typically around your mouth. Each purchase of this Asset provides a set of two tusks. Alternately, the tusks may be purchased multiples times as a single set that are particularly long.

Each set of tusks can be used to cause additional damage in a headbutt. Typical tusks are 4cm in length. You may purchase this asset again in order to lengthen the set of tusks. Each time they are lengthened (to a maximum of 12cm), gain a +1 to the ED for a headbutt. A humanoid head cannot have more than three sets of tusks.

Water Caches : 2—Inside the body of the character are catch pockets for water. These pockets retain water for extended dry periods. Fully engorged, the water caches will hold enough water for the character to go a full week without drinking. After this period, normal dehydration will commence and the character will have no more than three days to live before desiccating.

Additional water caches may be taken; however, a notably bloated appearance and a hump of fatty tissue between the shoulders will develop. Some cultures consider this freakish.

Willful: 1—You are belligerently determined to have your way about things. You gain a +1 ED for all social interactions when someone is trying to talk you into or out of doing something. However, it also nets you a –1 ED whenever you are trying to talk someone else into or out of doing something.

Worldly: 2—The character is well traveled or well read. Negates the negative modifier for any Intellect based skill that the character does not possess.

DETRIMENTS

The Detriments listed below are given for roleplay purposes. These are to flavor your character, their behavior, their actions, and how you portray them to your friends around the table. It is left to the Bard to determine exactly what the game mechanic repercussions may be. Some Detriments may provide examples or guidelines, but largely this is left to the Bard.

Physical Imperfections

No one is perfect, but it is often our imperfections that define our character—or, in this case, your character. Do not be afraid to play a physically imperfect character. You may discover that you can understand others who have physical imperfection a little more through roleplaying.

Digestive Difficulties: +1—For whatever reason, you have difficulty digesting foods and tend to produce gas. These noxious fumes are noticeable to those around you and you must work hard for them not be heard. You suffer a permanent –1ED to all social skills.

Disease Carrier: Varies—You carry a disease. The severity of the disease and the manner of transmission determine the cost of the detriment. You are immune to the disease that you carry, but you spread it to everyone around you.

Transmission:
Airborne: +3
Fluidborne or Casual Contact: +2
Intimate Contact: +1

Severity:
Infrequent symptoms: -1
Continuous symptoms: 0
Debilitating symptoms: +1
Lethal symptoms: +2

Special: Cannot be filtered: +2 (When you die or make your 'community deposit,' your fluids cannot be filtered to eliminate the disease—thus infecting the entire community.)

Lost Limb: Varies—The cost of a lost limb depends entirely on what portion of the limb was lost. The Bard should realize that these will require more work to keep track of the details. We have specifically not listed skill modifiers because the situations are so variable. Use common sense: a two handed sword cannot be wielded by someone missing one hand. A character without one leg will not run a four-minute mile.

Detriment: +1—You lost a hand or foot. (Note: If you lost a hand and it is a nice, clean cut, you may suffer a negative social reaction as a thief in most cultures.)

Detriment: +2—You lost an arm or leg from the knee down.

Detriment: +3—You lost an entire limb.

Missing Tongue: +2—You cannot speak. You have no tongue. You can gabble, but you cannot form intelligible words. You may have been born without a tongue—or it may have been taken from you. If the latter is the case, be glad that you can't speak. Those who lack a tongue on T'nah have probably lost it for a socially damnable reason. If this is the case, you may have an extra +1 point—but you run the risk of being known for your crime. (The Bard is free to inflict whatever social stigmas he chooses upon you.)

One Eye / Poor Depth Perception: +1—You have lost your eye or you were never born with one. There may be social ramifications, and you will face a –15SV for depth perception based skills, such as utilizing missile weapons. The same troubles assail the person who has poor depth perception, but please note that this affects both eyes.

Overweight: +2—Regardless of station, anyone who is overweight on T'nah is considered to be wasting resources and squandering what others could use to survive. Some nobles, high-ranking officers, and even merchants tend to be a little rotund due to their lifestyle and wealth. While this is often overlooked because of their station and their wealth, they are no less ridiculed or despised for their wastefulness behind their backs.

Overweight characters will have problems in the social arena, particularly where food is involved.

Sensitive Skin (Mild): +2—You are incredibly sensitive to sunlight and avoid it at all costs. When you are caught in the sunlight, your skin will blister, burn, crack and bleed. You dehydrate at an accelerated rate and need double the normal amount of water to survive. Each hour that you spend unprotected from the sun, you suffer 1 point of damage on each exposed area of the body.

Sensitive Skin (Extreme): +4—Sunlight will kill you unless you take special precautions. Only complete covering by thick cloth or the coating of the entire body in espihef oil will protect your skin from the onslaught of the sun. Anytime unprotected Flesh is exposed to the sunlight, a Stamina roll must be made. Failure of the roll indicates that the entire amount of the ED rolled is taken as damage on all exposed Flesh.

Slurred Speech: +1—The character lacks the ability to clearly enunciate their words. –1ED is applied to all social interaction involving speech. The Syl have a unique variant of this quality in that their speech is slurred to all save their own culture. Within their culture, this is considered normal and they suffer no negative.

Troog Package: +1

Cannot Eat Meat: Not only do Troog dislike ingesting meat, but if they do, it will cause severe illness, vomiting to expel the food, and can lead to serious long-term sickness.

Enhanced Peripheral Vision: Alteration in the eye position provides Syl with a wider field of vision.

Poor Depth Perception: Ranged combat is modified by the alteration in Troog eye position. Short range is –10SV, Medium –15SV, Long –25SV, and Extreme is -50SV.

Heavy Accent: This is a modification of the Slurred Speech quality. It affects only non-native speakers of the Syl tongues.

Enhanced Hearing: Their ability to move their ears and hone in on even a faint sound is legendary. Troog have +20 to any roll involving their hearing.

Mental Illnesses

These are conditions of the mind that affect the actions. If your character is healed or otherwise treated for these illnesses and is able to reduce their detriment value, they may select any of these that are a lower cost than the one they had before, but they must select from mental illnesses.

Braggart: +1—You have a low self-esteem and a loose tongue. You tell everyone about everything you did—or did not—do. You brag so much that no one can trust you. –7SV to all social skills.

Compulsion: +1—You must compulsively perform an activity. In some cases you must perform your compulsion openly and obviously—i.e. counting tiles on the floor. In other cases, you must brag about what you have compulsively stolen—i.e. kleptomania. If you do not, you will become angry and agitated and must start over. Only when you have completed the task perfectly may you proceed.

This compulsion must be obvious to those around you. If you must count the tiles on the town square before you walk on them, then you must do it obviously, verbally and with gestures. This is not a minor compulsion easily avoided. If the character does not perform the compulsion or can easily avoid it, no points are offered.

Examples: Counting Things, Washing/Wringing Hands, Habitual Liar, Kleptomania, Completion (must finish a task even if it is rendered moot), Wanderlust.

Conceit: Detriment +1—Conceit is a milder form of Pride. It is typically self-centered. It is also typically easily bruised—but seldom leads to anger. It tends to lead to depression and hurt feelings. Conceit makes your character more sensitive to insults, but also less likely to fight over them. You will accept an apparently heartfelt apology. –7SV to all social skills.

Greedy: +2—This is a special compulsion to acquire wealth. Any time gain is offered (monetary or otherwise), particularly if it is significant in value, you must make a Consciousness check to avoid accepting the offer. If you fail the roll, you must accept the offer without even hearing the terms. If you succeed, you will still take the offer, but will make an attempt to negotiate for a higher cut! -18SV to any roll to resist where money or gain is offered.

Manic: +3—You are a pendulum and you go more than both ways. You can be happy one minute, sad the next, and viciously angry immediately after, then burst into repentant tears at the drop of a hat. You have no control of your emotions whatsoever. Those around you will find your behavior bizarre and frightening. In most instances, you are not violent, but that is not beyond the scope of a particularly strange swing of your wild pendulum. –12SV to all Social skills due to instability.

Obsessive: +1—You are focused on a particular object, thing, person, animal, whatever. You must be around it and will become agitated and angry if you are prevented. You will rant, rave, fight, and struggle to be with your coveted object.

If you go more than a day without being in the presence of your coveted object, you will become unstable. If you have been without your coveted object for a month, this is a permanent change. See Unstable below for your behavior. –7SV to all Social skills.

Phobias: Varies—This is an unreasonable fear of commonplace objects or situations. It is not something easily handled nor is it something you can face without severe difficulty. You are deathly afraid of the object of your phobia and will be at –33SV to all skills until the source of your phobia has been removed.

Phobia is:
Very Common: +4
Common: +2
Rare: +1

Pride: +2—Pride goes before a fall. You will not back down from a fight. You will not allow the object of your pride to be mocked or defamed. You will become angry and agitated even over playful jokes about the source of your pride and you will carry grudges. You tend to be extremely sensitive to offense and will readily fight when offended.

Once someone has offended your pride, you will mark them in your mind, and no matter what they do or say to appease you, you will never accept it. They will be your anathema for life. –12SV to all social skills.

Psychotic: +5—To all outward appearances, you are perfectly normal. However, you like to hurt things. You like to hurt people. You like to cause mayhem and havoc wherever you go. You enjoy it when people or animals suffer—and if you can inflict that pain, all the better. You are not necessarily sadistic, in that you gain sexual pleasure from hurting people. It is more like you are high on a drug.

Typically the only way that you can be caught is through intense examination or to actually be caught in the process of committing the atrocity. It should be clear that we are not talking about practical jokes—we are discussing actively trying to hurt people and cause severe pain, or even death. It is not beyond a psychotic to eat another person while they are tied up and watching it happen. –33SV to all Social skills if your psychosis is evident.

Rebellious Nature: +2—You despise authority of any kind and will rebel against even the slightest example of it. You don't even need to know the issues at hand; if there is an authority figure, you automatically take the opposite side. This has severe social ramifications, particularly in the strictest cultures. You have probably seen the inside of more jail cells than you have rugs in a souq. Any authority figure or display of authority will earn your ire—they or you will suffer a –25SV whichever makes sense.

Schizoid: +4—Your personality is so damaged that you can literally be perceived as two (or more) different people. Whether you actually have split personalities or not is entirely up to you and your Bard. Anyone who spends even a small amount of time in your presence will realize the severe nature of your mental illness. Others who interact with and notice your detriment suffer a –33SV.

Sucker: +1—If someone were to offer you a time-share at a beautiful lake in the heart of Ashik's Anvil, you'd buy it; a free pass out of the Citadel, you'd be the first in line; headfruit that didn't require the killing of a sentient and you're munching away. There's one born every minute—and you're it. You may never have any money, but you sure do have a lot of funny stories. Suffer a –12SV on all haggling or attempts to resist Presentation.

Unstable: +2—On the outside you may appear to be serene and calm—but on the inside you're a seething cauldron of hatred, indecision, and insecurity. Eventually, these demons of your psyche will emerge and you will lash out. You could fall into a quivering mass—or kill the next shopkeeper you encounter because he's wearing blue. You will plot, you will plan, you will devise fantastic and insane ideas to achieve your goals. Make a Consciousness check every day—if you fail, you suffer a –25SV to all social skills.

Acts of the Will

These are the conditions that affect the actions of your character based upon some choice made by them. They can be changed, but it will take awareness (that the condition exists), training (to learn to avoid the behavior), and time (to allow the training to sink in). Because there is choice involved, these conditions are often harder to break, because they are desired, wanted, or fulfill a perceived need.

Cold-Hearted: +1—You either have no emotions, or you hide them so completely that even you aren't aware they exist. You may actually enjoy some of the more negative aspects of life—i.e. pain—but you would never show it.

Covetous: +1—You want what you cannot afford to buy or possess. You are never content with what you have and always want more. You are constantly trying to keep up with the Hasims.

Detached: +1—You have emotions, but you can turn them off during a crisis situation. While this may seem like an asset, there is a downside. It's very difficult to turn them back on again—and when you do, you tend to relive the horrors that you turned them off to avoid. Detached individuals will swing to the extremes of the emotional spectrum. They are cool under fire, but will fall apart when the crisis has abated. Because the emotions are held in suspension, the emotional after-effects are typically harder to resolve when the crisis abates than they would have been if they had been dealt with as it happened.

Disrespectful: +1—This is disrespect of someone in a higher social position than yourself. It is really a form of envy, wishing that you were in their position. You will backbite, gossip, and tell tales behind the backs of anyone of higher station than yourself. If you are not already dead, consider yourself lucky. If you are Ch'ak, consider yourself blessed by Bh'dit'ak himself! Disrespect is considered a crime in most civilized parts of T'nah.

Flirtatious: +1—You love to flirt. You will flirt with nearly anyone—but especially the gender of your preference. You will do nearly anything to get a response from them. You will seldom consider whether their spouse or significant other is watching—and fuming. This has the potential to get you into a lot of fights. (If you actually intend to follow-through on your flirtations, then you are not Flirtatious, you are Lustful—see below.)

Judgmental: +1—There is a common mistake made by people when it comes to judgment. They consider anyone who tells them the facts, laws, rules, or guidelines to be judging them when they fail to make the mark. This is not judgment, however, it is a warning. Judgment—and being judgmental—is when the person doing the warning holds themselves up in comparison as the standard or epitome of perfection. Judgmental characters will see themselves in a kinder light than they view the rest of the world. If you have a flaw, they will find it and point it out to you, while telling you how perfect they are.

Lazy: +1—You don't like to work. It is not that you can't work, it's that you avoid it like the plague. If there were a job testing mattresses all day long, you might apply. You will cut corners. Whatever the path of least resistance, that's your course. Groups of adventurers have been known to leave lazy party members at the bottom of dry wells. Don't say we didn't warn you.

Lustful: +2—A severe form of flirtation which involves actually following through with your advances, given the opportunity. You will ignore relations, marriage vows, city ordinances, or possible dangers to make a connection with your intended victim. Once you have achieved your goal, you will depart and seldom return, because where is the fun in attaining what you've already had?

Miserly: +1—You do not like spending money. You hoard it. Perhaps you should change your name to Scrooge. Any time you are expected to spend money, you will complain, haggle, debate, and only grudgingly part with your precious commodities. Even when you do pay legitimate expenses, you will pay them as late as possible (without incurring additional charges) and always the minimum necessary. When your character dies, he will be sitting on a mound of gold, eating rats, drinking old, stale water, and freezing to death to avoid spending his precious hoard.

Pacifist (Extreme): +3—You do not hate. You don't experience any of the emotions that would lead to anger. You are at peace with the world around you—even when you watch your family slaughtered before your eyes. You love all creatures and could never harm man nor beast in any way. Period.

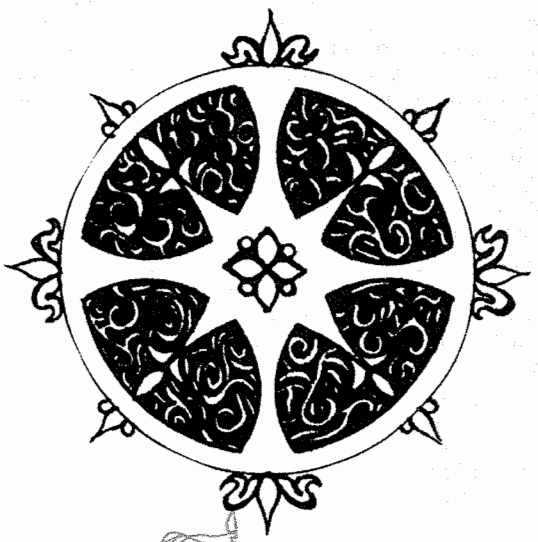
Anger is an unknown emotion for you and you cannot understand it in others. You will not only have a hard time in a non-Yethite society, but you will actively promote this general goodwill with others in your group. You will completely disassociate yourself from those who display such negative emotions.

Pacifist (Mild): +1—You cannot kill. You cannot take up arms. You cannot stomach the thought of harming another living, breathing sentient being—extreme cases cannot harm animals, either. You can still be crass, cross and obnoxious; you can even start fights and throw punches—you cannot kill.

Spendthrift: +1—You spend money like there's no tomorrow. Most of your friends and acquaintances think you're completely foolish with money, and you know you don't always allocate your funds properly, but sometimes you have to treat yourself, right? You may believe that, for you, there really might be no tomorrow, so live it up while you can. It's also possible that you were born wealthy, or envision yourself belonging to a higher SEC than you really do. Perhaps you're just thoughtless, and never learned the value of an orb. Regardless, you can't refuse buying anything that catches your attention, if you can possibly scrape the money together. And you'll take it now.

Ungrateful: +1—You expect the world to cater to you and when it does, it is only doing that which it should do. Therefore, you are not grateful. You are receiving your due.

This tends to annoy people.



Fields And Occupations

The first occupation entered by the character is an apprenticeship. If you choose to play a Kril, for instance, you will have the choice of playing a member of the town guard, a squire, or a bravo acting as a lower echelon bodyguard to travelers or minor officials. By the end of this stage of development, you are between the ages of 16 and 18. In some cultures, particularly the Renizant and the Syl, this is more the end of childhood than the start of adulthood.

Each occupation provides a basic template of skills and sometimes Quality or Attribute modifications. Occasionally, the occupation provides numeric Quality points. These may be spent in augmenting the random rolls for Qualities, or you may select specific Qualities, which do not require a random roll (most often, however, Qualities are given as a random roll).

Apprenticeships

From the point your character reaches what modern society calls adolescence, you are shunted into your first occupation. This is referred to by most cultures as 'apprenticeship.' It is the beginning of your professional life.

The chosen occupation will define your initial growth path. It is just as important a consideration as choosing your original heritage and culture. This defines, to the largest extent, the focus of training, knowledge, and ability.

The occupation choice is the third and final segment of Attribute development. Once the occupation is picked, the player knows the three dice that will be rolled to determine the Attributes of the character. The player also knows the maximum development that each Attribute will ever reach (barring any other changes in the life of the character).

Coupled with skills and Qualities, this is the final step defining the character. With these numbers, all the rest of the numerical determinations will be developed. The final step is choosing your equipment, and you are ready for play.

Training Focus

When selecting an apprenticeship, you will be able to spend three different foci. Some fields and occupations have restrictions on which foci may be spent within a particular occupation. It is sometimes possible to spend all three foci within the same occupation. Such a character is not very well rounded, but is very focused on the details of his occupation.

The Primary focus is your 'day job,' your primary occupation that requires the bulk of your time. Some jobs require additional time. These are represented by a requirement to spend additional foci within that occupation. You will only receive the gear and contacts for the occupation in which you place your Primary focus.

A Secondary focus is functionally equivalent to a 'second job.' This is what you do on the side to make ends meet, or the specific aspect of your primary occupation. You receive only the skills, and half the money, from the occupation where you place this focus. You may select two contacts according to the restrictions of the occupation wherein your secondary focus is placed.

Your Tertiary focus is more akin to a hobby or interest. You receive only the skills, and one contact, from the occupation. No money is given for the Tertiary focus (unless specified in the occupation itself). If you choose not to spend your Tertiary focus upon a specific occupation, you may spend 50 skill levels anywhere you wish, but you gain no income, money, or contacts by doing this.

Availability of Equipment

Some occupations allow access to unusual items that would not be otherwise available to the character. If you place any of your foci into a career, you may acquire any specialized equipment associated with that occupation. Note, however, that you must purchase these items, unless they are listed in the gear and this occupation is your Primary focus.

Length of Apprenticeship

All characters enter their apprenticeships at about the age of 12 to 14 years. This is when they are deemed by most cultures to have reached young adulthood. Apprenticeship lasts a minimum of four years, but can last as long as seven. To determine the length of apprenticeship, roll 1D4+3. This is the number of years that you have studied as an apprentice before being allowed to attempt to promote or move into another occupation.

If the particular apprenticeship makes it difficult to move up and you fail your promotion roll, then you must remain in that apprenticeship for another year. You receive no additional resources (skills, money, contacts, etc.). It has simply taken you longer to complete the training.

Unless otherwise stated, you may end character generation at the end of the apprenticeship and begin play.

Promotions and Advanced Occupations

If you wish to play something more skilled than a beginning character, you may choose to extend character generation into the advanced occupations. Please see the "Advanced Occupations" section for details.

Keep in mind, however, that choosing to become an apprentice in another occupation or field will not convey the Attribute gains for being an apprentice. These are only granted to a character that begins apprenticeship between the ages of 12 and 14.

Additionally, instead of receiving the complete skill package of the apprentice, you are given a total of 60 skill levels. You may distribute these skill levels amongst the listed skills only, with the following stipulations:

1) You may place no more than 10 skill levels in a new skill and no more than 5 in an existing skill.

2) Attribute bonuses listed cost 10 skill levels for each +1.

3) Money and Contacts are determined using the "subsequent terms" section.

The time spent in a second apprenticeship is treated just like a subsequent term, on a year-by-year basis. At the end of each year test roll to determine if you advance or remain, determine money, etc. If you do not receive a promotion within 10 years, however, you are considered too dense to amount to anything and will be forced out of the apprenticeship.

If you reach 35 years of age or higher, consult the "Advanced Occupations" section to determine how to modify your character for age during character generation.

Beginning Play

When the final occupation options have been exercised and you are ready for adventuring, you are sent out into the world. Whether this involves picking up your pack and hiking into the mountains with 13 Andw'ahr you've never met before to look for a Drachen, or if you've got a ring that is just itching to meet a volcano, you have to have some gear.

You will receive the gear listed for the Primary focus occupation and for each completed occupation package. In addition to whatever is listed, the SEC of the occupation will provide you with some spending cash.

It should be noted that the cultures of T'nah do not have a stable economic platform. Any amounts listed in quid and orbs are placeholders only. This makes it easy for you, the Player, to calculate the economic might wielded by your character. Cold, hard cash (orbs and quid) are incredibly uncommon and any wealth your character possesses will most likely be in the form of actual goods, or favors owed.

In fact, once you have finished character generation, if you have any orbs or quid left, you lose them. They're gone. Let's say it clearly so the Bard can see it plainly: Any orbs or quid remaining after character generation are completely lost. (The only exceptions to this are Merchants and Nobles.)

Contacts

Each occupation lists the number of contacts gained, as well as what the contact's origin may be. The 'Exotic' line gives the number that must be tied or beaten on 1D10 (checked for each individual contact you just gained) to indicate the contact is exotic. Following this are any notes regarding exotic contacts, such as if they you owe favors, or what you may obtain in 'exchange' for exotics.

Advancement

In order to promote or change careers, you need to possess all the entry requirements for your new occupation or level, and make a roll of some kind. This section will tell you what skill or Attribute must be tested, and what the results for a success, critical success, failure, or critical failure are. Successes and failures, and their results, are not cumulative; always take the single most accurate result of those listed. Other notes regarding exit means and results are also given in this section for each current occupation.



ARTISAN

Artisans are a strange lot, second only to entertainers in eccentricity and weirdness. They are often unsociable in nature. Where their entertainer cousins need and crave an audience, the artisan does not require onlookers to do what they do.

Artisans are often anti-social because their work is their life. Just as with all other aspects of life, if you concentrate too much in one field, other areas suffer and diminish; so is the case with the artisan. Artisans often fall into one of three categories: praised, unappreciated, or reviled. People in this field rarely make much in the way of a steady paycheck—most live hand to mouth. Many do not experience even a modicum of success until they are dead.

FLESH	MIND	WILL
Strength: D6	**Intellect:** D6	**Charisma:** D4
Dexterity: D6	**Perception:** D8	**Insight:** D8
Stamina: D6	**Sanity:** D6	**Resolve:** D6

Detriment: Obsessive.

Skill Increases: Pick 4 Artistic or Craft skills, apply 15 skill levels to each.

Special: Artisans focus upon their craft. If a Primary focus is spent upon an occupation of Artisan, then the Secondary focus must also be spent on the same occupation.

Gear: You have a small, padded, wooden case, sectionalized for various items for different types of artistic endeavors. You also have a basic set of clothing equivalent to your status.

Money: You begin your occupation with 2D10 quid. In addition, roll 1D6.

1-2 You have a set of nice clothes to wear to interviews with possible sponsors of your craft.

3-4 You have a letter of commission from a minor local VIP for a special piece. If completed and approved, you will receive further commissions and 75 quid.

5-6 You have 25 points of Respect as an up-and-coming young artisan, and another 1D10 quid.

Blacksmith: The focus of the blacksmith is in making everyday items—horseshoes, tools, frying pans, etc. This is not an occupation that one typically considers as an artisan. However, many blacksmiths are so accomplished at their craft that people know their skill by the way an item is crafted.

You, however, are not to that point yet. You are beginning. You have completed your basic training in iron working and are starting to make things on your own. You must start out small—spoons, ladles, nails, and horseshoes. You make the basic implements of everyday life. It is not a glamorous job but it is a vital one.

Many in your occupation do not aspire beyond the job. Most hope to make a name for themselves as the best in crafting a certain object or in a certain locale. A few dare to reach a little higher; they work hard and seek training beyond what they now know. They seek to learn the knowledge of how to make better, more desirable, and more profitable items. They attempt, and some even achieve, the knowledge of making weapons or armor. These much-in-demand items are impressive in making a name for yourself.

A select few in your profession aspire to actually become a sculptor of metal, a true artisan in the field of metalsmithing. This takes years of practice and training in order to achieve even a modicum of success.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Strength and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Carving, Domestics, Geology, Heave Object, Jury Rig, Lifting, Locksmith, Mechanic, Metallurgy, Mining, Negotiation, Persuasion, Pick Locks, Slash, Smithing (Daily Items), Throwing (specific).

Gear: You have the basic tools of your trade and not much else. You have a small portable anvil and hammer set. (The anvil could be carried with sufficient strength but is best mounted on a block and toted on a wagon or cart.) You have a leather apron and sturdy thick leather gloves. You have two sets of work clothes; one has many small burn holes in them. The other set is still in decent condition. You have a pair of heavy leather boots. You have a pair of metal tongs. You also have a few other tools; rods and molds appropriate to your work to help shape the metal and work it. You have a sturdy leather case in which to carry these implements.

Roll 1D6 to determine your workmanship you can sell or display.

1-2 You have 2 kilos of refined iron with which you could produce some objects that could most likely sell easily, basic everyday goods like horseshoes, pots, skillets, and nails.

3-4 You have 150 quid in prepared goods ready for sale. Now all you have to do is sell them. Good luck on getting orbs for them, though.

5 You have 100 quid for items you have recently sold.

6 You have a half kilo of raw blood iron.

Money: A blacksmith is one of the higher paid jobs in the standard village. You are, however, typically paid in trade. You may get a side of beef, a month's worth of eggs, or a new leather vest. Overall this isn't such a bad way to live. You rarely go hungry, unlike many others on T'nah. Each term, make a roll using your Smithing skill.

Critical success indicates you saved a number of quid equal to your Smithing SVxED this year.

Success indicates that you have saved a number of quid equal to the ED rolled.

Failure indicates you have broken even—but at least you're not going hungry!

Critical failure indicates that some of your work has broken or failed and given you the reputation of a poor craftsman. You are now an embarrassment in your town and no one will seek your services. You must leave this town, change occupations, or begin play.

Contacts: 1D10+2. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement:
Make a Metallurgy roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain no additional money for this time.

Critical failure indicates that you have been injured. You lose 1D10 points from your Flesh Attributes. You may begin play at this point, if you wish.



Novice: A novice is a beginning level artisan. You have not yet become established in the trade. You haven't decided in what area or perhaps which medium you want to work and be known for. You are still experimenting with your talent and looking for your niche in the world of art. This is the time when you make acceptable popular work and contacts in the art world; later, when you are more established with sturdy contacts, you can make a statement.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: any Artistic skill, any Craft skill, Any Daily skill, Heraldry, Mathematics, Observation, Superstition.

Gear: You have a small, hardened-hide case for your supplies. You have several different types of brushes for painting, several types of drawing instruments (pens, pencils, charcoal, etc.), and some clay jars. You have files for smoothing the rough edges from metals and wood, small wood chisels and sculpting tools, a small palette for painting, and paper for drawing and sketching. You also have a smock to wear over your normal clothes to keep them in their present condition.

Money: Ever hear the term 'starving artist?' Well, it's true. The last time you opened your money pouch, the suction nearly pulled you inside. However there is hope! Roll 1D10 and see what fate has provided for you:

1-3 You have all the needed materials to create a piece of artwork except of one essential component or at least not enough of it. If you can acquire that needed component then you can create a piece worth 25 quid.

4-6 You have a piece of artwork that you have created that is worth approximately 75 quid.

7-9 You have a letter of commission for a local VIP. This letter states that if he is pleased with the artwork that you create, he will then not only pay you 250 quid but will give you a commission for future works. He will also grant a small stipend of 100 quid per year, above what he pays for each future completed piece. Good luck and create well.

10 You are the flavor of the week. You have 1D1000 quid.

Contacts: 1D6. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a skill roll using your lowest valued Artistic skill.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain no additional income during this year.

Critical failure indicates that you have gained a reputation as avant-garde in an anti-social way. Your artwork is ridiculed and you are forced to leave your community to seek less critical admirers.

CRIMINAL (Gangster)

Gangsters are the more violent form of criminals. They band together and act as a unit, making them all the more dangerous. While a thief may only take your money belt, a gangster will beat you up, or even kill you, for your shoes.

Restrictions: May not be Ch'ak or Yethite.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D6	**Charisma:** D6
Dexterity: D10	**Perception:** D8	**Insight:** D6
Stamina: D4	**Sanity:** D6	**Resolve:** D4

Attribute Increase: Resolve or Stamina (Choose one): +1

Skill Increases: Con: 10, Guile: 10, Observation: 10, Stealth: 10

Special: Criminals are not restricted in how they spend their foci. Unless an individual occupation has restrictions, you are free to spend your foci as you see fit. You also gain 1D10 Infamy for each year you are a Criminal.

Gear: Travelling light means you have very few possessions on your person at any time. Thieves typically carry a basic lock pick set, a pair of thin gloves, and a coin pouch. Some, depending on their technique, carry a small weapon. The player may choose a qatar, dagger, or short sword.

Thieves dress in dark colors, to blend in better to the night. They favor the pelerin to hide behind its voluminous hood, though some also wear the ghutra and agahl, looping the ghutra across the lower portion of their faces to hide their features. A djellab with a rope around the waist and a pair of sirwahl are quite common. There is no typical footwear; some prefer barefoot, others siz'me. (You may choose any footwear.)

Escaped Slave: You may have been born a slave, forced into being a slave through debt, crime, or conquest of your people. No matter the reason, you have escaped and are living on the run. You have a price on your head.

You are free, as you were born to be. Free to spend the rest of your life looking over your shoulder and hiding, hoping that no one recognizes you for who and what you are. If you have escaped from one of the cultures that tattoo or brand their slaves, this may be a bit harder than if you had escaped from one that doesn't practice such barbarism. Some have said that gaining their freedom in this manner is like being reborn. If this is true, then Baby you're reborn to run.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Ambush, Camouflage, Domestics, Dirty Fighting, Escape, Etiquette (Culture), Guile, Hide, Instinct, Kick, Observation, Punch, Running, Slash, Stealth, Streetwise, Thrust, Unobtrusive.

Gear: You are an escaped slave. You own nothing but the clothes on your back and the skills and knowledge you possess. Good luck and keep moving.

Money: You are an escaped slave and earn no money. Good luck and keep moving.

Contacts: 1D10. Any occupation except Noble, Snitch, Kril (town guard).

Exotic: 9+. Exotics somehow owe you a favor.

Advancement: There is no way to quit being an escaped slave. However there are two ways to change your status: to be granted your freedom by your former owner, or get captured and return to slavery. Make an Unobtrusive skill test.

Critical success indicates you have managed to buy or win your freedom from your former owner. You are truly free. You must find a new occupation. You may enter any field for which you meet the entry requirements, or you may begin adventuring.

Success indicates you managed to spot your pursuers in time, and disappeared before they found you. Once again you are on the run. The nice thing is that you managed to take funds equal to EDx2 in quid. You also don't lose any of your contacts because of your location change. You may begin adventuring, or change occupations. You will always have to look over your shoulder.



Freedom has a price...

Failure indicates you managed to narrowly escape the slave hunters that are constantly hounding you. You are still free to run, but you have no money. You spent all that you had to help get you out of town unnoticed, or paying someone to mislead the hunters. You may only keep half of the contacts you have made so far in this occupation (pick which ones to keep). You must move to another town to stay ahead of the hunters. You may move to another occupation, but will still spend most of your time looking over your shoulder until you can earn your freedom. You may begin adventuring as an escaped slave.

Critical failure indicates the slave hunters capture you before you are even aware of their presence. You got sloppy. You are again a slave, under your master's doubled cruelty, and must spend at least 1D4+3 years in that occupation before you may try to escape or earn your freedom again. You lose three points from your Flesh Attributes (you determine how to distribute this loss) from the beatings you took when the hunters found you and when you were returned to your master's care. You lose all money, gear, and half your contacts (the Bard determines which contacts you still have).

Footpad: You track down a target, find the right moment to strike, and steal their belongings. You will fight if necessary. You are more patient than most of your fellow criminals. You often spend days, even weeks, scoping out your intended victims and their patterns before you strike. You are willing to track down and stalk your victim for as long as it requires if you think the haul will be sufficient.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Appraise, Ciphering, Dirty Fighting, Etiquette (Culture), Guile, Hide, Instinct, Kick, Observation, Picklocks, Running, Search, Slash, Stalk, Stealth, Streetwise, Thrust, Unobtrusive

Gear: You don't have much. Most of what you gather from others you try to sell as quickly as possible. You do have a few things; a set of dark colored clothing. You have a set of soft-soled shoes/slippers to aid your stealth. You have a large cloak. You have a large bag to hold your loot in, with a rope tie at the top. You also have a set of standard lockpicks.

Money: Make an Appraise skill roll to see how much you have gotten paid for your loot this past year.

Critical success indicates you receive EDx5 in quid.

Success indicates you get EDx3 in quid.

Failure indicates you only get your ED in quid and nearly got caught at your last job. You might want to practice being stealthier before next time.

Critical failure indicates you were nabbed in the act by the town guard. You get no money this term because whatever you had saved you spent keeping yourself from jail and slavery. You have no money or gear at all.

Contacts: 1D4. One must be your fence. Criminal/Gangster, Kril (Town guard), Worker.

Exotic: 9+. Exotics owe you a favor. You may exchange an exotic contact for any standard Merchant, Entertainer, Artisan, Noble, Kril, or Maroc contact.

Advancement: Make a Running skill test. Any success allows you to promote or change careers if you wish.

Critical success indicates you get additional quid equal to EDx2, and gain an extra contact from any field.

Success indicates you have done well for yourself this year and get additional quid equal to your ED. +5 Respect, +3 Renown.

Failure indicates you lose any money you have to keep out of jail, and lose two contacts because you burned their favors trying to cover yourself. -6 Respect, -3 Renown.

Critical failure indicates you were caught in the act with stolen goods in your possession. You lose all money and gear, and are thrown in jail. You must spend the next occupation as a slave doing community service to atone for your crimes. You must begin play from that occupation and may not choose any other occupation.

Myrlihk Outkast: You are of a proud race and culture. The Myrshal are your people, even if they don't claim you. You have been exiled from the pride to survive on your own—and survive you will. Whether you were cast out because you are male or due to some offense matters little. You are persona non grata in the enclaves of your people.

You must learn to live on your instincts, wits, and skills in the wilds of T'nah, or find your way to a settlement that will allow you to live among them.

Field Differences: The Myrlihk Outkast does not receive the increased Attributes normally associated with the Kril field. Instead of the typical Criminal core skills, the Myrlihk Outkast focus on different areas; exchange these skills for the ones listed for the Criminal field.

Attribute Changes: Flesh Attributes: +2, Mind Attribute: -1

Skill Increases: Observation: 10, Search: 10, Stealth: 10, Slash: 10

SEC Level: 0

Entry requirements: Must be Myrlihk.

Restrictions: Typically male, but some females are Outkast.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Stamina or Resolve by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Stamina by +1 for a cost of 10 skill levels.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Ambush, Camouflage, Charge, Climbing, Disguise, Domestics, Hide, Instinct, Jump, Jury Rig, Kick, Mimicry, Observation, Punch, Running, Search, Slash, Sprinting, Stealth, Tracking, Trail Signs, Traps.

Gear: You don't have much to call your own. You have the clothes you were wearing when they cast you out of the pride and not much else.

Money: As an Outkast you don't make a lot of money. You do, however, manage to make a few quid, here and there, acting as a guide and sometimes guard caravans or explorers traveling through the area. Make a Trail Signs test to see how well you have managed this past year.

Critical success indicates you receive EDx5 quid.

Success indicates you get ED quid.

Failure indicates you receive ED divided in half (round down) in quid.

Critical failure indicates you get no money this year. You were barely able to survive.

Contacts: 1D4. Myrlihk Huntress, Myrlihk Outkast, Vhzine, Vangel, Merchant, Worker, Maroc, Rusahn.

Exotic: 9+. Exotics owe you a favor. You may exchange two exotics for one standard Noble, Vhzine, Kril, Artisan, Entertainer, or Criminal/Gangster contact.

Advancement: Make a Tracking skill roll. Any success allows you to promote or change careers if you wish.

Critical success indicates you have somehow convinced either your own people or that of another culture of your true worth, and have been accepted into that society as a protector. Raise your SEC level by one, +5 Respect, +9 Renown.

Success indicates you have managed to live another year. You receive your ED in quid and one item worth 50 quid (or less) from the equipment section with the Bard's approval.

Failure indicates you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You also have to remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels spent on any one skill. You receive no money due to your 'illness.'

Critical failure indicates that during a foray in the wild slavers captured you. You must spend at least two terms as a slave before you may change occupations or try to escape. You lose all your money, gear, and half your contacts.

Punk: The lowest member of an organized crime syndicate, you typically collect the extortion money and beat up those who don't, can't, or won't pay. You are the one that is expected to shake down the owners for an 'insurance' policy and collect the monthly debts owed by each. You are the first line of defense. You are kamel fodder during turf wars. You are also used to help throw the law off the trail of the higher-ups in your organization.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

The exile flees that he may be free, and that he should not die in the pits, nor that his food should fail.

—Kleiben, Alpha-Male of Eyescratchers Tribe

Skill List: Appraise, Brawling, Bluff, Ciphering, Conceal, Dirty Fighting, Escape, Guile, Hide, Instinct, Intimidation, Kick, Observation, Punch, Search, Slash, Sprinting, Stealth, Streetwise, Thrust.

Gear: You have a studded leather jerkin and leather boots. You also have a pair of heavy weighted sap gloves. You carry a large club at your waist. You wear a leather thong about your neck where you keep your boss's protection payments, and a mean look on your face.

Money: Most of the money you handle daily is not yours to keep. It belongs to those in power above you. They do pay you for efforts on their behalf. You are also skimming a few quid per payment for yourself as well, just hope you don't get caught doing so. Make a Conceal skill test to see how much you managed to skim.

Critical success indicates you get EDx5 in quid.

Success indicates you get your EDx3 in quid.

Failure indicates you get half your ED (rounded down) in quid and your boss suspects what you are doing. You must find a new profession quickly, and probably leave town, too.

Critical failure indicates your employer brings in his cousin to explain why stealing from the family is not wise. You lose 1D10 Attribute points (distribute as you see fit) and must choose a detriment from this list: Slurred Speech, One Eye/Poor Depth Perception, Lost Hand or Foot, Digestive Difficulties, or Unstable.

Contacts: 1D10. Criminal/Gangster, Kril, Merchant, Entertainer, Artist, Worker, Vangel.

Exotic: 8+. You may exchange two exotics for a standard Noble, Maroc, or Rusahn contact.

Advancement: Make an Instinct skill roll.

Critical success indicates you get a bonus of EDx5 quid, +8 Respect, +8 Renown, +5 Infamy. You are given a long knife to be more effective at collecting. You gain a contact in the criminal world who owes you a favor. The Respect carries over to your next promotion. You may promote, change occupation, or begin play.

Success indicates you have impressed your bosses and they have rewarded you for your work. You gain EDx2 in extra quid, +5 Respect, +5 Renown, +3 Infamy.

Failure indicates you have made several mistakes and the town guard is watching you. Lose two criminal contacts from fear of being associated with you. Your bosses won't speak to you without going through several anonymous sources first. You must stay in this occupation for one more year, and you earn half of whatever money you roll for this term due to the lack of trust in your abilities.

Critical failure indicates your bosses discovered your skimming, and were told that you were selling info about them to the Town guard. You've been framed. They have made an example of you to anyone entertaining ideas about 'moonlighting.' You have been beaten to a bloody pulp; you suffer a permanent loss of one point from each of your Flesh and Will Attributes. You must select a detriment from the following list: Missing Tongue, Lost Limb, Sensitive Skin (Mild), Unstable, Detached. You also lose all money and contacts, and are a pariah in this town. As soon as you are able to travel again, you should consider moving.

CRIMINAL (Thief)

Thieves are the underhanded sneaks, cutpurses, burglars, and con men of the world. They devote their lives to the love of money. Dirty work is their specialty. They know no honor. Everything is possible for a price.

Deftness, silence and subtle awareness of one's surroundings comprise the art of thieving. This focus provides the thief with the stealth and agility required to relieve others of their valuables. Swiftness is more important than strength to the thief, who is often pursued by the constabulary. Few thieves can resist the temptation and allure of their precious god—money.

A sneaky cutpurse who chose to prey upon his own kind coined the old adage, "Honor among thieves." No one is exempt from their wanton greed. No matter his style, whether an underhanded sneaky scoundrel or a skilled con artist, a thief is never more than a selfish and self-gratifying criminal.

In the world of T'nah, theft of cold hard quid has a short-term appeal. The real value is information; in some cases it is more valuable than an entire vat of water...to the right person.

Gear: Travelling light means you have very few possessions on your person at any time. Thieves typically carry a basic lock pick set, a pair of thin gloves, and a coin pouch. Some, depending on their technique, carry a small weapon. You may select a qatar, dagger, or short sword.

Thieves dress in dark colors, to blend in better with the night. They favor the pelerin to hide behind its voluminous hood, though some also wear the ghutra and agahl, looping the ghutra across the lower portion of their faces to hide their features. A djellab with a rope around the waist and a pair of sirwahl are quite common. There is no typical footwear; some prefer barefoot, others siz'me. (You may choose any footwear.)

Beggar: You are not necessarily a criminal, but most people treat you as one. Most of the time you are incredibly down on your luck, with no means to raise any money to get you back on your feet. However, this rarely happens since most of the money and items you collect, you have to spend just to survive the daily grind of T'nah.

Still there are those who have nothing physically wrong with them, nor have they fallen on hard times, yet still beg for a living. There may be many reasons for this, but usually the person is just incredibly lazy. Some truly are criminals trying to fleece the populace. Whichever class you fall into, honest loser or willing shyster, you are still a beggar.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acting, Appraise, Bluff, Ciphering, Con, Conceal, Deceit, Etiquette (Culture), Gossip, Guile, Instinct, Legerdemain, Persuasion, Psychology, Streetwise, Unobtrusive.

Gear: The clothes you wear are filthy rags. You don't even have shoes. You have a crudely made sign stating your situation and whether you will do any kind of labor for the charity given you or not. These are your only possessions.

Money: Beggars don't have money. You spend most of your days living hand to mouth if you are lucky; many days you go hungry and thirsty. Roll 1D4-1. This result is the amount of quid you have on hand. This money may not be accumulated or hoarded over multiple terms as a beggar.

Contacts: 1D4+1. Worker, Vangel, Criminal, Kril, Artist, Entertainer, Vhzine.

Exotic: 9+. You may exchange any exotic for a standard Noble, Merchant, Maroc, or Rusahn contact.

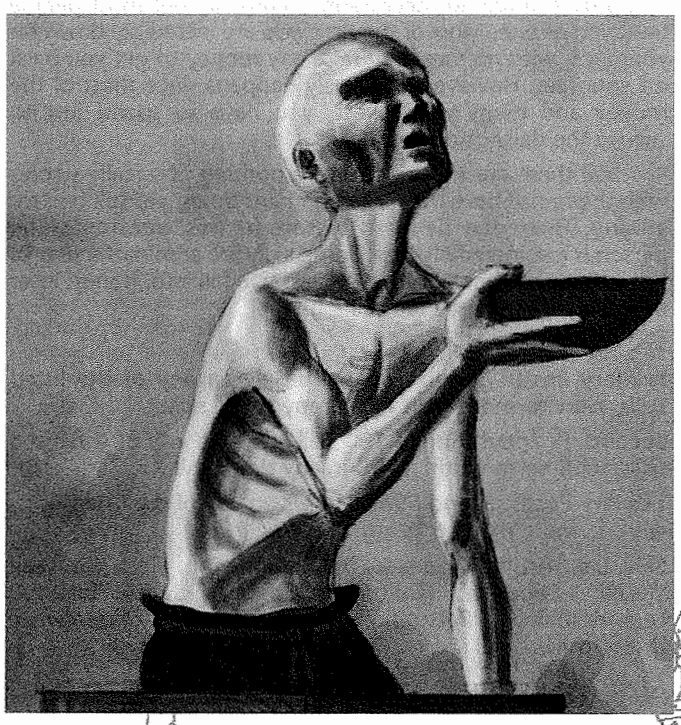
Advancement: Make a Persuasion skill roll. Any success allows you to promote or change careers if you wish.

Critical success indicates you were able to convince someone to give up a priceless gem (whether they knew its value or not) and are now living large, although you may choose to hide your wealth and continue to beg. You have your Persuasion SV in quid. You may promote to any occupation for which you are qualified, except Noble.

Success indicates you have scored a few good days of work for pay. You get your ED in quid.

Failure indicates you are hassled constantly by local merchants. "Move along, you are hurting business." You have been unable to collect any money. You suffer -10 to all Perception based skill rolls for the next week. You must also remain a beggar for at least one more term (1D4 years) before you can change occupations or promote. +3 Infamy.

Critical failure indicates those pesky merchants have complained to the local lord, who has had you jailed for vagrancy. You must spend your next term as a pit fighter. +7 Infamy.



Crook: You are the average street criminal. You do what needs to be done. It is not that you are adverse to honest labor, but you feel that this way is so much easier. You have done everything from running a con, to picking pockets on the street, to breaking into someone's abode or shop and taking whatever you can tote away. You are the underworld equivalent of a jack-of-all-trades. Some are better at certain types of jobs than you, but none so versatile.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Appraise, Ciphering, Climbing, Con, Conceal, Escape, Fast-Talk, Guile, Hide, Instinct, Observation, Pick Locks, Pick Pockets, Search, Sprinting, Stealth, Streetwise, Traps.

Gear: As a thief you have basic, functional gear—a dark pelerin, pyjan and djellab. You have a pair of soft-soled shoes. You also own a pair of gloves. You also have a small drawstring pouch, an empty, medium sized bag, and a standard set of lockpicks.

Money: Your purse depends on how good a thief you are. Roll Pick Locks to see the value of your ill-gotten gains.

Critical success indicates you have EDx8 in equivalent quid value of stolen goods.

Success indicates you have EDx3 in equivalent quid value of stolen goods.

Failure indicates you have only managed to swipe your ED divided by 2 (round down) in loot. +3 Infamy.

Critical failure indicates you have had to spend all your monetary value to keep yourself out of jail and out of the pits. You are broke and owe 1D4+1 people a favor, which they can call in at any time. +7 Infamy.

Contacts: 1D4+1. Criminal, Worker, Town Guard.

Exotic: 8+. You may exchange an exotic contact for a standard Merchant, Artist, Entertainer, Vangel, Vhzine, Maroc, or other (non-Town guard) Kril contact.

Advancement: Roll Fast-Talk skill. Any success allows you to promote if you wish.

Critical success indicates you get 5+(EDx5) Respect, +5 Renown. You are no longer one of the town guard's usual suspects when something gets lifted or a pocket is picked.

Success indicates you have managed to talk your way out of tight spots, and made a decent haul this year. You get your EDx2 in quid and -5 Respect, and +3 Renown.

If you fail your roll, you were caught fleeing the scene of a crime and were nabbed by the town guard. Fortunately, they bought the story you fed them and released you. You are fined half your current quid. You have moved yourself up on the town guard's usual suspects list, and they now harass you even when you aren't doing anything criminal. Gain +3 Infamy.

If you roll a critical failure, you were caught fleeing the scene of a crime and were nabbed by the town guard. Unfortunately, they didn't buy the line you told them. Your next term must be spent as a Pit Fighter. You lose everything you own and all your quid. Better luck in your next occupation. +12 Infamy.

Hustler: A hustler is the most basic form of con man. You often spend a few minutes sizing up your next rube to see if they have what you need and formulating your story before you approach them.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Bluff, Cold Read, Con, Fast Talk, Dancing, Deceit, Fashion, Guile, Instinct, Presentation, Etiquette (Specific), Observation, Story Telling, Streetwise, Superstition, Evade, Sprinting.

Gear: You have two extra changes of clothes: one that would appear to place you in the middle to merchant class and one that would place you among the working class, as well as those that place you in the lowest class of T'naharan society. You have nothing other than a pouch for your orbs and a sad story.

Money: Make a Cold Read skill test. Any success allows you to promote or change careers if you wish.

- Critical success indicates you get EDx5 in quid.
- Success indicates you get your EDx2 in quid.
- Failure indicates you receive your ED in quid.
- Critical failure indicates you are beaten up and acquire one physical detriment from the following list: Slurred Speech, One Eye/Poor Depth Perception, Lost Hand or Foot, Digestive Difficulties.

Contacts: 1D6. Criminal, Town Guard, Worker, Merchant.

Exotic: 9+. You may exchange an exotic for a standard Vangel, Vhzine, Entertainer, or Kril contact.

Advancement: Make a Deceit skill roll. Any success allows you to promote or change occupations if you wish.

- Critical success indicates you have duped even the town guard into believing your lies. Gain your EDx2 in quid, +5 Respect, +3 Renown, and a criminal contact that owes you a favor.
- Success indicates you have managed to be convincing in your cons. Gain ED in quid, +3 Respect, and +1 Renown.
- Failure indicates you have tipped off both the Town guard and many of your victims to your true intents. You must move to newer and hopefully greener horizons.
- Critical failure indicates not only did you tip them off, but you didn't leave town fast enough and were collared by the town guard. You must change occupations from hustler to slave for the next term, then you may promote, escape, or change your line of work, and you must move on to another town.

Scavenger: You seek out the places where people have dwelt for the remains of their belongings. You know where to look for the discarded items of civilization. You are the humanoid equivalent of a pack rat.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Appraise, Bribery, Ciphering, Climbing, Conceal, Evade, Guile, Hide, Instinct, Jury Rig, Legerdemain, Observation, Pick Locks, Pick Pockets, Scavenging, Search, Streetwise, Traps.

Gear: You have a lot of stuff. How much of it is viable for instant use is the real question. You have several sets of clothes; most have stains or large patches. You have a rusted short sword, a leather scabbard, and a wooden shield.

Money: You may have been able to sell some of the items you have found. Make an Appraise skill roll to see if you found anything of value this past year.

- Critical success indicates you get ED+2 in quid for the cast off treasures you sold.
- Success indicates you get ED-3 (minimum zero) in quid from the sale of your items.
- Failure indicates you get ED-6. Negative numbers are favors owed for letting you slide on a few debts.
- Critical failure indicates you owe the negative equivalent of your ED in favors for saving your hide. You may want to think about leaving town.

Contacts: 1D4-1 (minimum 0). Criminal, Merchant, Town Guard, Worker.

Exotic: 9+ You may trade exotic contacts for a standard contact in any field.

Advancement: The only way to leave this way of life is to settle down and stop scavenging. You may change occupations if you meet all the entry requirements for that occupation choice.

Snitch: You trade your street smarts for money. You may work for the criminals, trading information on other criminal's activities, or maybe you work with the town guard. You may do both. Very. Dangerous. Anywhere there is a town guard and a criminal element, there will be a Snitch. This occupation is always in demand with someone—the main problem is trust.

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Appraise, Bribery, Ciphering, Con, Conceal, Deceit, Etiquette (Culture), Gossip, Guile, Innuendo, Instinct, Legerdemain, Lurking, Negotiation, Observation, Persuasion, Psychology, Stealth, Streetwise, Unobtrusive.

Gear: You don't own much; you survive on your knowledge and contacts. You have clothes and a tether for orbs. You also carry a small knife for protection. You are not a fighter, but survival is everything on T'nah.

Money: As a snitch you live and die by your tongue. The knowledge you purport is what feeds you for the next meal. So make a Persuasion skill test to see how well fed you really are.

- Critical success indicates your tongue is made of silver. You receive EDx15 quid.
- Success indicates you get EDx5 quid.
- Failure indicates your info has been useless. They have paid accordingly. You get the ED in quid.

Critical failure indicates one of your sources discovered what you really do and disapproves. You have been assaulted by some of his goons and will spend some time walking with a limp. This has negative effects on your other associates as well. You lose all current money reestablishing yourself in their good graces, and permanently lose two contacts.

Contacts: 1D10. Worker, Artist, Entertainer, Merchant, Kril, Vangel, Criminal/Gangster.

Exotic: 8+. Exotics owe you a favor. You may exchange 2 exotics for a standard Rusahn, Maroc, or Noble contact.

Advancement: Make a Streetwise skill test.

Critical success indicates you impressed your superiors and sources of your loyalty to them, at least for another year. +5 Respect, +8 Renown, EDx2 in quid equivalent equipment. This Respect carries over when you promote.

Success indicates you have kept all the right people in the dark about your true profession, and supplied those necessary with just enough info to keep them content with your work and pay you for it. +3 Respect, +4 Renown, ED in quid. This Respect carries over when you promote.

Failure indicates you fed someone inaccurate information. They were not happy when they found out. This may have been accidental or on purpose; they don't care why. They express their displeasure physically. -3 from your current Flesh Attributes (you decide how to divide the points up; the loss is not permanent). -3 Respect, -4 Renown.

Critical failure indicates those you were snitching on found out. Permanent -5 to your Attributes (you may pick how to divide these up between which traits). You thank Ashik you are alive and as soon as you can walk again, you pack up and leave town.



ENTERTAINER

It is your job to entertain people, whether it is an audience of one or many. You may have chosen the occupation of singer, musician, actor, jester, dancer, or a myriad of other options. You gotta start someplace. You are what they call a struggling artist, no matter what portion of the entertainment field you stand in. When times are hard, you help keep people's morale up. If you are good you can go far, and even if you are average you can go a little ways. However, if you stink, you will only suffer humiliation and bruises from thrown objects. Now get out there and break a leg!

FLESH	MIND	WILL
Strength: D6	**Intellect:** D6	**Charisma:** D8
Dexterity: D6	**Perception:** D6	**Insight:** D6
Stamina: D8	**Sanity:** D4	**Resolve:** D4

Attribute Increases: Charisma: +2

Skill Increases: Instinct: 15, Presentation: 10, Observation: 5

Special: Entertainers focus upon their craft. If a Primary focus is spent upon an occupation of Entertainer, then the Secondary focus must also be spent on the same occupation.

Gear: You have two costumes/performance outfits. You may have a small makeup case and a small pack with equipment needed for your field of entertainment. You also have a small pouch for keeping tips or payment in.

Money: Performers are usually in high demand, but at this level you don't bring in the big orbs. First you have to make a name for yourself, then you can start setting prices. Until then you must work for whatever you can get. Often you work for room and board, with tips supplementing your account. Roll 1D10+1 for each term you manage to survive 'the slings and arrows of outrageous fortune' to find the amount you have squirreled away from tips and art patrons.

Player: A skit performer capable of amateur level acting. You have had some trials with hecklers, and some success with applause as well. You are an actor and you can act—somewhat, anyway. You usually get the walk-on roles and bit parts. Your crowning achievement so far may have been as a minor character, or understudy to a major supporting role. You are not shy in front of a crowd. You have certain flair for what you do in almost any situation—and you love to make an entrance. You have the dream to become a star, but right now, that is all it is—a dream.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acting, Bemuse, Bluff, Disguise, Etiquette (Culture), Fast Talk, Guile, Instinct, Juggling, Oration, Persuasion, Presentation, Story Telling.

Gear: You have a large pack or bag for your props and costumes, perhaps even some basic makeup. The equipment you carry is useless outside the stage; your swords are tin, your jewels are paste, and your clothes are not tailored. You also have a hat or cup for collecting donations when you perform. You have a better-than-average pair of worker's traveling clothes in addition to whatever you have managed to fashion into costumes.

You want to be an actor—pretend you have more stuff.

Money: Wannabe actors don't make much money. You work for donations most of the time, on whatever street corner you can find. You usually have enough money to keep you alive and covered from the weather until the next town or gig. Each term, make an Acting roll.

Critical success indicates you have saved your Acting SV times 100 in quid.

Success indicates that you have saved your Acting SVxED rolled in quid.

Failure indicates that you have only managed to save the ED rolled in quid.

Critical failure indicates you are in debt so high that you have been thrown in debtors prison or sold as a slave. Subtract 1D10 points from your Flesh Attributes and spend the next 1D4 years as a slave or pit fighter. Good luck and break a leg!

Contacts: 1D10+2. Any except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make an Acting roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain 1D10-5 in quid (if negative, then subtract from the total).

Critical failure indicates that you have performed a skit that violates the mores of the community, or ridiculed a leader. You must spend the last of your money paying the fine incurred by your infraction. You must also change fields and move away.

Prancer: You are part of the chorus in plays and dance recitals. You could teach young ones how to begin dancing. You are waiting for someone to notice your true abilities and promote you to prima ballerina.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Strength and/or Dexterity by +1.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acrobatics, Balance, Body Language, Dancing, Etiquette (Culture), Falling, Fashion, Jumping, Kick, Presentation, Running, Seduction, Sprinting.

Gear: As a prancer you don't need much: your dance outfit, shoes, and a bag to store them in. Other than a standard set of clothes, you have little else to speak of—for you the dance and the dream is all you really need.

Money: You are fortunate: dancers make more than most. Each term, make a Dancing roll.

Critical success indicates you have saved your Dancing SV plus (Seduction SVx100) in quid this year.

Success indicates that you have saved your Dancing SV plus (Seduction SVx ED of the roll) in quid this year.

Failure indicates you have broken even.

Critical failure indicates that you have offended people with your dancing routines. You must leave this town or begin your next occupation as a Slattern.

Contacts: 1D10+2. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Balance roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10 quid for this additional year.

Critical failure indicates that you have suffered a major injury to a leg. You suffer a permanent -1 to your Dexterity. You must also find a new occupation due to your injury. Your dream of becoming a famous dancer is shattered.

Recitalist: One skilled with music—either voice or instrument. You are someone who has been trained in the musical arts for singing, playing an instrument, or both. But you are not star material yet. It is true you know how to perform in front of an audience without showing much fear, but your talent lacks in several areas. You can sing or play well enough to earn your supper and perhaps your keep, but not well enough to make a living. You can carry a tune and tune your instrument, and most of the time make a pleasant noise. However, practice makes perfect, so keep performing and practicing and maybe someday you'll get there.

SEC Level: 1-2

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Strength and/or Resolve by +1. This may be done once per Attribute. You may also spend 10 points to gain the Quality: Tonality at 1D6+3.

You may distribute 50 points in the following skills: Melismatic Technique, Musician (Instrument), Singing. Not more than 25 points in any one skill—Musician may be chosen multiple times with different instruments.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Resolve by +1. This may be done only once.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Breath Control, Composition (Music), Etiquette (Culture), Literacy, Melismatic Technique, Music, Musical Notation, Musician (Instrument) (may be taken multiple times), Presentation, Singing.



Gear: You have a set of peasant clothes and a set of performing clothes. You also have your instrument and a way to carry it, or a small satchel full of sheet music and lyrics to sing from (depending on which track you take). You will also have a cup or hat with which to collect donations when you are forced to play on the streets.

Money: Musicians are often amongst the highest paid entertainers. A pleasant tune in this day of continual hard knocks is always welcome. You actually make decent money but musicians are not noted for being thrifty with their earnings, often spending an entire week's pay on a fine room, food, drinks, and company, and then reparations to the owner of the room the next morning.

Each term, make a roll using your primary musical skill.
- Critical success indicates you saved (your primary musical SV + Breath Control SV) x ED+100 quid this year.
- Success indicates that you have saved (your primary musical SV + Breath Control SV) x ED+5 quid.
- Failure indicates you have broken even.
- Critical failure indicates that you have offended people with your bawdy and ribald music. You must leave this town, change occupations or begin play.

Contacts: 1D10+2. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Musician or Singing roll.
- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10-1 quid for this year.
- Critical failure indicates that you have been accosted in an alley and nearly throttled to death. You are no longer able to sustain voice or breath enough to create music (or you have broken your fingers). You must find a new occupation due to your injury. Your dream of becoming a famous musician is shattered.

Slattern: Every vahna has one (usually more): someone who's there to provide pleasure to those with enough orbs. It is said to be the world's oldest profession. Ever since there has been more than one man and woman on T'nah there have been slatterns. They have gone by different names in different eras and cultures, but the job has always been the same.

Slattern is perhaps the most debated occupation choice you could make. Many argue that a Slattern is a necessary evil in society and should not only be tolerated, but regulated and taxed as well. Others say that it is an abomination that debases and degrades those who are forced into it. Some call it immoral. Others consider it a religion in itself. Still others argue that it is a boon to society that helps to reduce other crimes.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Strength and/or Dexterity by +1. Gain Infamy: 10

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1. Gain Infamy: 5

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill. Gain Infamy: 3

Skill List: Body Language, Ciphering, Dodge, Etiquette (Culture) (may be selected more than once), Fashion, Gossip, Guile, Instinct, Negotiation, Observation, Presentation, Seduction, Streetwise, Thrust.

Gear: You have a set of peasant clothes and a clean set of nicer clothes as well. You have little else as far as worldly possessions. You have a small pouch to hold your pay. What else do you need? You will also have a qatar (small knife) to protect yourself.

Money: You are paid better than most due to the volume of customers. Each term, make a Seduction roll.
- Critical success indicates you saved quid equal to (Seduction SV + Presentation SV) x the ED+100 this year.
- Success indicates that you have saved quid equal to (Seduction SV + Presentation SV) x the ED rolled.
- Failure indicates you have broken even. No quid.
- Critical failure indicates that you have been embroiled in a political battle due to the nature of several of your clients. You are now an embarrassment in your town and no one will seek your services. You must leave this town, change occupations, or begin play.

Contacts: 1D10+2. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Negotiation roll.
- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10 x 10 quid for this year.
- Critical failure indicates that you have seen something that could earn you an early grave. You must flee for your life.



Kril

Kril are warriors, swords for hire, guards, and peacekeepers. Their lives are devoted to fighting or, in certain cases, protecting others from harm. Kril focus on physical and perceptive development. They train for long hours with weapons of all types. Greater time spent learning to survive, however, neglects other more social or intellectual pursuits. Few Kril ever survive in the social pit-fights, nor distinguish themselves as intellectual giants.

The constant awareness of death is an occupational hazard of the Kril. He is hardened to it and often perceived as a bloodthirsty killer due to his cavalier attitude toward death. Each responds differently to his life. Some kril realize that death may await them in the next bout, and they become hedonistic carousers bent on satisfying today's pleasure—for tomorrow, they may die. Others brood, forever contemplating their life and the lives they have taken.

The life of the Kril is filled with hard training, emotional solitude, and blood.

Restrictions: May not be Yethite.

Attribute Modification:

FLESH	MIND	WILL
Strength: D8	**Intellect:** D4	**Charisma:** D4
Dexterity: D8	**Perception:** D6	**Insight:** D6
Stamina: D8	**Sanity:** D4	**Resolve:** D6

Attribute Increases: Flesh Attributes (choose one): +1

Skill Increases: Slash: 10, Thrust: 10, Dodge: 10, Observation: 10

Special: Kril tend to be focused upon their craft. If a Primary focus is spent upon an occupation of Kril, then the Tertiary focus must also be spent within the Kril field, though not necessarily on the same occupation. Ch'ak Kril, however, are restricted to spending their Primary and Secondary foci within the same occupation.

Gear: Kril carry with them the tools of their trade, weapons and armor, and very little else. A Kril has a main weapon and either a smaller backup weapon or a shield. A vital component of readiness is a whetstone to keep weapons honed and sharp. Depending on fighting style, a Kril might have some armor; however, a beginning character is not issued armor.

They usually wear a simple, loose fitting gomlek with a pair of sirwahl and a sturdy kusak for hanging scabbards. A durable set of thick, leather siz'me are typical. A bisht is too restrictive for Kril, who tend to opt for a pelerin.

Aij'ak Kril—Hutcher: You are an unbonded caregiver for the drachen among the Aij'ak. Bonded drachen Reiters are chosen only from this group of workers. Drachen in the Aij'ak culture are kept in large, rock-hewn alcoves. These alcoves need to be healthy and fresh, and it is your job to keep them clean. This is where you begin to learn the ways of the drachen and your place in the bonding rituals.

After you have proven yourself worthy as a Hutcher, you may be selected to bond with a drachen and become a Drachen Reiter.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: Must be Aij'ak.

Primary Focus: Spend 100 skill levels on any of the listed skills, with no more than +15 in any single skill. Gain the Quality: Empathic Effect at 1D4-1. Gain the Quality: Empathic Influence at 1D6+2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Animal Husbandry, Biology, Block, Carving, Climbing, Crossbow, Domestics, First Aid, Geology, Knotwork, Lifting, Masonry, Mining, Observation, Slash, Swabbing, Thrust.

Gear: You have a sturdy pair of breeches, wool tunic, and heavy, leather boots. While performing your duties cleaning out the stables, you typically wear some kind of apron and thigh-high boots called 'muckers.' You are also issued a knife. It is not a combat weapon, but could be used so if necessary.

Money: Roll 1D4-1 for your wages—minimum result is 0.

0 You squandered whatever income you had and must be content with your gear and memories.
1 You have a total worth of 1D6 quid per year.
2 You have a total worth of 1D10 quid per year, plus you are in possession of Drachen glove with two talons.
3 You have distinguished yourself as a lucky dicer. In addition to your 1D10 quid per year and a Drachen glove, you have managed to acquire 3D6 extra quid and 10 skill levels in Gambling.

Thieving Option: If you choose to 'acquire' other possessions from the hutches during his time as a Hutcher, then you are allowed to make one attempt to acquire an item for each year is in this occupation. Acquiring a single item will require a Stealth roll. However, thieving in the Aij'ak culture is a serious character flaw and therefore, your Resolve Attribute is used as a negative modifier.

Critical success indicates something very nice is acquired.
Success indicates something somewhat nice or a partially completed version is acquired.
Failure indicates you were caught in the process and must change occupations.
Critical failure indicates that the authorities that caught you deemed your actions would bring harm to the drachen, and you are remanded to custody. Your next occupation must be as a slave.

At your disposal are shovels, brooms, water, brushes, and small metal picks for cleaning under the drachen scales. Often the drachen will molt and need assistance in cleaning and clearing the old scales. These scales are saved and sewn together to create drachen armor. Many of these partially completed or fully complete shirts are hanging about the stables.

Additionally, drachen are known to shed claws—particularly if they have been injured—and will re-grow entire toes with claws when one is severed. These bony, hard, 15cm talons are saved and sometimes sewn to make hand weapons like the drachen glove.

Other items, including crossbows, armslings, and other armor or weapons, may be available depending upon the stable that you are in.

Contacts: 1D4-2. Kril, Vangel, Worker.

Exotic: 7+. Exotics may be exchanged for normal Criminal, Entertainer, Maroc, Noble, Rusahn or Vhzine contacts. If you are captured thieving, you automatically gain two Criminal contacts, and must pursue your next occupation as a slave or escaped slave.

Advancement: In order to advance to the next plateau, you must earn the right to participate in the bonding ritual. Make an average Animal Husbandry skill roll.

Critical success indicates an exemplary job of taking care of your assigned drachen. You have done so well that you have gained the attention of not only those around you in your clutch but your superiors as well. +5 Respect, +3 Renown, and a bonus of 1D10 quid. Most importantly, you are given the opportunity to bond with a remarkable drachen specimen.

Success indicates you have done job well and taken good care of your charges. +5 Respect, +3 Renown.

Failure indicates you are deemed unworthy and are asked to leave. You must pursue another occupation.

Critical failure indicates you have performed very badly. Roll D10 to determine how badly things go for you.

1-3 Substandard performance. Be grateful that you are not imprisoned for your mistreatment of the drachen. You must choose a different occupation to continue. -6 Respect and –2 Renown.

4-6 The wing commander summons you to his office and explains that he does not find you suited to this role. He throws you out of the hutch, into the waiting hands of your new commanding officer in the infantry. You are now a warrior. Welcome to the army!

7-9 A gang of ruffians, who smell remarkably like drachen dung—obviously your fellow hutchers, rough you up one night. They wear hoods to hide their faces and beat you to a pulp with the warning, "Never come back." You heed them and depart quickly. You leave with nothing more than the clothes on your back. You may move on to another occupation. –5 Respect, -7 Renown.

10 You are imprisoned for the crime of 'endangerment of drachen' and are sentenced to the Pits. Your next occupation must be as a Pit Fighter.

Bowman: You have been trained to rely on a bow and arrow rather than a bladed weapon. You realized early and quickly that the best way to fight an enemy is to take them out before they get close enough to cut you down. You are also usually the first response to an attack. You know how to use a blade or club if someone manages to get to close to you, but you prefer the distance granted by the bow.

You will rarely go hungry or without clothing. By hunting you can gain food for your table and hides with which to make clothing—you might not be the height of style, but you will be warm and fed. You can hunt when you need to and may even do so in your spare time or as a hobby.

SEC Level: 2

Restrictions: May not be Yethite.

Entry Requirements: SEC 2+, May not have a criminal background.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Strength by +1—up to a maximum of +2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Dexterity by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Archery, Balance, Breath Control, Block, Bowyer/Fletcher, Climbing, Crossbow, Dodge, Disarm, Evade, Observation, Parry, Punch, Slash, Sprinting, Tactics, Thrust, Withdraw.

Gear: You have a standard set of clothes made from animals you have brought down. You may have a uniform identifying you as an archer of the town guard. These clothes also include appropriate footwear for locality, culture, and status. You have a large knife and sheath. Of course, you also have a bow and quiver of arrows, or a crossbow and quarrel of bolts (player's choice).

Money: Each term, make a roll using Archery or Crossbow skill (whichever you prefer).

Critical success indicates you saved a number of quid equal to your Archery or Crossbow SVxED this year.

Success indicates that you have saved a number of quid equal to your Archery or Crossbow SV+ED rolled.

Failure indicates you have broken even.

Critical failure indicates that you have done something to make yourself an embarrassment in your town and no one wants to be associated with you. You must leave this town, change occupations, or begin play.

Contacts: 1D10. Kril, Worker, Vangel, Artisan.

Exotic: 7+. You may trade any exotic for a standard contact of Criminal, Merchant, Noble, or Vhzine.

Advancement: Make an Archery (or Crossbow) roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 2D10 quid for this year.

Critical failure indicates that you have seen something that could earn you an early grave. You must flee for your life. You may begin play at this point, if you wish.



Bravo: You like to fight. You're the tough guy on the block. You have the stubbornness of a mule and the demeanor of an anklebiters' grip. You have real potential to become a great sadist someday. You believe you can take on the world, and you are going to prove to anyone in doubt that you can do it.

SEC Level: 1 **Restrictions:** May not be Yethite.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Dexterity by +1—up to a maximum of +2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Block, Body Language, Brawling, Dirty Fighting, Dodge, Evade, Guile, Instinct, Intimidation, Kick, Observation, Punch, Running, Sprinting, Stalk, Streetwise.

Gear: You have managed to procure a pair of sturdy black leather gloves and matching leather vest. You also have a pair of heavy, black, mid-calf boots. You use a link of chain for a belt, this doubles as a makeshift weapon when needed. Most of the time if you need a weapon, you use whatever is handy.

Money: Each term, make a roll using Intimidation.

Critical success indicates you saved a number of quid equal to your Intimidation SVxED this year.

Success indicates that you have saved a number of quid equal to your Intimidation SV+ED rolled.

Failure indicates you have broken even.

Critical failure indicates that you are now an embarrassment in your town and no one wants to be associated with you. You must leave this town, change occupations, or begin play.

Contacts: 1D10. Any field except Maroc, Rusahn.

Exotic: 7+. Exotic contacts may be traded for any other type of contact.

Advancement: Make an Intimidation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

On a critical failure not only was there an uprising against you, but the town guard was involved, and you have been arrested and sentenced to hard labor. Your next 1D4 years must be spent as a Slave.

Ch'ak Kril—Grunt: You are trained in the Ch'ak style of infantry combat. You are a member of the most expendable and largest group in the army. You don't give orders—you take them. You don't ride into battle—you rarely even ride to the battle. You don't plan strategy—you attack, kill and hold the line. Such is the life of a grunt in the Ch'ak army. You must truly be proud to be a part of this glorious war machine. Good Luck, and keep your head low if you want to survive your tour of duty.

SEC Level: 1 **Restrictions:** May not be Yethite.

Entry Requirements: Must be Ch'ak.

Special: Ch'ak Kril are restricted to spending their Secondary and Tertiary foci within the same occupation.

Primary Focus: Spend 140 skill levels on any of the listed skills, with no more than +15 in any single skill. You gain the Asset: Tenacious. You may also spend 10 skill points each to increase your Strength and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Block, Brawling, Charge, Dodge, Feint, Gestures, Heraldry, Intimidation, Kick, Observation, Parry, Punch, Riposte, Running, Slash, Thrown, Thrust.

Gear: You have a chainmail shirt and studded leather pants, a pair of heavy leather boots, a sword, and a belt to hang it from. You have a metal helm that covers your head above the ears and to the base of the skull. You also have a standard bedroll and change of clothes.

Money: While you are part of the Ch'ak army, you do not get paid much. Each term, make a roll using Slash or Thrust, your choice.

Critical success indicates you saved a number of quid equal to your Slash or Thrust SVxED this year.

Success indicates that you have saved a number of quid equal to your Slash or Thrust SV+ED rolled.

Failure indicates you have broken even.

Critical failure indicates that a weapon maneuver you have been practicing has gone horribly awry. You suffer a wound that prevents you from performing your duty. You acquire a limp and suffer a permanent -25 to Running and Sprinting. You may not serve in the Ch'ak military. You must leave or be reduced to the ranks of the Dusteen—in other words, you're leaving.

Contacts: 1D6. Ch'ak Mule, Ch'ak Grunt, Merchant, Entertainer, Vangel, Worker.

Exotic: 9+. Most likely indicates a member of the next highest echelon of the Ch'ak military. You may trade any exotic for a regular Vhzine, Artist, Criminal, or other Kril occupation contact.

Advancement: Make a Block skill roll.

Critical success indicates you not only kept yourself alive, but also managed to save a few of your comrades from certain death. This show of bravery has gained you +16 Respect, +11 Renown, and a combat pay bonus of 1D10 additional quid. You may also either decide to continue in this occupation, promote to a higher level in the same occupation, or change occupations.

Success indicates you have managed to avoid the natural hazards of your job, like sword slashes, flying arrows, friendly fire, stampeding noks, enemy traps, and ambushes, just to name a few. +12 Respect, +8 Renown.

Failure indicates you have in some way managed to either bring your commander's ire down upon your squad, or have shamed them in some way. -13 Respect, -10 Renown, and your pay is cut in half. If you are not yet receiving actual quid in payment, then rations are halved until you fix the situation and show vast improvement.

Critical failure indicates you were caught performing a cowardly act. You have ducked instead of taking a blow! You are now busted to Waterscout. For the next year, you must be a Waterscout, with Tertiary focus allowed in skills. (You may flee the Ch'ak military, if you so choose, but you will never be able to redeem yourself in their eyes if you do.)

Ch'ak Kril—Mule 2nd: You do the hard labor of moving siege works into position. Weapons such as catapults, ballista, and siege towers are neither light nor easy to maneuver. It is your job to make sure these things are in the appropriate place at the appropriate time. You have the backbreaking job of manhandling, shoving, pulling, and pushing these uncooperative, bulky machines of war.

It requires someone stubborn enough not to give up when things don't cooperate, someone willing to become a beast of burden to guarantee the job gets done. You will need a strong back and a determined mind. Being a mule is a vital job, and not something just anyone can do.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: Must be Ch'ak.

Special: Ch'ak Kril are restricted to spending their Secondary and Tertiary foci within the same occupation.

Primary Focus: Spend 140 skill levels on any of the listed skills, with no more than +15 in any single skill. You gain the Asset: Willful. You may also spend 10 skill points each to increase your Strength and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Block, Brawling, Carpentry, Gestures, Gunnery, Heave Object, Heraldry, Jury Rig, Kick, Knotwork, Lifting, Mechanic, Observation, Parry, Punch, Running, Ride Beast (Specific), Siege Weapons, Slash, Teamster, Throwing, Thrust.

Gear: You have a chainmail shirt, studded leather pants, and a pair of heavy leather boots as well. You will also have a sword and belt to hang it from. A standard bedroll and change of clothes are also among your possessions. As part of the Ch'ak military you have a weapon and armor—what more do you need?

Money: While you are an important part of the Ch'ak army, in all reality you could be replaced with actual mules. The downside is that actual mules don't take orders as well as you do. Perhaps this is the only reason you have a position at all, so little funding is spent on your job. There is no army job lower than yours except Waterscout.

Each term, make a roll using Mechanic.

Critical success indicates you saved a number of quid equal to your Mechanic SVxED this year.

Success indicates that you have saved a number of quid equal to your Mechanic SV+ED rolled.

Failure indicates you have broken even.

Critical failure indicates that the siege weapon assigned to you has broken. You have failed in your duty. You must flee or face a fate worse than death: slavery. Make a Running test. Pass or fail. If you succeed, you make it out of town and you must change occupations or begin play. If you fail, then you spend the next 1D4 years as a slave. (You may flee the Ch'ak military, if you so choose, but you will never be able to redeem yourself in their eyes if you do.)

Contacts: 1D6. Ch'ak Mule, Ch'ak Grunt, Merchant, Vangel, Entertainer.

Exotic: 9+. Most likely indicates a member of the next highest echelon of the Ch'ak military. You may trade any exotic for a regular Vhzine, Artist, Worker, Criminal, or other Kril occupation contact.

Advancement: Make a Jury Rig skill roll to see if it is time to exit or not.

Critical success indicates your skill at handling your job and yet surviving has earned Respect from those in your troop. +12 Respect, +8 Renown, and a combat pay bonus of 1D10 quid. You may decide to continue in this occupation, promote to a higher level in the same occupation, or change occupations.

Success indicates you have managed to avoid the natural hazards and pitfalls of your job—sword slashes, flying arrows, friendly fire, incoming fire from other siege weapons—for another year. +8 Respect, +5 Renown.

Failure indicates you have in managed to either bring your commander's ire down upon your squad, or you have shamed them in some way. -9 Respect, -7 Renown, and your pay is cut in half.

Critical failure indicates you have suffered a major physical injury, and must retire from active service in the Ch'ak military. You take a permanent -2 Stamina, and need to seek something less physical. You will, however, receive an additional 30 skill points for training in a new occupation. Good luck in your new profession.

Ch'ak Kril—Waterscout: Waterscout in the esteemed Ch'ak military is the absolute lowest possible rank. You have reached this position by one of two means: either you are nearly totally inept and as out of place in the Ch'ak military as a deer steak at a Troog feast, or you have eaned the ire of someone in power and they gave you the job as punishment. Either way, it sucks to be you! It is hoped that you will abandon your post and your commanding officer need never be trifled with you again.

Whatever the reason you have this job, it isn't a good one. You have less respect in this unit than nok dung. You can either run away, hoping they aren't looking for a reason to hunt you down and kill you, or you can straighten up your act, and begin acting more like the Ch'ak warrior you should be. The choice is up to you.

SEC Level: 1

Restrictions: Must be Ch'ak.

Entry Requirements: May not be a Primary focus.

Special: Ch'ak Kril are restricted to spending their Secondary and Tertiary foci within the same occupation.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Block, Climbing, Disarm, Dodge, Evade, Hide, Instinct, Navigation, Observation, Orientation, Running, Search, Sprinting, Trail Signs.

Gear: You have a studded leather jerkin and heavy boots, two empty large waterskins (for filling with water when found), and a dozen brightly colored flags with stakes (for marking the path to or from the water source). You have a large knife and scabbard as well, to cut through the scrub and protect against wild animals.

Money: You are only a half notch above a deserter. The only thing that will separate you from that status is whether you come back from your duty each night. Since you are not expected back, the Ch'ak military will spend as little as possible on your upkeep and maintenance, which also means in salary. It is because of this that you need to make a Trail Signs skill roll to see what you are truly worth.

Critical success indicates you get your ED in quid.

Success indicates you get half the ED (rounded down) in quid per term while you remain in this position.
Failure indicates you get two quid, and the commander takes one quid for taking care of such a worthless soldier.
Critical failure indicates you get nothing except room and board. Each night before you leave for duty, your commander personally bids you farewell and strongly suggests that while you are out you may want to reconsider your place in the Ch'ak army.

Contacts: Two per term. Ch'ak Kril, Dusteen Retainer.

Exotic: 10. Exotics owe you a favor. You may exchange an exotic for a regular Criminal/Gangster, Worker, Kril, Vangel, or Vhzine contact.

Advancement: Your choice decides what path you will follow and what fate will ask of you. If you choose to stick it out, then you need to make a Navigation test. This is pass or fail.
Success indicates you have managed to distinguish yourself somehow amongst the others and are allowed to promote to the Ch'ak Mule 2nd apprenticeship (only), and start play from there.
Failure indicates you must spend another year as a Waterscout hoping to prove yourself. After a total of seven years as a Waterscout, if you are still coming back to camp each night, you are promoted to Ch'ak Mule 2nd for simple determination.

The second option for leaving this job is to run away. If you chose this route of departure from the Ch'ak military then you must make a Running skill test. This test is also pass or fail.
Success indicates you manage to escape in the middle of the night and put enough distance between you and your troop that you feel they aren't actively pursuing you. You must now begin game play, without entering any other occupation. You are a deserter. You will have this status for the rest of your character's life. You will not be hunted actively, but you will be killed on sight by Ch'ak Hegemony forces.
Failure indicates you were spotted deserting, and the commander—to save face and keep the Respect of the other men under his command—had you chased down and shot! You were left for dead. You lose 3 points from your Flesh Attributes (your choice) and have some sort of permanent disfigurement. These losses are permanent and are subtracted both from current Attribute levels and Attribute maximums.

Dyevan Kril—Skulker: You are trained in the Dyevan style of underground fighting. You spend your day crawling about the tunnels and shafts of your underground territory, keeping it as safe as possible. You do your best not to be seen until it is too late. The shadows and crevices are your home. Your style is almost the opposite of the tunnel fighters employed by the Kon'ahr. You would never dream of charging head on, face front, weapon visible and obvious of intent. That is for fools and dead men. You prefer to slink among the shadows and fallen rocks, hidden pathways, and stalagmites for cover, always striking from the darkness with weapons of stealth rather than up close and personal. They don't call you Skulker just because it's cool.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: Must be Dyevan.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Ambush, Blind Fighting, Block, Blowgun, Camouflage, Climbing, Crossbow, Dodge, Garrote, Gestures, Guile, Hide, Instinct, Kick, Map Reading, Observation, Orientation, Parry, Punch, Slash, Stalk, Stealth, Subdue, Survival (Mountain), Thrust, Wrestling.

Gear: You have a padded leather vest dyed black. You have a pair of soft hide boots with reinforced edges and toes, and a pair of gloves, all made of similar material. You have a tight fitting, padded leather helmet that snugs up against your skull. You also have a very dark hooded cloak that reaches to mid-thigh. This can be pulled around you, making you even tougher to see. You have the choice of two weapon packages: blowpipe and trident, or crossbow and qatar.

Money: Skulkers are public servants—you don't make much in the way of pay.

Each term, make a roll using Stealth.
Critical success indicates you saved a number of quid equal to your Stealth SVxED this year.
Success indicates that you have saved a number of quid equal to your Stealth SVxED rolled.
Failure indicates you have broken even.
Critical failure indicates that you fell asleep, allowing something to get past you and into your settlement. People died because of your negligence. You must flee or face slavery. Make a Running test. Pass or fail. If you succeed, you make it out of this town and you must change occupations or begin play. If you fail, then you spend the next 1D4 years as a slave.

Raider Option: You may decide that your pay is not enough, and choose to raid the bodies of your victims before anyone can assist you in taking them in. These actions are completely against regulations and could get you into some very serious trouble if caught. If you do choose to, make a skill roll against either your Observation or Search skill, your choice.
Critical success indicates you gain EDx15 extra quid for the year, but you lose 10 Respect due to unproved rumors that you are a Raider.
Success indicates you gain EDx10 extra quid for the year.
Failure indicates you have to serve the ED in years as a slave (your next occupation must be a slave).
Critical failure indicates that you have to spend the EDx2 in years as a Pit Fighter. Your debt is 200 quid over and above what you have already earned to date.

Contacts: 1D4. Kril, Worker, Criminal, Vangel.

Exotic: 8+. You may trade any exotic for a standard Entertainer, Vhzine, Merchant, Artisan, Maroc, or Rusahn contact.

Advancement: Make a Stealth roll.
Critical success indicates your skill at tackling the challenges of these adverse conditions is noticed by those that matter. +10 Respect, +6 Renown, and an 8 quid bonus.
Success indicates you managed to avoid the natural pitfalls of your job, as well as not alerting your quarry before you strike. +7 Respect, +3 Renown.
Failure indicates you did not do well this term. You had trouble with rumors of being a raider, and suffered an injury that kept you off work for several months. You have not made a good impression on the powers that be this year. You gain no Renown, and lose 3 points of Respect. Hopefully you can do better next year.
Critical failure indicates you have been injured—badly enough to require an occupation change of some sort, possibly to a less physically demanding job. You lose 1 point of Dexterity and 2 points of Stamina. You do, however, receive 30 new skill points for training in a new job.

Insurgent: You are not content with the way things are going in your town, village or local community. You don't really know the best course of action, but you know it's not where the current leadership is taking you. You've been practicing to fight and you are better than average, but anyone with extensive training stands a good chance of besting you. Most Insurgents end up in the town guard or become a criminal—or both!

SEC Level: 1

Restrictions: May not be Yethite

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Strength and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Archery, Block, Brawling, Dodge, Intimidation, Kick, Observation, Parry, Punch, Slash, Subdue, Throwing, Thrust, Wrestling.

Gear: You have a large knife and sheath (the belt to hang it on is not included). You also have some inflammatory papers about the local leadership.

Money: Each term, make a roll using the lowest value of your combat skills.

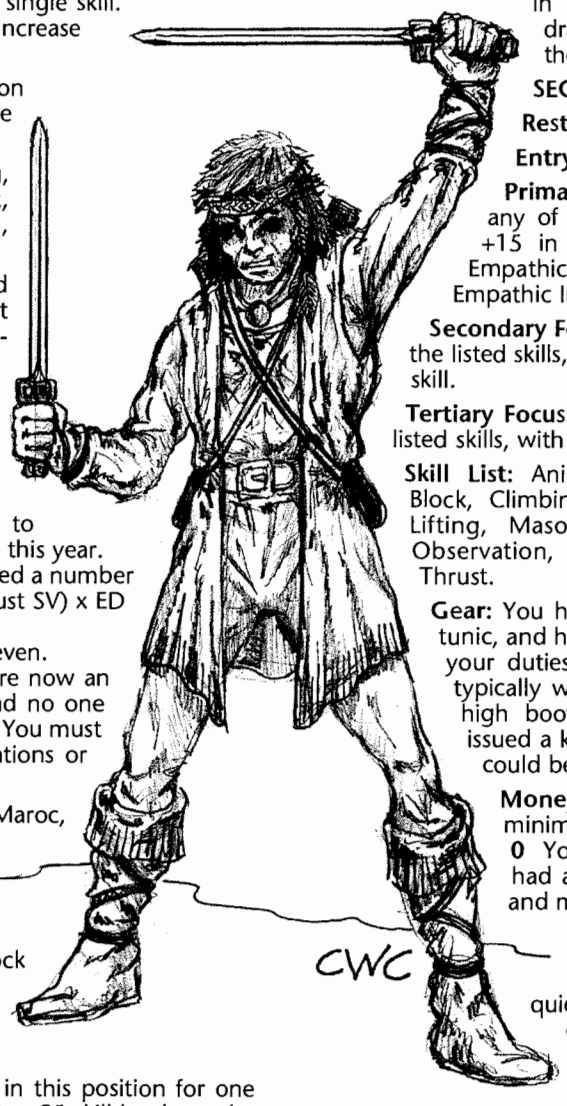
- Critical success indicates you saved a number of quid equal to (Slash SV + Thrust SV) x ED+100 this year.
- Success indicates that you have saved a number of quid equal to (Slash SV + Thrust SV) x ED rolled.
- Failure indicates you have broken even.
- Critical failure indicates that you are now an embarrassment in your town and no one wants to be associated with you. You must leave this town, change occupations or begin play.

Contacts: 1D6. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Dodge or Block roll (the higher of the two).

- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.
- Critical failure indicates that you have seen something that could earn you an early grave. You must flee for your life. You may begin play at this point, if you wish.



Jaan Kril—Stabler: You are an unbonded caregiver for the drachen. Many bonded Skyriders are from this group of workers, if they are not nobles. The nobles have a better chance of becoming a Skyrider than commoners; for the latter, this is the best method of being chosen for the tests.

Drachen in the Jaan culture are kept in large, spacious, circular enclosures called aeries. These need to be continually cleaned and freshened. You are responsible for the care and feeding of the young drachen. You make sure they are well fed, kept warm and dry, and that their 'rooms' are clean. Most of your days are spent shoveling drachen dung, replacing soiled straw with clean, and preparing the meals for your charge(s)—not a glorious job by any means. However, you complete your tasks with the knowledge and hope that perhaps one day you will be selected to join the other initiates in bonding with the newly hatched drachenspawn, thus raising you into the higher ranks of the Jaan society.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: Must be Jaan.

Primary Focus: Spend 100 skill levels on any of the listed skills, with no more than +15 in any single skill. Gain the Quality: Empathic Effect at 1D4-1. Gain the Quality: Empathic Influence at 1D6+2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Animal Husbandry, Block, Climbing, Domestics, Geology, Knotwork, Lifting, Masonry, Meditation, Mining, Music, Observation, Singing, Slash, Sling, Swabbing, Thrust.

Gear: You have a sturdy pair of breeches, wool tunic, and heavy leather boots. While performing your duties cleaning out the stables, you will typically wear some kind of apron and thigh-high boots called 'muckers.' You are also issued a knife. It is not a combat weapon, but could be if necessary.

Money: Roll 1D4-2 for your wages—minimum result is zero.

0 You squandered whatever income you had and must be content with your gear and memories.

1 You have a total worth of 1D6 quid per year.

2 You have a total worth of 1D10 quid per year, plus you are in possession of a drachen glove with two talons.

Thieving Option: If you choose to 'acquire' other possessions from the aerie during your time as a Stabler, then you are allowed to make one attempt to acquire an item for each year that you are in this occupation. Acquiring a single item will require a Stealth roll. However, thieving is perceived as a serious character flaw, and therefore your Sanity Attribute is used as a negative modifier.

Critical success indicates something nice or a finished version is acquired.
Success indicates something decent or a partially completed version is acquired.
Failure indicates you were caught in the process and must change occupations.
Critical failure indicates that the authorities that caught you deemed your actions would bring harm to the drachen, and you are remanded to custody. Your next occupation must be slave or escaped slave.

At your disposal are shovels, brooms, water, brushes, and small metal picks for cleaning under the drachen scales. Often the drachen will molt and need assistance in cleaning and clearing the old scales. The scales are saved and sewn together to create drachen armor. Many of these partially completed or fully complete shirts are hanging about the stables.

Drachen are known to shed claws—particularly if they have been injured—and will re-grow entire toes with claws when one is severed. These bony, hard, 15cm talons are saved and sometimes sewn to make hand weapons like the drachen glove.

Other items, including crossbows, armslings, and other armor or weapons, may be available depending upon the stable that you are in.

Whether caught or not, if you choose this option, you will never be allowed to advance. It's almost as though the drachen know your character flaw and will not bond with you.

Contacts: 1D4-2. Kril, Vangel, Worker.

Exotic: 7. Exotics may be exchanged for normal Criminal, Entertainer, Maroc, Noble, Rusahn, or Vhzine contacts.

If you are captured while thieving, you automatically gain two Criminal contacts and your next occupation must be as a slave.

Advancement: You must earn the right to enter the trials. No character choosing the thieving option, no matter how skillful or successful, is ever passed into these ranks. This is absolute; the drachen know who is a thief, and they will not bond with one. If you chose the thieving option, you are destined to be a Stabler for life unless you pursue a different occupation.

Make an Observation skill roll.
Critical success indicates an exemplary job of taking care of your assigned drachen. You have done so well that you have gained the attention of not only those around you in your clutch but your superiors (the drachen themselves). +8 Respect, +6 Renown, and a bonus of 5 quid. Most importantly for your occupation, you may attempt the trials with a bonus equal to 1D10+5.
Success indicates you have managed to do your job well and have taken good care of your charges. +5 Respect, +3 Renown. You may attempt the trials, but without bonus.
Failure indicates you are deemed unworthy of your position and are asked to leave. You must pursue another occupation.
Critical failure indicates you have performed very badly. Roll a D10 to determine just how badly:

1-3 Your substandard performance reduces your Respect by 6 and your Renown by 2. Be grateful that you are not imprisoned for your mistreatment of the drachen. Begone, foul beast! You must choose a different occupation.
4-6 A gang of ruffians, who smell remarkably like drachen dung (obviously your fellow stablers) rough you up one night. They wear hoods to hide their faces and beat you to a pulp with the warning, "Never come back." You heed them and depart quickly. You leave with nothing more than the clothes on your back. You may move on to another occupation, but must reduce Respect by 8 and Renown by 10.
7-9 Without warning, while mucking out an aerie, you are grabbed from behind by strong, sharp talons. You are carried far into the wilderness and dropped from treetop level. You suffer a –3 to your Flesh Attributes (you may choose how to apply this) and are left penniless, in tattered clothing, alone in the wilderness. You have the impression that returning is a bad idea. You may not continue into an advanced occupation and must begin play at this point.
10 You are imprisoned for the crime of 'endangerment of drachen' and are sentenced to the Pits. Your next occupation must be as a Pit Fighter.

The Trials: In order to be allowed to bond with a drachen, you must prove yourself through the Trials. These are a series of intense physical challenges that test spatial orientation, problem solving, quick wits, critical thinking, and overall stamina. Many do not survive them. We will presume that you do. The Trials are held each full moon.

We urge you and the Bard to consider how these various tests, held over several weeks, shape the character into a warrior of the skies, worthy to ride a drachen.

It can be boiled down to a single Consciousness roll. Apply any bonuses from the retirement roll.
Critical Success indicates you are selected to stand near one of the largest eggs as it hatches. The drachen bonds with you and you ride a remarkable specimen. +2D10 Respect.
Success indicates you are granted the right to bond with a drachen. The drachen you bond with is an average specimen.
Failure indicates you fail the trials and must be a Stabler again for one more year.
Critical Failure indicates you are injured in the Trials. –3 to one of your Attributes (you may choose which Attribute suffers this loss). These are permanent and must be taken from your racial maximums with an explanation of what lasting effects remain.

Example: *Lowering Charisma could indicate a disfiguring scar, lowering Dexterity could indicate a permanent limp, lowering Strength could indicate an arm that did not heal properly, lowering Sanity could indicate psychological trauma, etc. You may attempt the Trials again as soon as you are healed.*

Jailer: Another low echelon town guard position—guarding prisoners. It is your responsibility and, in some cases, your very life, to guard the prisoners and ensure they don't escape. While this may be a lower level position and not as glorious or prestigious a job as some in the guard, it is not one to take lightly. In many cultures and towns, if a criminal escapes while a jailer is on duty, the jailer on duty must pay for his mistake with his own life. In those that do not require this harsh penalty, you still will be broken in the ranks as far as possible, if you are allowed to keep your job at all. It is in your best interest to stay alert and observant at all times.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: No previous criminal occupations.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Dexterity by +1—up to a maximum of +2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Brawling, Bribe, Etiquette (Culture), Gossip, Guile, Interrogation, Intimidation, Kick, Law (Criminal), Observation, Persuasion, Pick Locks, Punch, Slash, Streetwise, Thrust.

Gear: You have a short sword in a scabbard, and a baton. You also have a belt to carry both of these weapons. You have been instructed to use your baton first and your sword as a last resort or in dangerous situations. You have two uniforms given to you that easily identify you as part of the town guard. In most cases this is a bright, single-colored tunic and matching pants. The uniform will also include one pair of boots and a helmet. You are also granted a badge that further identifies you as a member of the town guard; this is worn on a chain about the neck.

Money: Jailers are public servants, and they don't make much money. While you may be vital to the well being of the city and her citizens, you are not paid the big bucks you deserve. Each term, make a roll using Interrogation.

- Critical success indicates you saved a number of quid equal to your Interrogation SV x ED this year.
- Success indicates that you have saved a number of quid equal to your Interrogation SV + ED rolled.
- Failure indicates you have broken even.
- Critical failure indicates that a high profile prisoner escaped while you were on guard. You are fired. You must leave this town, change occupations, or begin play.

Bribe Option: You may choose to take bribes for various services. They won't get you into too much trouble, but are nonetheless against the regulations. Morality is an easy thing to lose—and incredibly difficult to regain. Roll your Bribe skill or your Persuasion skill, your choice.

- Critical success provides you with the EDx15 in quid for the term, but you lose 10 points in Respect due to the unproved rumors that you are on the take.
- Success provides you with the EDx10 in quid for the term.
- If you fail the roll, you are caught. You have to serve the ED in years as a slave (your next occupation must be slave).
- Critical failure indicates that you have to spend the EDx2 in years as a Pit Fighter. Your debt is 200 quid over and above what you have already earned to date.

Contacts: 1D6. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make an Etiquette (Culture) roll.

- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.
- Critical failure indicates that you have seen something that could earn you an early grave. You must flee for your life. You may begin play at this point, if you wish.

Kon'ahr Kril—Tunnel Fighter: You are trained in the Kon'ahr style of fighting in tunnels and mineshafts. Most Kril are at a great disadvantage when it comes to fighting in close proximity; they prefer to have room to move about. You feel at home when things are up close and personal. You operate best when in a confined space. In most cases you will work yourself and your foe into a tight area or move yourself in close, to limit your foe's abilities.

SEC Level: 1

Restrictions: May not be Yethite.

Entry Requirements: Must be Kon'ahr.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Biology, Blind Fighting, Block, Brawling, Dodge, First Aid, Gestures, Geology, Instinct, Kick, Mining, Observation, Orientation, Parry, Punch, Search, Slash, Stalk, Stealth, Thrust.

Gear: You have a padded leather vest, a pair of sturdy leather boots and gloves. You have one small bladed weapon or a short spear. You also have a tight-fitting metal helmet that snugs up against your skull with ear holes and a small bill about 5cm long straight out over the eyebrows. On top of the helmet is a place to hold your 'little Ashik.' This is a small sealed tube containing brightly glowing bioluminescent algae. You also have a coil of rope.

Money: Tunnel Fighters are public servants, therefore you don't make much money. Each term, make a Stealth roll.

- Critical success indicates you saved a number of quid equal to your Stealth SVxED this year.
- Success indicates that you have saved a number of quid equal to your Stealth SV+ED rolled.
- Failure indicates you have broken even.
- Critical failure indicates that you fell asleep and allowed a something to get past you into your settlement. People died because of your negligence. You must flee or face slavery. Make a Running test. Pass or fail. If you succeed, you make it out of this town and you must change occupations or begin play. If you fail, then you spend the next 1D4 years as a slave.

Raider Option: If you decide that your pay is not high enough you may choose to raid the bodies of your victims before anyone can assist you in taking them in. These actions are completely against regulations and could get you into serious trouble if caught. Make a skill roll using Observation or Search, your choice.

- Critical success provides you with EDx15 in quid for the term, but you lose 10 points in Respect due to rumors that you are a Raider.
- Success provides you with the EDx10 in quid for the term.
- Failure indicates you are caught. You must serve the ED in years as a slave.
- Critical failure indicates that you must spend the EDx2 in years as a Pit Fighter. Your debt is 200 quid over and above what you have already earned to date.

Contacts: 1D4. Kril, Worker, Criminal, Vangel.

Exotic: 8+. You may trade any exotic for a normal Entertainer, Vhzine, Merchant, Artisan, Maroc, or Rusahn contact.

Advancement: Make a skill roll against your Dodge skill.

- Critical success indicates your skill at tackling the challenges of adverse conditions is noticed by those that matter. +10 Respect, +6 Renown, as well as a 1D10 quid bonus.
- Success indicates you have avoided the natural hazards of your job for another year. +7 Respect, +3 Renown.
- Failure indicates you did not do well this term. You had trouble with rumors of being a raider, and suffered an injury that kept you off work for several months. You have not made a good impression on the powers that be this year. You gain no Renown, and lose 3 points of Respect. Hopefully you can do better next year.

Critical failure indicates you zigged when you should have zagged during a cave-in. You have been injured badly enough that you require an occupation change. You lose 2 points from Dexterity and 1 from Stamina. These losses are permanent and are subtracted both from current Attribute levels and Attribute maximums. You receive 30 new skill points for training in a new job (in addition to the skills offered in your new occupation).

Loshad Kril—Bushwalker: You have been granted the imperative task of guarding the herd from potential threats—Myrlihk and outsiders. You are determined and dedicated to your role. Your days are spent in the scrub and savanna of the Equin Pampas.

Core Skill List: Instead of the typical Kril core skills, Bushwalkers focus on slightly different areas. Exchange these skills for the ones listed for the Kril field—Archery: 15, Observation: 15, Search: 10, Stealth: 10. The Bushwalker does not receive the Reaction Quality or the increased Attributes normally associated with the Kril field.

SEC Level: 1

Restriction: May not be Arbin or Yethite.

Entry Requirements: Must be Loshad.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.



Skill List: Ambush, Archery, Biology, Block, Brawling, Camouflage, Charge, Climbing, Dodge, Domestics, First Aid, Hide, Instinct, Jury Rig, Kick, Knotwork, Observation, Parry, Punch, Running, Slash, Survival (Plains), Thrust, Tracking, Trail Signs, Traps.

Gear: You wear a traditional loincloth, designed with symbols of your job and rank in the herd. You own a bow and quiver of 25 arrows. You have a large knife and hide scabbard as well.

Money: The herd takes care of its own. Roll your Ambush skill.

Critical success indicates you are given double rations, your own lodge, and 1D100xED in quid, in the form of items from the herd stores. The Bard has final say on item availability.

Success indicates you are granted fancy rations, and 1D10xED in quid, in the form of equivalent equipment from the herd stores. The Bard has final say on item availability.

Failure indicates -7 Respect and -4 Renown. You only receive standard rations. You must also pull extra duty for a month without pay to make up for the potential threat you have caused the herd.

Critical failure indicates you are stripped of all gear, your home, and are granted a blanket and a place by the evening fire at half rations until you can prove yourself worthy to the herd again.

Contacts: 1D6. Loshad only. Any field except Maroc, Rusahn, Criminal/Gangster.

Exotic: On 8+, is not Loshad, may be from any field. On 9, is a Myrlihk Outkast. On 10, is from a Myrshal city. You may exchange exotic contacts for a standard contact from any field, but they can only be Loshad and they owe you a favor.

Advancement: Make a Trail Signs skill roll.

Critical success indicates you get your Edx2 in additional quid worth of items from the tribal storehouse (Bard's discretion) and you receive +7 Respect and +5 Renown.

Success indicates you get your ED in additional quid. You also get +4 Respect and +3 Renown.

Failure indicates that during a foray in the wilds, you were captured by slavers. You must spend at least two years as a slave before you may change occupations or try to escape. You lose all your money, gear, and contacts.

Critical failure indicates you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Myrlihk Kril—Huntress: You have the dual task of guarding the pride from potential threats (Outkast and Loshad) and collecting food. Often the two jobs coincide when the threat that you eliminate becomes a source of meat. You are fierce, determined, and dedicated to both your roles. You take your job seriously, for you and your fellow Huntresses keep the pride fed. If it were not for you, and your near constant patrols, the pride would be vulnerable and weakened.

Core Skill List: Instead of the typical Kril core skills, Myrlihk focus on slightly different areas. Exchange these skills for the ones listed for the Kril field—Observation: 15, Search: 10, Stealth: 15, Slash: 10. The Myrlihk Huntress does not receive the Reaction Quality or the increased Attributes normally associated with the Kril field.

Entry Requirements: Must be female Myrlihk.

SEC Level: 2

Restrictions: May not be Yethite.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.



Skill List: Ambush, Block, Brawling, Camouflage, Climbing, Dodge, Domestics, Feint, Hide, Instinct, Jump, Kick, Maneuver, Observation, Parry, Punch, Search, Slash, Sprinting, Stalk, Stealth, Thrust, Tracking, Trail Signs, Wrestling.

Gear: As a Myrlihk you prefer to attack and slash with your natural claws, and use them as your primary weapon. You find clothing troublesome during a hunt, so you wear minimal covering during your hunts. If you knowingly pursue extraordinarily dangerous prey, you have access to full studded leather armor. All weapons available in your pride are likewise at your disposal—within reason. This equipment is only accessible to you while on duty.

Money: Your position is prestigious, but pays poorly. It does have a few perks—you are given first choice from your kills before they are added to the stores and divided among the pride. Make a Sprinting skill test to determine your worth to the pride.

Critical success indicates you receive your EDx3 in quid.

Success indicates you receive your ED in quid.

Failure indicates you get your ED divided by 2 (rounded down) in quid.

Critical failure indicates you get nothing except room and board, and the spoils of your kills.

Contacts: 1D6. Any field except Maroc or Rusahn.

Exotic: 8+. Exotics may be from another culture or race. You may swap an exotic contact for a normal Maroc, or Rusahn contact.

Advancement: Make a Tracking skill test.

Critical success indicates you may promote or change occupations. +5 Respect, +3 Renown.

Success indicates you may promote to the next plateau in your chosen field.

Failure indicates that during a foray in the wild, slavers captured you. You must spend at least two years as a slave before you may try to escape. You lose all your money, gear, and contacts.

Critical failure indicates that you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'



Pit Fighter: You have little choice learning to fight and will die otherwise. Most people do not choose this occupation freely. You have been captured by slavers, are a military prisoner, or are in this position due to debt. You are little more than a slave whose physique was impressive enough, or your talent was obvious enough, that rather than being sent to the mucous mines you are used for fighting and entertainment.

Good Luck! You're going need it!

SEC Level: 0

Restrictions: May not be Yethite (willingly).

Special: Pit Fighters must spend all foci in this occupation.

All Foci: Spend 250 skill levels on any of the listed skills, with no more than +40 in any single skill. You may also spend 10 skill points each to increase your Strength, Dexterity and/or Stamina by +1—up to a maximum of +3 each. May spend an additional 50 skill levels on any other Artistic, Combat, Daily, or Physical skill at the Bard's discretion.

Skill List: Acrobatics, Balance, Block, Brawling, Dirty Fighting, Dodge, Entangle, Feint, Guile, Instinct, Kick, Observation, Parry, Punch, Riposte, Slash, Sprinting, Thrust, Wrestling.

Gear: You are essentially a slave, what do you think you're going to have? You will be granted basic clothing: a loincloth for males and a straight shift for females. Other than that you have nothing that is not granted, and taken away, at the whim of those that own you. You are fed and tended to better than most slaves. Weaponry and armor are given to you on an as-needed basis before you enter the pits, only to be taken from you again after your fight is over.

Money: You are paid by your memorability. You may kill a lot, but the fickle crowd only remembers the truly remarkable kills. Each term, make a roll using the lowest value of your Slash or Thrust skills.

Critical success indicates you saved a number of quid equal to your skill SVxED+10 this year.

Success indicates that you have saved a number of quid equal to your skill SVxED rolled.

Failure indicates you have broken even.

Critical failure indicates that you have failed to give a good show and no one wants to watch your fights. Your owner is displeased and has you beaten, then moves to another town and away from the ill will. Your days are numbered if you don't improve or escape.

Contacts: 1D4. Any field except Maroc, Rusahn. Three Pit Fighter and one Promoter (Merchant) contacts.

Exotic: 10. Exotic contacts may be traded for any other type of contact.

Advancement: Make an Observation roll.

Critical Success promotes you with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, with no more than +5 spent on any single skill.

Critical failure indicates that you have been severely injured. One of your Flesh Attributes have been reduced to zero and subsequently raised back up to 10. You may pick which Attribute you wish (as long as it was above 10 prior to this roll). You suffer a lifelong scar, limp, or other impairment from this injury and your Attribute maximum for the chosen Attribute is 12.

In order to leave, you must pay off your debt or attempt to escape.

Escape Attempt: You have a chance to escape. Do you wish to take it? Of course you do! Make a roll against your Guile skill.

Critical success indicates you have managed to see enough opportunities that you were able to take several fellow slaves with you. This action gives you a +3 ED when rolling to see how actively you are pursued—but also grants you +15 Respect among both your fellow former slaves and those still in slavery, and +5 Renown.

Success indicates you managed to escape your holding cell

and guards, and are now free. Free to be hunted, that is. The ED determines how actively your pursuers are hunting you. A result of one means that they aren't looking for you very hard at all; if one of them bumps into you on the street and happens to look close enough to recognize you then they will take you back. A result of ten means they are actively and doggedly searching for you with all the additional help they can muster—they want their meal ticket back!

Failure indicates your escape attempt was foiled, and you now have an extra guard watching you. This will reduce any further escape attempts by -25SV.

Critical failure indicates you were nearly killed trying to escape. Your Strength and Stamina are reduced to 3 and your Dexterity to 5. You are worthless as a Pit Fighter, and must attempt to survive on the streets with nothing. What are you complaining about? At least you're free...

Scout: It is your job to go step into the unknown and gather information. You are part soldier, part spy, and part outdoorsman. You must gather information from potentially hostile targets, and do so swiftly and silently. Most of the skills you use to get to and from your observation points are those of the outdoorsman. You are a vital link in the information chain, whether you are traveling ahead of the caravan looking for signs of bandits, or seeking your enemy's position and numbers. Everybody depends on your information.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Ambush, Animal Handling, Balance, Climbing, Disarm, Dodge, Drawing, Evade, Heraldry, Hide, Instinct, Map Reading, Navigation, Observation, Ride Beast (specific), Search, Slash, Sprinting, Stalk, Stealth, Survival (specific), Thrust, Tracking , Trail Signs, Traps, Withdraw.

Gear: You have a pair of soft-soled shoes. You also have a set of earthen colored clothes, usually a tawny or brown color. You have a large knife and scabbard. You also have a medium sized pouch for carrying information back and forth as needed.

Money: Make an Instinct roll.

Critical success indicates that you receive your EDx3 in quid.

Success indicates that you receive your ED in quid.

Failure indicates you get your ED divided in half (round down) in quid.

Critical failure indicates that you have only managed to save 2 quid this year. You also lose 3 Respect and 5 Renown.

Contacts: 1D10. Kril, Criminal/Gangster, Vhzine, Vangel, Merchant, Entertainer, Worker, Maroc.

Exotic: 8+. Exotics owe you a favor. You may exchange any 2 exotics for a standard contact from the following fields: Noble, Artisan, Rusahn. If you exchange an exotic contact, that contact does not owe you a favor.

Advancement: Make an Observation roll.

Critical success indicates you gain an additional EDx2 in quid, +10 Respect, +7 Renown, and also gain a favor from any contact of your choice.

Success indicates you have acquired your ED in extra quid, +5 Respect, +3 Renown.

Failure indicates you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You also have to remain in this occupation for another year with only 10 skill levels to spend, and no more than 3 skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Critical failure indicates that during one of your forays slavers captured you. You must spend at least two years as a slave before you may try to escape. You lose all your money, gear, and contacts.

Squire: You are trained in the fighting arts while you serve another Kril. This is perhaps the best example of an apprenticeship in action. In this job you are trained in how to be a Kril by the one you serve. That Kril trains you, often by first teaching you the basics of fighting, and then as a sparring partner. You learn the importance and purpose of various weapons and maneuvers by sparring with your master. If you are observant, you may learn things not always taught in lessons. The squire is the Kril's valet and 'right hand,' but you are also student, pupil and trainee.

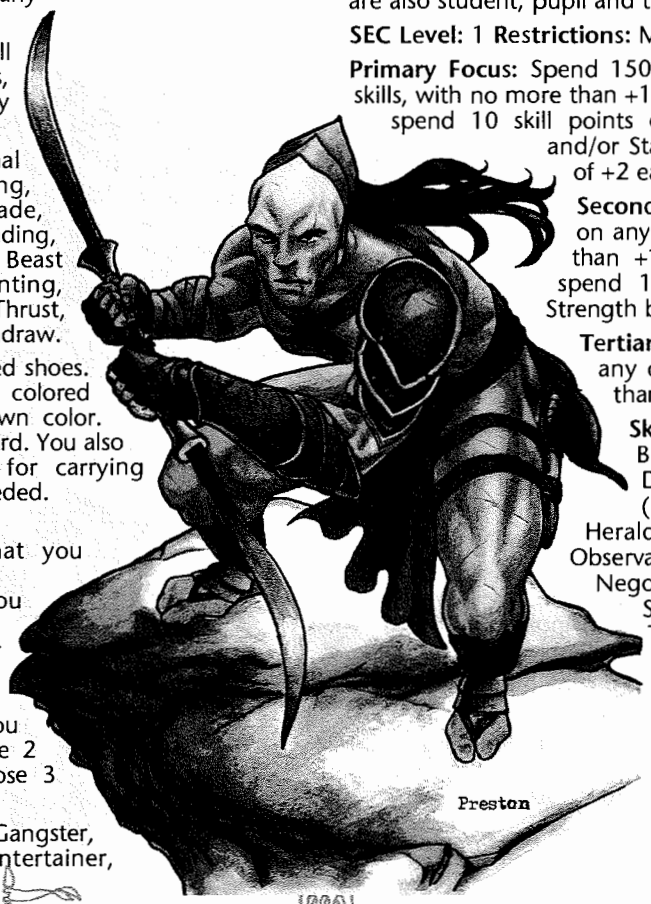
SEC Level: 1 **Restrictions:** May not be Yethite.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Strength and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Biology, Block, Brawling, Cooking, Domestics, Dodge, Etiquette (Culture), First Aid, Gossip, Heraldry, Intimidation, Kick, Lifting, Observation, Parry, Persuasion, Punch, Negotiation, Ride Beast, Shopping, Slash, Sprinting, Tailor, Teamster, Thrust, Unobtrusive.



And by thy sword shalt thou live ... and it shall come to pass when thou shalt have the dominion, that thou shalt break his yoke from off thy neck.

—Aysek Baynyacob

Gear: You are better equipped than many. You have a shortsword as your standard weapon. While you do not own any other weapons, your master may have several that you use during your apprenticeship. You will also have a set of clean middle class clothing to wear when your employer sends you on an errand that would place you in front of another Kril or a noble. This set of clothes also comes with a sturdy set of shoes. Other than these items, you must fend for yourself.

Money: You are the servant and student to a Kril who provides all your needs. Sometimes there is a little left over. Each term, make a roll using the highest of Domestics or Unobtrusive.

- Critical success indicates you saved a number of quid equal to (Slash SV + Thrust SV) x ED +100 this year.
- Success indicates that you have saved a number of quid equal to (Slash SV + Thrust SV) x ED rolled.
- Failure indicates you have broken even.
- Critical failure indicates that you are now an embarrassment in your town and no one wants to be associated with you. You must leave this town, change occupations or begin play.

Contacts: 1D6. Any field except Maroc, Rusahn.

Exotic: 10. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Dodge or Block roll.

- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.
- Critical failure indicates that you have seen something that could earn you an early grave. You must flee for your life. You may begin play at this point, if you wish.

Watchman: This is the entry-level position of the town guard. If you see something happening that shouldn't be taking place, like a robbery or a fight, and you can't handle it yourself, you alert the rest of the watchmen on duty and they come to your aid. If you manage to capture someone on your own, then you bring them back to the holding cells, lock them up, give a brief report of what happened to the officer on duty, and return to your beat. Your job is to serve and protect the town and its inhabitants during the night, the most active time for crimes to happen. You have a large responsibility. Now get out there and catch some bad guys!

SEC Level: 2 **Restrictions:** May not be Yethite.

Entry Requirements: SEC 2+, May not have a criminal background.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Stamina by +1—up to a maximum of +2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Stamina by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Archery, Block, Bowyer/Fletcher, Brawling, Cold Read, Disarm, Dodge, Etiquette (Culture), Intimidation, Kick, Observation, Parry, Punch, Slash, Stalk, Stealth, Streetwise, Subdue, Thrust, Wrestling.

Gear: You have a short sword in a scabbard, and a baton. You also have a belt to carry both of these weapons. You have been instructed to use your baton first and your sword as a last resort or in dangerous situations. You have two uniforms that easily identify you as part of the town guard. In most cases this is a bright, single-colored tunic and matching pants. The uniform will also include one pair of boots and a helmet. You are also granted a badge that further identifies you as a member of the town guard; this is worn on a chain about the neck.

Money: While you may be vital to the well being of the city and her citizens, you are not paid the big bucks you deserve. Each term, make an Intimidation roll.

- Critical success indicates you saved a number of quid equal to your Intimidation SV x ED this year.
- Success indicates that you have saved a number of quid equal to your Intimidation SV + ED rolled.
- Failure indicates you have broken even.
- Critical failure indicates that you are now an embarrassment in your town and no one wants to be associated with you. You must leave this town, change occupations, or begin play.

Contacts: 1D10. Any field except Maroc, Rusahn.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make an Etiquette (Culture) roll.

- Critical Success allows you to promote with +1D10 Respect.
- Success allows you to promote.
- Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.
- Critical failure indicates that you have seen something that could earn you an early grave. You must flee for your life. You may begin play at this point, if you wish.



MAROC

You are Maroc—a sorcerer, hedge wizard, or warlock of T'nah. You are solitary, quiet, and have a sense of disdain toward those who do not wield your power—and distrust toward others who do. The more powerful Maroc often have an air of distraction about them, as though they were listening to unheard voices.

You have an uncanny understanding of logic and the workings of the natural (and supernatural) world. You tend to be careful and cautious—impetuous behavior does not suit you. The powers that are channeled through your physical form take their toll over time, eventually affecting your Attributes.

Since Maroc are largely ostracized from fear and envy, their social skills are seldom exercised. Maroc become increasingly isolated from those around them as their power grows. Unfortunately, Maroc harbor these same feelings of fear and envy toward one another.

Restrictions: May not be Human, Myrlihk, or Loshad.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D8	**Charisma:** D4
Dexterity: D6	**Perception:** D8	**Insight:** D6
Stamina: D6	**Sanity:** D8	**Resolve:** D4

Qualities: Maroc Stone: 1D4

Skill Increases: Ido Holding: 10, Ido Sense: 10, Ido Spinning: 10, Observation: 10

Special: Maroc must spend two of their three foci within the same occupation.

Gear: You wear a djellab and sirwahl with a long, flowing bisht or pelerin—or you may wear a nashl. It is rare to see a Maroc without ghutra and agahl. Maroc—especially those with potent ability—do not like their faces to be seen. The sarik is the most common form of footwear.

Apprentice: In order to be sponsored into a school, you need a mentor. Mentors will teach you to some degree, but they will also try not to let you grow too far. At some point, if your character wants to develop beyond even the most rudimentary of skills, he must join a school, find a mentor, or join an order.

SEC Level: 3-5

Restrictions: May not be Human, Loshad or Myrlihk.

Primary Focus: Spend 110 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase any Mind Attribute by up to +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute. You also gain the Quality: Ido Mentor at 1D4 and Quality: Maroc Stone at 1D4. You may add a +1 Ido Mentor or Maroc Stone Qualities to gain a better result at the cost of 10 points per +1 up to a maximum of 3 (+3) per quality.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase any one Mind Attribute by up to +1 for a cost of 10 skill levels this increase. Or a +1 may be added to Ido Mentor or Maroc Stone Qualities to gain a better result at the cost of 10 points per +1 up to a maximum of 2 per quality.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill. Or a +1 may be added to Ido Mentor or Maroc Stone Qualities to gain a better result at the cost of 10 points per +1 up to a maximum of six per quality.

Skill List: Analysis, Domestics, Evade, Geology, Ido Holding, Ido Sense, Ido Spinning, Ido Theory, Literacy, Logic, Mathematics, Mining, Gemology, Observation, Search, Sprinting, Storytelling, Writing.

Gear: In addition to the general gear for Maroc, you may have a walking stick, though it is not suitable as a weapon. You care about only one possession: your maroc stone, which is embedded in an Injury Zone of your choosing. This Injury Zone must be reduced by one life point. The maroc stone will provide you with one point of Ido per rating of the stone whenever you tune into it.

Money: You have 1D100 quid worth of assorted gems, which you plan to use to trade for maroc stones.

Contacts: 1D4-1. Merchants, Noble, Maroc. If you attend a school, you have an additional 1D6 contacts who are all Maroc, none exotic.

Exotic: 7+. Exotics may be traded for normal contacts of any type.

Advancement: Make an Ido Sense roll.

Critical Success promotes you with +1D10 Respect.

Success indicates you may promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is not a permanent loss and does not subtract from your maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Tuner: You are an unschooled Maroc who expresses your talent with some guidance—but no formal training. You may have a mentor who has guided you, or you may have picked up some rudimentary understanding on your own. While you lack the formalized training of your schooled peers, you are no less potent a force to be reckoned with by the mundanes, who are unable to touch or see the energies of Ido swirling around T'nah.

SEC Level: 1-2

Restrictions: May not be Human, Loshad or Myrlihk.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase any Mind Attribute by up to +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute. Or +1 may be added to Ido Mentor or Maroc Stone Qualities to gain a better result at the cost of 10 points per +1, to a maximum of one per quality. The maximum value of Ido Mentor is 5, regardless of how many increases are purchased.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase any one Mind Attribute by up to +1 for a cost of 10 skill levels this increase.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acting, Analysis, Cold Read, Domestics, Enigmas, Evade, Geology, Ido Holding, Ido Sense, Ido Spinning, Ido Theory, Literacy, Logic, Mathematics, Metallurgy, Mining, Gemology, Observation, Search, Sprinting.

Gear: In addition to the general gear for Maroc, you may have a walking stick, though it is not suitable as a weapon. You care about only one possession, your maroc stone, which is embedded in an Injury Zone of your choosing. This Injury Zone must be reduced by one life point. The maroc stone will provide you with one point of Ido per rating of the stone whenever you tune into it.

Money: You have 3D10 quid worth of assorted gems, which you plan to trade for maroc stones if possible.

Contacts: 1D4-1. Merchant, Noble, Maroc. If you have a Mentor, he is considered an additional contact.

Exotic: 7+. Exotic contacts may be traded for normal contacts of any other type.

Advancement: Make an Ido Sense roll.

Critical Success promotes you with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is not a permanent loss and does not subtract from your maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Weaver: You are an untrained Maroc who expresses talent without guidance. Other Maroc despise weavers as wastes of water. Weavers are seldom accepted by anyone, and tend to be complete loners.

SEC Level: 1

Restrictions: May not be Human, Loshad, or Myrlihk.

Special: May not spend foci within any other Maroc occupation if any foci are spent in this occupation.

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase any Mind Attribute by up to +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute. Or +1 may be added to the Quality: Maroc Stone to gain a better result at the cost of 10 points per +1 increase up to a maximum of +2.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase any one Mind Attribute by up to +1 for a cost of 10 skill levels this increase.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Cooking, Block, Domestics, Evade, Guile, Geology, Ido Holding, Ido Sense, Ido Spinning, Ido Tapping, Juggling, Legerdemain, Literacy, Logic, Mathematics, Presentation, Observation, Search, Sprinting, Tailor.

Gear: You have a walking stick, though it is not suitable as a weapon. You care about only one possession, your maroc stone, which is embedded in an Injury Zone of your choosing. This Injury Zone must be reduced by one life point. The maroc stone will provide you with one point of Ido per rating of the stone whenever you tune into it.

Money: You have 3D10 quid worth of assorted gems, which you plan to trade for maroc stones if possible.

Contacts: 1D4-1. Merchant, Noble, Maroc.

Exotic: 7+. Exotic contacts may be traded for normal contacts of any other type.

Advancement: Make an Ido Sense roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is not a permanent loss and does not subtract from your maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

And they used divination and enchantments, and sold themselves to do evil...

—Excerpt from the history of the Maroc Wars



MERCHANT

You ply your trade by buying and selling the products and hard work of others. You need a silver tongue, a pleasant smile, and an honest face. Not all merchants start right out with their own shop in the sweet spot of the souq. If you wish to travel and see the sites of T'nah then become a peddler; if you would rather stay close to home then find a job with a local shopkeeper and work under his tutelage until you can branch out on your own.

FLESH	MIND	WILL
Strength: D6	**Intellect:** D6	**Charisma:** D8
Dexterity: D6	**Perception:** D6	**Insight:** D6
Stamina: D4	**Sanity:** D6	**Resolve:** D6

Attribute Increases: Charisma: +1, Perception: +1

Skill Increases: Appraise: 5, Ciphering: 10, Observation: 5, Negotiation: 10

Special: No restrictions on foci affect the Merchant field.

Gear: Merchants are in business for themselves. They already have a certain amount of items necessary for the performance of their duties. You may have one major item worth up to 1000 quid. This must be related to the actual duties of your trade. This may mean a shop, or decorations and marketing to advertise. Unless you are purchasing an animal/cart, the item may not be portable.



Money: This represents actual cash in your pocket to begin to live and start your business. You have 10x1D10 quid in your purse. This cash in your purse is actual orbs, not chits that are used in their place. (Watch your back.)

Fortune Teller: You use your natural abilities to read and understand people, ostensibly to help them—but usually end up fleecing the customers. While there may be a few of your ilk that truly have the gift of prediction, they are the exception to the rule. You are someone who can sell rudimentary (trained or natural) psychological ability to tell people what they want to hear in exchange for quid. Whether you truly have 'the gift' or are perhaps a knowing charlatan is between you and Ashik (and your bard). Just keep in mind that having the true 'gift' is very rare.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Astrology, Body Language, Cold Read, Con, Deceit, Guile, Mathematics, Mysticism, Observation, Occultism, Presentation, Psychology, Storytelling, Superstition.

Gear: You have a set of very brightly colored clothes made of a shiny material. You may have a turban or head covering of some style. You have a clear or glazed ball (your choice), with which you 'see' into the future, and a set of cards with pictures or symbols on them that you use for divination. You have a tether for your orbs, a dozen different scarves of various colors and designs, a small bag containing the bones of some small fowl, and another bag which holds herbs and leaves for brewing to drink; you use the remains (grounds/leaves) as a means to discern someone's potential fate. You also have several incense burners, five cones of incense, and half a dozen candles.

Money: Since you are dealing with mostly the unwashed masses and not the nobility of T'nah, which consult with those in your line of work with more renown, your payment may be plentiful but will never be large in size. To see just how well your business has been lately make a Psychology skill test.

Critical success indicates business is booming. You receive your EDx4 in quid.

Success indicates business has been average and you get your ED in quid.

Failure indicates business has been rather slow for a while. You receive the ED divided by 2 (rounded down) in quid.

Critical failure indicates you have had no business at all beyond what pays your living expenses. The town guard has harassed you on many occasions, which has helped in discouraging customers from conducting sessions with you. You receive no quid this term but have what you need for the basics of food, clothing, and shelter—and no more.

Contacts: 1D10+2. Any except Noble, Vangel, Rusahn, Maroc.

Exotic: 9+. Exotics owe you a favor. You may exchange any exotic contact for a standard Noble, Rusahn, or Maroc contact.

Advancement: Make a Con skill roll.

Critical success gives your EDx2 in additional quid, +7 Respect, +5 Renown.

Success gives your ED in additional quid, +4 Respect, +3 Renown.

Failure indicates one of your predictions to a wealthy merchant did not come true and his business suffered for it. You were arrested for fraud and have been sold to slavers. You must spend at least two years as a slave before you may change occupations or try to escape. You lose all your money, gear, and contacts.

Critical failure indicates that you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Peddler: You sell merchandise directly. You typically work from a mobile conveyance of some sort—maybe a cart pulled by some sort of animal or a portable stand in the local souq. You are the T'nahran equivalent of a traveling salesperson. You are not usually a huckster or charlatan. Your motto is *caveat emptor* ('Let the buyer beware'). You offer no guarantees. Cash on the barrelhead.

Good Luck. Now get out there and sell, sell, sell!

SEC Level: 2

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acting, Appraise, Bluff, Bribery, Business, Ciphering, Con, Domestics, Fast Talk, Gossip, Guile, Instinct, Mathematics, Negotiation, Persuasion, Presentation, Shopping.

Gear: As a peddler you have a cart or stand from which to sell your wares. You have an animal to help you pull your cart or carry your wares, a pad of paper, a pencil, a bedroll, and a small coin pouch.

Roll D10 on each chart below (or work out the details with your Bard).

Your conveyance:

1-5 Dog cart
6-9 Standard buckboard wagon
10 Small assigned space and folding tables in the souq

Your animal:

1-3 Jugal unfit for riding
4-6 Donkey, fit, sturdy, and capable
7-9 Ox, more than able to pull your wares around
10 Horse in good condition, could be ridden, but better trained for pulling loads

Money: While money is slightly more abundant for you than others, you still have to keep a tight rein on your finances. You not only have to look out for yourself but for your animal, and you have the upkeep on your shop as well as the cost of restocking your wares. Make a Presentation roll.

Critical success indicates you made a profit you were actually able to retain, multiply Presentation SV by 100+ED for the quid you have saved.

Success allows you to multiply Presentation SV x ED rolled for the quid you have saved.

A failure indicates you receive no additional money; everything you made went back into the business and keeping you and your animal alive.

Critical failure indicates that you are unable to pay the debts you have accumulated during your apprenticeship and are now either a slave working off a debt (roll 1D4 for the number of years you will serve as a slave) or you managed to stay one jump ahead of the collection squad they sent after and are now a wanted criminal. You will need to make adjustments to your lifestyle.

Contacts: 1D10+5. Merchant, Vhzine, Worker.

Exotic: 8+. Exotic contacts may be traded for a normal contact of any other type.

Advancement: Make a Presentation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been discovered doing something dishonorable in the souq. Be grateful you have all your fingers and your tongue. You must spend the last of your money paying the fine incurred by your infraction. You must change fields or lose 1D10 Respect if you try to enter another Merchant position. You may begin play at this point, if you wish.

NOBLE

A Noble is the one who makes the rules. It's good to be a Noble! Nobles range from Gentles at the lowest level of the aristocratic hierarchy to the Triarch himself. As a Noble you have money, power, and to some degree, fame—the three things everybody wants to have. You can boss others around, and they do your work for you. You only have to appease the rest of the Nobles, and plot which subversive action you will take against your fellows that will best advance your level of nobility. Isn't life grand? Well, it is if you're a Noble.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D8	**Charisma:** D8
Dexterity: D4	**Perception:** D8	**Insight:** D6
Stamina: D4	**Sanity:** D6	**Resolve:** D6

Skill Increases: Etiquette (Culture): 15, High Culture: 15, Literacy: 10

Special: Only one focus may be spent upon a Noble occupation; no further restrictions are placed on where to spend the other two foci.

Gear: You have at least a dozen sets of Noble clothing. You have at least two pair of each type of footwear. You have 1D10 acres of land and 1D100x50 in quid in easily liquidated assets. Everything else is available after getting it cleared through your Bard. After all, you are a Noble.

Money: You are a Noble, why are you worried about how much money you have? If it is not enough you will make your serfs work harder, or tax them more. 1D10x25 is the amount of quid you have on your orb necklace. You have more that you could access, but that is all you have on hand.

Gentle: You've made it! Either by birth, or by doing some small favor for some lord, and thereby granted land, which then led to your current fortune. You are lucky enough to have people to do things for you so you can pursue other interests. Here is where you begin to make contacts in the aristocracy, and find hobbies with which to further ingratiate yourself to the nobility.

You are a titled landholder. You will be from henceforth called Gentleman or Gentlewoman. You have land and a sufficient staff to operate the daily functions of your estate. You hunt for fun rather than need. Have fun, enjoy yourself, and don't worry about your lowly workers; they are here to serve your every whim with no thought of themselves.

SEC Level: 5

Restrictions: No (known) criminal background.

Entry requirements: Full Blooded Noble Birth (SEC Quality: 10)

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points each to increase your Intellect and/or Insight by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Intellect by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Any Artistic Skill (May invest up to 20 points per focus on any one Artistic Skill.), Appraise, Bluff, Bribery, Business, Con, Deceit, Diplomacy, Etiquette (Culture) (may be taken multiple times), Fashion, Gaming, Guile, Heraldry, High Culture, Leadership, Literacy, Mathematics, Persuasion, Politics, Scheming, Socializing.

Gear: Other than the gear you received by being a Noble, you also receive a saddle-broken horse or kamel of your choice, and riding tack (of average skill and price). You also have three acres of farmland. Farmland on T'nah is rarer than water on Ashik's Anvil. You have a letters to prove your aristocracy. You have a signet ring with your family sigil. You have a set of fine clothes that are used only for court appearances. You also have a house/estate of your own on the land you have been granted (not necessarily the farmland), and a small household staff to service your needs.

Money: Roll 1D10x50. This is the amount of ready cash you have available right now.

Roll 3D10x1500. This result is the amount of the readily salable items in your home, if you needed to sell them for some reason. If you were to sell these things then all you would have left would be the very basics of survival in any household (pots, pans, skillets, utensils, functional furniture, and so forth.) Ain't it grand to be a Noble?

Contacts: 1D10+10. Any field except Maroc, Rusahn. Any non-exotic contact will cost you five quid per year to maintain. You may choose to dismiss any of them from being a contact. However, if you choose to maintain none of them, you must pay 25 quid in lost resources turning everyone away from you. You also suffer a -1 to your Renown for each contact you dismiss.

Exotic: 7+. Exotic contacts may be traded for any other type of contact.

Gear: Make a Guile roll.
Critical Success allows you to promote with +1D10 Respect.
Success allows you to promote.
Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus.
Critical failure indicates that you have been injured. You lose 1D10 points from your Attributes, divide up the points as you see fit. You may begin play at this point, if you wish.



"Checkmate."

RUSAHN

The power of Qai can be utilized by a select group of people with a specific talent. Known as Rusahni, they are able to take advantage of the ambient energy radiating from the life around them. They are able to focus the ambient 'will to live' of the life forms nearby into specific forms and expressions. These powers, called 'Expressions', provide each Rusahn with astounding capabilities.

Because the power of Qai is most suited to the proliferation and expansion of life itself, it is easy to underestimate its cost. Those who crave raw power and attempt to misuse it often learn that lesson all too late. Only through careful study and practice can a Rusahn learn to balance the power that is available to them. Human nature and its craving for power and domination are as prevalent amongst the Rusahni as any other group. Qai is just a tool. What you decide to do with it is up to you.

Restrictions: Cannot be Human, Myrlihk, or Loshad. Cannot be Maroc. Must be Qai active.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D6	**Charisma:** D8
Dexterity: D4	**Perception:** D6	**Insight:** D8
Stamina: D4	**Sanity:** D6	**Resolve:** D8

Attribute Increases: Will Attributes(Choose one): +1

Skill Increases: Bond: 10, Discern: 10, Instinct: 10, Transcend: 10

Gear: Rusahni look unremarkable. You typically wear 'normal' clothing for your SEC and culture, and carry no obvious weapons (unless an obvious weapon is part of the culture). You also get a functional knife. Why? Because everyone should carry a functional knife.

Sensitive: At some point during your life, you touched the power of life. For better or worse, Sensitives are usually not understood by their communities. They are regarded differently in every culture—some revere, some despise, and almost everyone expects something from them. Even in the best situations, they are treated as not quite normal and nearly ostracized. Touched by the gods, kissed by angels, or just weird or backward, these young sensitives are easy prey for the scouts and 'recruiters' of the various Rusahni sects, who offer them acceptance and a place among peers. But at what cost? You have chosen not to pay the cost—whatever it is. It's your life. You'll live it as you choose.

SEC Level: 1

Restrictions: May not be Human, Loshad, Maroc, or Myrlihk.

Entry requirements: Must be Qai active.

Primary Focus: Spend 120 skill levels on any of the listed skills, with no more than +15 in any single skill. Gain the Quality: Qai Expressions at 1D4. May purchase up to a +3 bonus to the Qai Expressions roll for 10 skill points per +1. The skills chosen should depend on how you choose to apply your Qai abilities, whether you prefer to work with people, animals, or plants.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. If you do not already possess the Quality: Qai Expressions, may purchase up to +3 levels for 10 skill points per +1.

Tertiary Focus: Rusahn cannot be taken as a Tertiary focus.

Skill List: Animal Handling, Biology, Bond, Discern, Ecology, Farming, Instinct, Legends (Qai), Meditation, Mysticism, Observation, Persuasion, Psychology, Stealth, Superstition, Transform.

Gear: You have a set of decent clothes. You can have a walking stick, if you like. In general, however, being Rusahn provides you with very little material wealth. You might want to take on a second job.

Money: You have very little. In fact, if you didn't have a real job to fall back on, you'd be pretty hungry right now, with not enough food to even whet your appetite.

Contacts: 1D4. Rusahn, Worker, Merchant. If you have a Rusahn contact, he can be either your mentor, or the 'recruiter' for your sect. With a sect 'recruiter' contact you may pursue entry into a Rusahni sect with your next career. (Your mentor may be either an NPC or another player.)

Exotic: 8+. An exotic contact can be traded for a normal contact of any type.

Advancement: The only method of promotion is to find an unaffiliated mentor. Roll your Discern skill.

- Critical success indicates you gain +3 skill levels to all currently known Qai skills and find a mentor suitable to your character's leanings.
- Success indicates you have found a mentor who can assist you in understanding what you are. Your next occupation will probably be within your mentor's field.
- Failure indicates you have not located a mentor and you must continue to search.
- Critical failure indicates you have become injured and lose 1D10-3 points (minimum one) from your Attributes (you may distribute these losses as you see fit).

The act of finding a mentor and promoting to the next level should be done as an adventure.

If you begin as a Sensitive (a Wilder, not affiliated with any sect), and then choose to join a sect, you will enter the sect as a Pledge or Ralla, regardless of your achievements as a Wilder. The only advantage that higher ranking Wilders get is the chance to accelerate their promotion.

Example: *If a Guru decided to join the Qyen, he would enter as a Pledge just like everyone else. But since he probably already meets most of the requirements for promotion, he will climb the ranks faster than most Pledges. However, one thing to consider is that it still takes years of constant attention to grow a Qyen crystal blade, and no Qyen reaches the rank of Avenger without one.*

Rusahni Sects

There are three primary Rusahni sects, and there is one path that deviates from them all. Listed below are the different sects available and their philosophies.

Qyen Pledge, Azili Pledge, Temiz Ralla: A Pledge or Ralla is a Rusahn who has been recruited by one of the sects. You spend 4-7 years studying the ways of the order under the all-seeing eye of your mentor. You rarely leave the mission or monastery, except in the performance of appointed tasks or errands. However, this still seems to leave you ample opportunity to get into trouble.

Near the end of this training period, you will be sent out on small errands. These are rarely dangerous. Your mentor will keep you under constant observation during your first few errands, then he will rely on second-hand reports, and finally, he may take you at your word when you report back from your final errand.

SEC Level: 1

Restrictions: May not be Human, Loshad, Maroc, or Myrlihk.

Entry requirements: Must be Qai active, must have a sect contact.

Primary Focus: Spend 120 skill levels on any of the listed skills, with no more than +15 in any single skill. Gain the Quality: Qai Expressions at 1D4. May purchase up to a +3 bonus to the Qai Expressions roll for 10 skill points per +1.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. If you do not already possess the Quality: Qai Expressions, you may purchase up to +3 levels for 10 skill points per +1.

Tertiary Focus: May not be taken as a Tertiary focus.

Qyen/Azili Special: A Qyen or Azili Pledge must invest 50 skill points to form and bond a Qainos (crystal blade). This Qainos will be made available to him at the end of this term. It is his badge of honor and station.

Skill List: Animal Handling, Biology, Bond, Discern, Ecology, Farming, Instinct, Meditation, Observation, Persuasion, Psychology, Stealth, Superstition, Transform, Unobtrusive.

Gear: You have a set of decent traveling clothes, heavily constructed. You may have a walking stick (not suitable as a weapon). Your robe or bisht is very plain. You do not stand out at all. In general, you have very few belongings.

Money: You have very little. Money is not your concern and Qai will sustain you of itself. You do not worry about food, water or the needs of life, for life itself shall be your companion. You protect the life that serves your own needs. It is the least you can do. The sect provides your room and board.

Contacts: 1D4. Rusahn, Worker, Vangel.

Exotic: 10. An exotic contact can be traded for a normal contact of any type.



Advancement: Make a successful Meditation roll. This represents the centering trials you must go through in order to prove that you have the focus required for the next level of training.

Critical Success promotes you with +1D10 Respect.

Success: If you are Qyen or Azili, and you pass the trials, you must go through a graduation ritual. With your mentor, your Sentinel, and a few select members of the order as witnesses, you will kneel before the qainos you have been meditating on and shaping over the last four to seven years. As you pledge your life and soul to the order, your qainos falls off the crystal tree into your waiting hands. (Don't worry about the timing, every Qai active in the mission will know exactly when the blade is ready to fall.)

Failure indicates you must remain for one more year.

Critical failure indicates that you have been playing when you should have been meditating. You lose 2 points from your Will Attributes (you may choose where to lose these points). This is not a permanent loss and does not subtract from your maximum values. You must remain in this occupation for another year.

If you wish to leave the occupation, you will lose all of your accumulated Respect and all of your contacts. And forget about the qainos, you haven't earned the right. If you attempt to join another sect, your former sect becomes your enemy.

SERVICER

You are in a special branch of workers, a group whose purpose is to satisfy others in some particular way. While the others in the worker field only have to worry about pleasing their boss, those in the service industry must also worry about those whom they serve. It takes a special sort to work in the service industry.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D6	**Charisma:** D8
Dexterity: D6	**Perception:** D6	**Insight:** D6
Stamina: D6	**Sanity:** D6	**Resolve:** D6

Attribute Increases: Charisma: +1

Skill Increases: Cooking: 5, Domestics: 15, Gossip: 10, Observation: 10

Special: Must spend both the Primary focus and the Secondary focus within the Servicer field, though not necessarily the same occupation. May spend Tertiary focus in any other occupation, including those in other fields.

Gear: You have a set of working clothes appropriate for your job and gender; the cost of these comes out of your pay each week. You will also have access to the equipment with which to do your job, as long as you are on the job or at least near your place of employment. These would include things like serving trays, mops and buckets, feather dusters, and so on.

Money: As a server you will make slightly more than your fellow workers. Roll 1D10+1. The result is the amount of quid you manage to save.

Animal Trainer: You are responsible for the care and training animals. A wealthy landowner, rancher, or noble employs you. Your duties include the care and training of whatever animals your employer owns. You may have a laborer or two working with you to help in these tasks.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Animal Husbandry, Animal Training, Appraise, Biology, Domestics, First Aid, Gestures, Instinct, Mimicry, Observation, Negotiation, Presentation, Ride Beast (Specific), Slash (Whip), Swabbing, Trail Signs, Teamster

Gear: You have sturdy bullwhip that is effective for little more than making a loud cracking noise. You also have a riding crop. You typically wear a djellab, yelek, and salumak along with a sturdy pair of siz'me.

Money: Make an Animal Training roll.

Critical success indicates you have saved your Animal Training SV times 100 in quid.

Success indicates that you have saved your Animal Training SVxED rolled in quid.

Failure indicates that you have only managed to save the ED rolled in quid.

Critical failure indicates you were attacked by one of the animals you are training and you lose 1D6 points from your Flesh Attributes. You save no money.

Contacts: 1D4+1. Merchant, Noble, Vhzine, Vangel, Kril.

Exotic: 7+. Exotic contacts may be traded for contacts of any other type.

Advancement: Make an Animal Husbandry roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10 quid for this extra year.

Critical failure indicates that you have been charged with abusing the animals in some way. Be grateful you have not been flayed alive and dragged through the streets. You must spend the last of your money paying the fine incurred by your infraction. You must change fields or lose 1D10 Respect if you try to enter another Servicer position.

Caravan Gopher / Ship Servant: You are the personal servant of either the leader of a caravan or the captain of a ship. It is your duty to attend to the personal needs of your master. You are the lowest person on the totem pole in the social structure of either the caravan or ship. If there is a nasty job to do, such as scoop up the phah'lok dung or clean out the bilge, guess who gets to do it? You guessed it, it's you.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Stamina by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Stamina by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Balance, Ciphering, Cooking, Domestics, Etiquette (Culture), Fashion, Gossip, Hide, Knotwork, Lifting, Musician (Specific), Swimming, Observation, Running, Singing, Sprinting, Survival (Specific), Unobtrusive.

Gear: You have the clothes appropriate to your job area (desert or ship). You have a backpack or small sea chest, a bedroll or hammock, and a small coin pouch. You are lucky enough to have a qatar.

Money: Pay is minimal at best for you. You should get one-half percent from the sale of each caravan's profits, after the captain and first mate take their cuts, and subtract your room and board and care of the animals. So what is a half percent of nothing? Roll 1D10 for the term that you serve aboard the ship or in the caravan. This is the amount of money you have accumulated during your stint.

Contacts: 1D4+1. Worker, Servicer, Merchant, Entertainer, Kril, Criminal.

Exotic: 9+. You may exchange any two exotic contacts for a normal contact from the following: Artisan, Maroc, Noble, Rusahn, Vhzine.

Advancement: Make a Domestics skill roll.

Critical success allows your ED times two in additional quid worth of items from your master's larder (Bard's discretion), +7 Respect, +5 Renown. You may promote or change occupations, or you may decide to leave this occupation behind and begin adventuring across T'nah.

Success allows your ED in additional quid, +4 Respect, +3 Renown.

Failure indicates during one of your forays in town for your master you were captured by slavers and hauled away to the auction blocks. You must spend at least two years in that occupation before you may try to escape. You lose all your money, gear, and contacts.

Critical failure indicates that you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Dusteen—Retainer: You live to serve the Ch'ak. They are the reason and the essence of the life of your community. They are the worthy. They protect. They watch over. They safeguard your community through the raging storm that is the world. Whether they know it or not, they need you. You would never be so cruel as to suggest to them how they need you, because you love serving them so much; it has been ingrained for your entire life to serve the Ch'ak, who give all that they are to protect you and yours.

You serve a specific Ch'ak warrior, and go everywhere with that warrior. You sleep on the ground when your master does; you sleep on the floor when your master has a bed. You take care of all the incidental chores so that your master can train and prepare to defend your people or his honor. You are that necessary cog in the wheel that keeps your master functioning in tip-top condition.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.



Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Block, Ciphering, Cooking, Domestics, Etiquette (Ch'ak), Instinct, Jury Rig, Leatherwork, Mechanic, Observation, Ride (Beast), Streetwise, Tailor, Tanning, Teamster, Unobtrusive.

Gear: You have two sets of clothes. In most cases the Ch'ak that you serve will bless you and allow you to eat the scraps from his plate. You sleep beside the Ch'ak that you serve and have a blanket of your own in the pack that you carry for your master.

Money: You carry the purse for your master, though you keep one for yourself as well. You would absolutely never consider dipping into your master's purse. You know that this would mean death. Your own purse is what you can manage to cobble together from making purchases for your master and selling any booty he obtains. Once the money goes into his purse you will never remove it without instructions to do so. If a few coins, chits or orbs fall on the ground before they enter the purse, however, you are quick to scoop them up and squirrel them away.

You receive 1D10 quid for the entire term that you serve your Ch'ak.

Contacts: 1D4. Any occupation except Maroc, Rusahn, Vangel. Automatically receive one Dusteen Retainer and one Ch'ak (aside from your master) as contacts.

Exotic: 8+. You may exchange any exotic contact for a standard Maroc, Rusahn, or Vangel contact.

Advancement: Make a Domestics roll.

Critical Success allows you to promote with +1D10 Respect.
Success allows you to promote.
Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain another 1D10 quid for this year.
Critical failure indicates that you have been discovered doing something that your Ch'ak does not approve. You are dismissed. Be grateful you have all your fingers and your tongue. You must spend the last of your money paying back the debt caused when by your infraction. You must change fields or lose 1D10 Respect if you try to enter another Servicer position. You may begin play at this point, if you wish. You are rejected by your own culture, and any Ch'ak who know of your infraction will treat you one notch higher than da'mete.

Pall Bearer: You carry the dearly departed and prepare the body for the reclaimer. This position also includes removing the requested bone from the body for the nehir heirloom. You must make sure not to damage this valuable possession. You perform all the nasty jobs involved with the reclaiming process: carry, tote, lift and generally handle the recently—and not-so-recently—deceased; wash, strip and prep the body for reclaiming. Your job is nasty, gross, disgusting, and thankless. You are the lowest rank in this morbid, but necessary, field. You have little respect and even less dignity from your peers.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may spend 10 skill points to increase your Strength by +1.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Anatomy, Biology, Chemistry, Domestics, Etiquette (Renizant), Etiquette (Other culture) (may be taken more than once for additional cultures), First Aid, Gossip, Guile, Intimidation, Lifting, Observation, Presentation, Scavenging, Skinning, Superstition, Theology (Renizant), Unobtrusive.

Gear: You have a set of clothes strictly for your job. You also have a good leather apron with deep pockets on the lower front half. You have a fillet knife and a saw, as well as a sturdy pair of leather gloves, permanently stained crimson. You have a sturdy bag big enough to hold an average-sized person.

Money: This is a dirty job for little pay, but what did you expect? You handle dead bodies all day. Not exactly a glamorous lifestyle. In many cases a slave or someone of lower rank/status can easily replace you.

Each term, make a Presentation or Scavenging roll—your choice.

Presentation: Critical success indicates you have saved the Presentation SVxED in quid this year.
Success indicates that you have saved the ED rolled in quid this year.
Failure indicates you have broken even.
Critical failure indicates that you have offended people in the handling of your duties and are terminated. You must leave this occupation.

Scavenging: Critical success indicates that something you saved was of particular value—the skull of a famous Vhzine, a particularly attractive tattooed section of skin—let your gruesome mind wander. You have quid equal to 2D10x 300.
Success indicates that you have saved some choice item from the bodies that you have reclaimed worth 8+2D10 quid.
Failure indicates you were caught scavenging the body and terminated from your position. You also lose all the money earned this term.
Critical failure indicates you were caught red-handed and suffer severe punishment. Subtract 1D10 points from your Flesh Attributes, spend the next 1D4 years as a slave. You lose all your money and contacts.

Contacts: 1D10+2. Worker, Vangel, Merchant, Noble.

Exotic: 9+. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Superstition roll.

Critical Success allows you to promote with +1D10 Respect.
Success allows you to promote.
Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.
Critical failure indicates that you have been discovered doing something dishonorable with the dead. Be grateful you have all your fingers, your tongue...and other body parts! You must spend the last of your money paying the fine incurred by your infraction. You must change fields and move away—far away.

Servant: Servants provide numerous and varied services. Yours may range from serving refreshments to dusting or answering the door. Whatever your employer wishes you to do is your job. You are the fancier, more aristocratic version of a gopher. The pay is better and the conditions cleaner, nicer, and more comfortable than normal.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Ciphering, Cooking, Domestics, Etiquette (Culture), Horticulture, Instinct, Jury Rig, Mechanic, Negotiation, Observation, Persuasion, Shopping, Streetwise, Swabbing, Unobtrusive.

Gear: You have two sets of clothes: the worker clothes provided when you entered this occupation, and a very nice set of working clothes (appropriate to your particular duties) provided by your employer so you look acceptable in front of company. In most cases your employer will provide you with a modest room and, after the family and guests are done eating their fill, you may share what is left—if any—with your fellow servants.

Money: 5+2D10 for your term in this occupation.

Contacts: 1D4. Any occupation except Maroc, Rusahn, Vangel. Also automatically receive three other Servants as contacts.

Exotic: 9+. You may exchange any exotic contact for a standard Maroc, Rusahn, or Vangel contact.

Advancement: Make an Unobtrusive roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10 quid for this year.

Critical failure indicates that you have been discovered doing something which your employer does not approve. You are dismissed. You must spend the last of your money paying back the debt caused when by your infraction. You must change fields or lose 1D10 Respect if you try to enter another Servicer position. You may begin play at this point, if you wish.

VANGEL

Vangel are the clerics, preachers, ministers, monks, and/or shamen of their particular faith. You devote your life to the study and practice of one particular religion. The study of being a Vangel focuses you on intellectual pursuits, as well as enhancing your wisdom and personability. This does come at the expense of your physical development. Due to the heavy strain of the burden for your flock, your communion with the truly unusual (whether it is a god or a spirit or simply an odd way of looking at the world), and your relentless delving into the world of study, your mental stability is lacking. Vangels are, however, some of the most unwavering and committed of people.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D6	**Charisma:** D8
Dexterity: D6	**Perception:** D6	**Insight:** D6
Stamina: D4	**Sanity:** D4	**Resolve:** D10

Attribute Increases: Will Attribute (choose one): +1

Skill Increases: Literacy: 10, Meditation: 10, Religion: 10, Theology: 10

Special: Vangels may spend their foci freely.

Gear: You carry with you the emblems of your faith: a holy book and sometimes a necklace, broach, or ring. You are equipped with a walking stick or staff, small wineskin, and sometimes a small pouch. You usually wear a thobe with a bisht that serves as blanket and bedroll. It is typically quite plain. Your feet are shod with leather sarik. Some Vangel orders, detailed in later books, may be more martial and carry weapons, but the typical Vangel is a peaceful being. Vangel are often accepted by the people around them with open arms and seldom need to pay for a room—and when they do pay, they usually receive a discount.

Disciple: You subscribe to a belief and have begun the path to teach others. You are essentially training to be a missionary. Much of your time is spent in existing temples teaching about the mysteries of your faith, or helping to establish missions in new areas. You are helping those already in the faith to convert new believers, and giving them further instructions. You will also make converts as you travel from place to place. You don't just put on a robe and head out spreading the faith. First you must train yourself, learn the tenets of your faith, and be trained to answer the questions that will be asked of you as you convert others.

SEC Level: 1

Primary Focus: Spend 120 skill levels on any of the listed skills, with no more than +15 in any single skill. In addition, select one skill (anything not combat-related) and apply 30 points directly to that skill. This is your specialty amongst your brethren. You may also spend 10 skill points each to increase your Resolve and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Stamina by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Acting, Command, Con, Debate, Detect Lies, Instinct, Leadership, Logic, Negotiation, Persuasion, Psychology, Staff, Story Telling, Theology.

Gear: You have a good set of traveling clothes (a thobe, pair of siz'me and a bisht). You also have a small pack in which to keep your meager belongings which include: a large wineskin, a bound copy of your religion's tenets, if they are indeed written down at all, an iconic symbol to identify your belief in the form of a necklace or ring. In some cases a religion requires a more permanent show of faith such as being branded or tattooed.

Yes, these are all of your worldly possessions. Now go forth and teach others.

Money: Money is not really an issue for you. In a land as superstitious as T'nah, most shopkeepers in the vahnas do not want to take the chance of making any entity upset at them. You will almost always get his best discount. Each term, make a roll using your Theology skill.

Critical success indicates you saved a number of quid equal to your Theology SVxED this year. Roll 2D10—you may keep this much for your own needs, the rest goes to the community.

Success indicates that you have saved a number of quid equal to the ED rolled. Roll 1D6—you may keep this much for your own needs, the rest goes to the community. If the number is negative, you lose a number of points of skill, from any one skill of your choice, equal to the negative amount.

Failure indicates you have broken even—but at least you're not going hungry!

Critical failure indicates that some of your flock have become angered at your teachings. You are now an embarrassment in your town and no one will seek your services. You must leave this town, change occupations or begin play.

Contacts: 1D10. Any field.

Exotic: 8+ they are exotic. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Meditation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been injured (probably through starvation or self-deprivation). You lose 1D10 points from your Flesh Attributes. You may begin play at this point, if you wish.

Hermit: You go off alone to learn a belief system in solitude. The lifestyle of the hermit is far different from most. As a religious hermit, you feel that you can best learn about your faith by being in private and away from all distractions of normal life. You feel that the deprivation you suffer will either cause you to be closer to your deity and stronger in faith, or will lead to some other sort of enlightenment. In some cases this works. In others it leads to insanity or extreme antisocial behavior.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may also spend 10 skill points each to increase your Resolve and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Stamina by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Biology, Chemistry, Cooking, Climbing, Domestics, First Aid, Herbalism, History, Horticulture, Instinct, Literacy, Logic, Meditation, Observation, Orientation, Philosophy, Religion, Research, Search, Skinning, Survival, Tanning, Theology, Traps, Trail Signs.

Gear: The typical hermit has little in the way of traditional comforts, living in a cave or cabin. You have peasant or slave clothes and a book that corresponds to your faith. You also have a sturdy walking stick.

Money: Money is not really an issue for you. It is not an issue because you would never leave your cave or hovel to spend it if you had it! You live alone. You are self-sufficient. You have no need of money or what it can buy. This means you have zero money and no need to roll for more.

Contacts: One contact from any field except Maroc, Rusahn.

Exotic: 10. Exotic contacts may be traded for any other type of contact. On a result of 1, the contact becomes an unrequested follower who will learn from you and try to be as like you as possible. This is terribly annoying.

Advancement: Make a Meditation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for 1D4 more years. You may spend another 100 skill levels on the listed skills, as though this were a Primary focus.

Critical failure indicates that you have been injured (probably through starvation or self-deprivation). You lose 1D10 points from your Flesh Attributes. You may begin play at this point, if you wish.

Initiate: It is here that you learn to be 'shepherd' to a flock of believers. You will be in charge of their spiritual leadership, and in many cases their primary source of religious knowledge and understanding. While you may and should help to convert new believers to your faith, your main job will be training those already in your faith. You will be responsible for training them to be stronger and better equipped, so that they can do the converting without you, and you can focus more on teaching and training.

You may study under an established leader of your religion as an assistant, or you may be learning at an institution designated for just this type of training. Either way you do not have your own congregation yet. Your mentor(s) may require you to go on quests or perform various spiritual tests to show your dedication and faith from time to time.

SEC Level: 1

Primary Focus: Spend 120 skill levels on any of the listed skills, with no more than +15 in any single skill. In addition, select one skill (anything that is not combat related) and apply 30 points directly to that skill. This is your specialty amongst your brethren. You may also spend 10 skill points each to increase your Resolve and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Stamina by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Command, Domestics, History, Instinct, Investigation, Leadership, Literacy, Literature, Logic, Meditation, Observation, Persuasion, Philosophy, Psychology, Religion, Research, Search, Theology.

Gear: If your particular sect requires a certain style of dress or article of vestment, this will be given to you upon your induction: a prayer scarf, a set of beads, particular headgear, etc. You will be given a written text of your faith if one exists and will be expected to know and to memorize as much of it as possible. The same for any iconic symbol your religion might use or display. You also have several volumes of reference materials from various authors in your religion supporting your belief from their standpoint and evidence. You also have a book detailing the basics for various ceremonies as prescribed by your faith.

Money: The financial situation of any student is bleak at best, but the monetary status of a theology student is as optimistic as a convict with a rope around his neck, hoping it will break when the trapdoor releases. Each term, make a roll using your Logic skill.

Critical success indicates you saved a number of quid equal to your Theology SVxED this year. Roll 2D10—you may keep this much for your own needs, the rest goes to the community.

Success indicates that you have saved a number of quid equal to the ED rolled. Roll 1D6—you may keep this much for your own needs, the rest goes to the community.

Failure indicates you have broken even—but at least you're not going hungry!

Critical failure indicates that you have begun to doubt the teachings of your faith. Your questions are now an embarrassment in your school and no one wants you in their classes. You are branded a troublemaker. You must leave this school, change occupations, or begin play.

Contacts: 1D4. Any field.

Exotic: 10. Exotic contacts may be traded for any other type of contact.

Advancement: Make a Research roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain no additional money for this year.

Critical failure indicates that you have been injured (probably through starvation or self-deprivation). You lose three points of Attributes—one point must be subtracted from Flesh, one point from Mind, and one point from Will. You are also kicked out of school. You must begin play at this point.

Neophyte: You have been ushered into an ascetic order. You truly take the tenets of your belief system to heart and do your best to follow them to the utmost of your ability, not just when it best suits your situation. You are willing to put yourself through the trials, tribulations, and persecutions that are required of you by your elders. You are required to live in seclusion from all but the others in your cloister. It is not until you have proven yourself steadfast in the faith that you may be allowed to leave the monastery to go and spread the belief among the less enlightened. This is the time during which you learn how to withstand temptation during fasting and meditation. You learn to withstand physical deprivations and abuse through lack of sleep, fasting, and activities like self-flagellation. Vows are often taken during this time of training as well. Do not enter this occupation lightly!

SEC Level: 1

Primary Focus: Spend 120 skill levels on any of the listed skills, with no more than +15 in any single skill. In addition, select one skill (anything not combat-related) and apply 30 points directly to that skill. This is your specialty amongst your brethren. You may also spend 10 skill points each to increase your Resolve and/or Stamina by +1—up to a maximum of +2 each.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may spend 10 skill points to increase your Stamina by +1.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Any Intellect skill, any Medical skill, Breath Control, Domestics, History, Language (choose any, may take multiple times), Literacy, Mathematics, Meditation, Research, Theology.

Gear: You will be required to copy of the writings of your belief during this time, as you will be expected to memorize them first, if they have even been written down. You will be required to make the icon of your faith, if your sect has one. Some religions require a more permanent show of faith in the form of tattooing or branding the symbol directly onto your body. You will make two sets of clothing appropriate to your order.

Money: Make a Theology roll.

Critical success indicates you saved a number of quid equal to your Theology SVxED this year. Roll 1D10—you may keep this much for your own needs, the rest goes to the cloister.

Success indicates that you have saved a number of quid equal to the ED rolled. Roll 1D4—you may keep this much for your own needs, the rest goes to the cloister.

Failure indicates you have broken even and are probably pretty hungry most of the time.

Critical failure indicates that some of your cloister have become angered at you. You are now an embarrassment to your cloister. You must leave, change occupations or begin play.

Contacts: 1D10+2. Any field.

Exotic: 8+. Exotic contacts may be traded for any other type of contact.

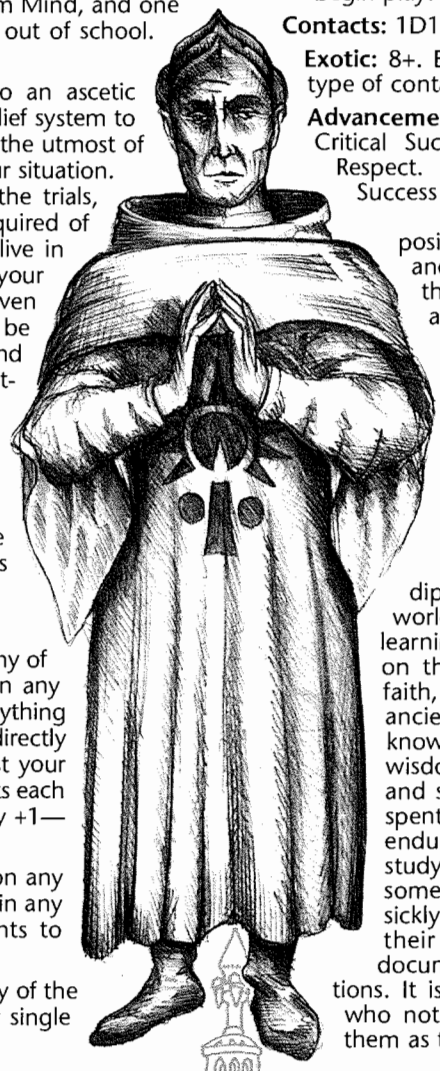
Advancement: Make a Meditation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You gain no additional income.

Critical failure indicates that you have been injured (probably through starvation or self-deprivation). You lose 1D10 points from your Attributes, you may distribute them as you see fit. You may begin play at this point, if you wish.



VHZINE

Vhzines are the scholars, seers, and diplomats (though seldom the leaders) of the world. They devote their lives to study and learning. Much as the Vangel, the Vhzine focuses on the intellectual arena. Though some possess faith, it is not their goal. Their lives are filled with ancient tomes and books. They are lovers of knowledge. The investment of time with the wisdom of the ages greatly increases the intellect and some aspects of the will. This constant time spent in intellectual pursuits has a cost. The endurance of a Vhzine is found in his resolution to study. Neglecting the body to hone the mind, some have been known to waste away, become sickly at an early age, and die young. Realizing their limitations, Vhzines often journal and document their learning for succeeding generations. It is common for them to take on apprentices who not only learn their wisdom, but also care for them as their health diminishes.

FLESH	MIND	WILL
Strength: D4	**Intellect:** D8	**Charisma:** D4
Dexterity: D4	**Perception:** D8	**Insight:** D6
Stamina: D6	**Sanity:** D6	**Resolve:** D8

Attribute Increases: Intellect: +1

Skill Increases: Gossip or Logic: 10, Literacy: 10, Mathematics: 10, Observation: 10

Special: Vhzines are not restricted in how they spend their foci. Unless an individual occupation has restrictions, you are free to spend your foci as you see fit.

Gear: As a typical Vhzine, you are known by your library and love of learning. Few possessions matter to you aside from a good set of comfortable clothing and books. You carry half a dozen books with you wherever you go in a small pack or rucksack. You may choose a shepherd staff or quarterstaff.

Vhzines usually wear a thobe or a nashl—long, flowing and plenty of room for you to find comfort when reading and studying. Typical footwear is a pair of nalla.

Drafter: One who draws and designs structures. You are the one called upon to bring the developer's and dreamer's ideas into a visual format. You don't draw exacting blueprints; you are more of a sketcher for basic ideas. You are paid to draw the dream for the architect and those with the money, so they can picture what they are buying into and how it should look.

Foci Restrictions: This occupation may only be taken as follows: 1) Primary focus, 2) Secondary focus, 3) Primary and Tertiary foci; it is not allowed to be taken with all three foci or with Primary and Secondary.

SEC Level: 1

Primary Focus: Drawing +50. Spend 50 skill levels on any of the listed skills, with no more than +15 in any single skill. Acquire the Quality of Deftness at 1D6+3.

Secondary Focus: Drawing +30. Spend 70 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Drawing +20. Spend 30 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Architecture, Calligraphy, Carpentry, Heraldry, Instinct, Literacy, Logic, Masonry, Mathematics, Mechanic, Observation, Painting.

Gear: You have: a sketch pad, two sheaves of loose paper (one standard, one fine grade), a small T-square, a triangle, a protractor, a compass, various charcoals and chalks, and a wooden case with latch, big enough to hold these supplies.

Money: Make a Drawing roll.

Critical success indicates you saved a number of quid equal to your Drawing SVxED this year.

Success indicates that you have saved a number of quid equal to the ED rolled.

Failure indicates you have broken even—but at least you're not going hungry!

Critical failure indicates that some of your work has been shoddy and given you the reputation of a poor craftsman. You are now an embarrassment in your town and no one will seek your services. You must leave this town, change occupations, or begin play.

Contacts: 1D6. Noble, Vhzine, Artist, Merchant.

Exotic: 8+. You may exchange any exotic for a standard Maroc, Rusahn, Entertainer, Criminal, or Vangel contact.

Advancement: Make a skill roll against your Architecture skill.

Critical success indicates +18 Respect and +10 Renown. You may change occupations or promote in your current occupation. You may also leave the occupation and move on.

Success indicates +12 Respect and +5 Renown.

Failure indicates you have botched a simple job and the customer was very unhappy and complained. -10 Respect, -7 Renown or 17 Infamy if you have no current Respect or Renown.

Critical failure indicates you managed to outrage an important client. -25 Respect, -15 Renown or 40 Infamy if you have no current Respect or Renown. You may want to consider changing occupations.

Student: It is your job to study, discover, and learn. You spend most of your time with your mentor, with a book in your hands—or both. It is your job to learn so that someday you can pass this knowledge on to the student placed under your tutelage. At some point, you will be required to go into the world to learn what life can teach you...

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Analysis, Biology, Botany, Debate, Detect Lies, Diplomacy, Etiquette (Culture), Heraldry, History, Law, Literacy, Logic, Mathematics, Negotiation, Observation, Oration, Persuasion, Philosophy, Psychology, Research, Storytelling, Strategy, Tactics.

Gear: You have a journal, a quill, and a recorkable inkpot, an atlas of the area around you, and a book of basic words translated into and from other languages. You also have a portable chess set, a woven blanket and small, bean-filled pillow.

Money: Few people make less money than you. Roll 1D10.

1-3 You have no money left after taking care of your needs.

4-6 You don't have much left over but you have managed to pull together 1D10 quid.

7-9 You have managed to garner 2D10+3 quid.

10 You sell your translation book to a strange looking Denizen for 50 quid and a keg of pure water.

Contacts: 1D4-1. Vhzine (including the political, searcher, and medical fields as well), Artist, Merchant, Rusahn, Maroc, Worker.

Exotic: 7+. You may exchange an exotic contact for a standard Kril, Vangel, Noble, or Entertainer contact.

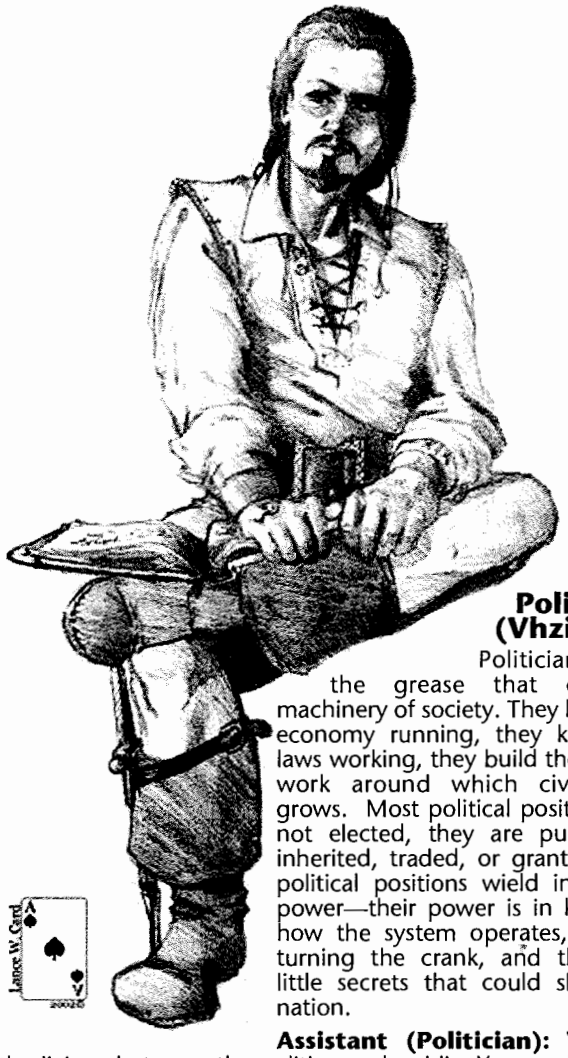
Advancement: Make a Debate roll.

Critical success indicates +17 Respect and +10 Renown. You may choose to stay in this job, promote, or change occupations.

Success indicates +12 Respect and +7 Renown.

Failure indicates you have not applied yourself well enough this term and your mentor has noticed. -9 Respect, -9 Renown. You are warned to straighten up and apply yourself more or you will be discharged and your mentor will look for a more stable student. All negative Respect or Renown translates to Infamy.

If you roll a critical failure, you have 'flunked out.' You have disgraced your parents and shamed your teacher. -20 Respect, -15 Renown. All negative Respect or Renown translates to Infamy. You are required to change occupations, for there is no other teacher who will take you on. You must still meet the standard requirements for your next occupation.



Politician (Vhzine)

Politicians are the grease that oil the machinery of society. They keep the economy running, they keep the laws working, they build the framework around which civilization grows. Most political positions are not elected, they are purchased, inherited, traded, or granted. Few political positions wield individual power—their power is in knowing how the system operates, who is turning the crank, and the dirty little secrets that could shatter a nation.

Assistant (Politician): You are the liaison between the politico and public. You are his right hand. It is your responsibility to make sure he is where he is supposed to be, with the correct people, and on time. You ensure his important papers are filed properly. You are not a secretary—a secretary runs the front desk and announces visitors. You already know who is arriving—and why. Sometimes you are expected to carry important documents as a high-profile courier and negotiator.

SEC Level: 3

Entry requirements: SEC 3+

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Special: Must spend at least two foci on this occupation.

Skill List: You may choose up to three languages and invest double the points into these languages. You may learn up to two separate Etiquette skills and invest double the points into these skills. (You gain no additional points, but you may invest up to double the maximum for the focus—30 for primary, 20 for secondary, 10 for tertiary.) Accounting, Appraise, Bluff, Bribery, Business, Con, Deceit, Diplomacy, Etiquette (may be taken more than once), Fast Talk, Gossip, Guile, Innuendo, Instinct, Literacy, Mathematics, Misinformation, Oration, Persuasion, Politics (may be taken more than once), Psychology, Storytelling, Unobtrusive, Writing.

Gear: You have three sets of fine upper class clothes. These are to be worn at all times when on the job. You also have a journal and charcoal pencils for keeping track of meetings. You have a sheaf of paper for notes and documents along with a quill, restoppable inkpot, a block of wax used for sealing letters and messengers' tubes, and a small satchel in which to keep these items. Among these belongings will also be a letter written to establish your position.

Money: A good assistant is hard to find and they are handsomely rewarded. In addition to the finest quarters, the most luxurious travel arrangements, and all the privileges of the ruling class, you also have a handsome salary. You manage to save 100 quid per year that you are employed as an Assistant.

Bribery Option: You may attempt to earn more through accepting bribes, but you run the risk of being caught. Choose carefully. If you choose to accept bribes, make a roll against Bribery.

- Critical success indicates you get 100 x (Bribery SV + Guile SV) quid for the year.
- Success indicates you get 100xED quid for the year.
- Failure indicates loss of all your existing quid as you are blackmailed by those who caught you.
- Critical failure indicates you were caught and sentenced to serve time as a slave. Your next occupation must be as a Slave. You forfeit all money and your contacts will not speak to you—unless you selected Criminal contacts.

Contacts: 1D10+3/year. Artist, Entertainer, Kril, Noble, Vhzine, Maroc, Rusahn, Vangel, Merchant.

Exotic: 6+. Exotic contacts are particularly popular or powerful members of society who owe you a favor. You may exchange any exotic for two Worker or Criminal contacts.

Advancement: Make a Persuasion roll.

- Critical success indicates you gain the ED in Respect and may promote.
- Success indicates that you have been granted the opportunity to promote.
- Failure indicates that you must remain as an Assistant for another year before you may attempt promotion again.
- Critical failure indicates you are demoted to Clerk and must serve 1D4 years in that position just to promote back to this one.

Clerk (Politician): You keep all the files that tell where the money really is. You know the Politico's account numbers, his finances, all his dealings. You don't keep two sets of books—you keep at least half a dozen. In fact, it's doubtful that even the politico knows which is the real set. You are also the one who has to do all the research, all the drudge work, all the clean up. The good news: you won't be the first suspected in times of trouble. The bad news: you are the only one who will be implicated.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Accounting, Analysis, Appraise, Business, Etiquette, Geography, Heraldry, Language (Choose), Law (Civil), Law (Contracts), Literacy, Logic, Logistics, Map Reading, Mathematics, Observation, Research, Ride Beast.

Gear: You have a vast array of quills at your disposal. You could fill a barrel with the ink you use daily. You are never without a paper, a document, a receipt—your satchel is brimming with papers and documents and you know where each and every one of them belongs, even if no one else can decipher your filing system.

Your clothing is plain, often stained with ink, but you have secret pockets sewn into nearly every piece. Because of your need to research even the finest details of every document, you are also equipped with a magnifying glass or jeweler's loop.

Money: There are two possible avenues to take when determining your money and you must choose your course. Are you honest or a crook?

Honest: You receive enough money to pay for your living and you manage to save 1D10+1 quid each year. In addition, for your hard work, your politico will give you a bonus equal to your Accounting SV each term.

Crook: You are cooking the books for your politico and scraping the dross for yourself. Make an Accounting skill roll.

- Critical success indicates you receive (Accounting SV + Analysis SV) x 200 in quid. Unfortunately, there are suspicions when this much money is missing, and you should consider other employment.
- Success indicates that you receive (Accounting SV) x 100 in money hidden away from prying eyes.
- If you fail, you are immediately brought up on charges, you lose your nest egg, and you must take the occupation of Slave for 1D4 years. The good news? They missed one account and you still have 1D10+20 quid hidden away when you get out.
- If you critically fail, your next occupation is a Pit Fighter ("Grapthar the Accountant versus Goliothan, slayer of Clerks!"). Forget the 'secret account.' They got that too.

Contacts (Honest): 1D10. Vangel, Merchant, Entertainer, Vhzine, Worker.

Exotic: 7+. Exotics may be exchanged for Noble, Maroc, Rusahn, Artisan, Kril, or Criminal. Exotics may also indicate someone who owes you a favor.

Contacts (Crook): 1D10+3. Merchant, Worker, Criminal, Maroc.

Exotic: 9+. Exotics may be exchanged for any other type, or for 3 Criminal contacts per exotic. Exotics may also indicate someone who owes you a favor.

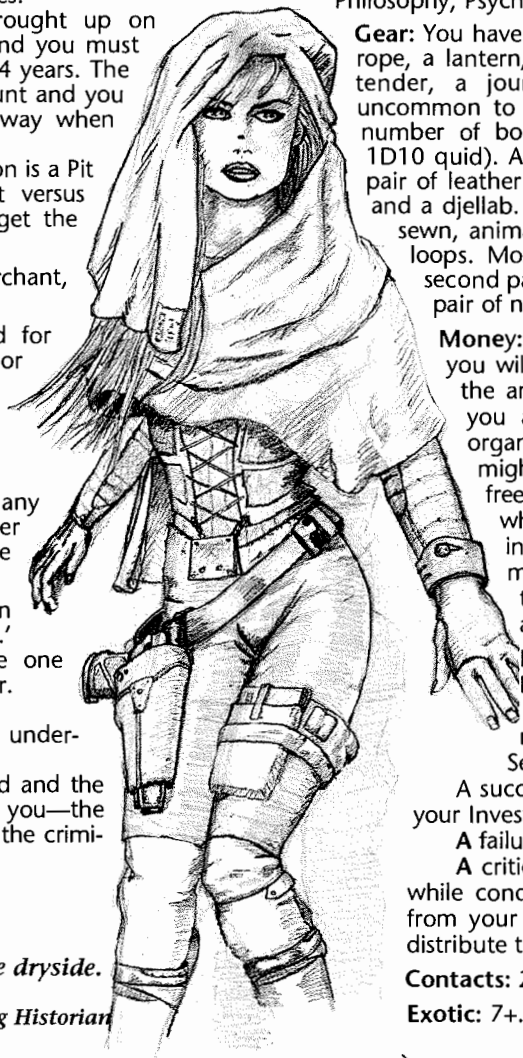
Advancement: Make a Business roll in order to escape without 'strings attached.'

- Critical success indicates you receive one Noble contact who owes you a favor.
- Success indicates you are out.
- Failure indicates you owe the criminal underworld a favor.
- Critical failure indicates the town guard and the underworld are both looking for you—the guard to get information from you, the criminals to make sure you tell no tales.

What an adventure!

Exploring the unknown regions of the dryside.

—Culrain, Traveling Historian



Searcher (Vhzine)

Searchers gather, analyze, and process information in order to determine the answers to unspoken questions. They can be detectives, archaeologists, private investigators, or active bookworms. The one thing common to all Searchers is curiosity and the desire for answers.

Questor, Wet Denizen Pioneer: You are a seeker of esoteric knowledge, enigmas, and hidden secrets; you gather and process information to see what really happened. You piece together the past through the tiniest of clues. You might investigate a murder or dig into the skeletal remains of a long dead city to discover the past. You may be altruistic, seeking knowledge—or opportunistic, seeking gold and otec.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Special: Must spend at least 2 foci on this occupation.

Skill List: Analysis, Cold Read, History, Investigation, Legends, Literacy, Literature, Logic, Mathematics, Observation, Philosophy, Psychology, Research, Search, Superstition.

Gear: You have a sturdy backpack with 15 meters of rope, a lantern, a flask with 24 hours worth of oil, tender, a journal, inkpot and quill. It is not uncommon to have a few books; roll 1D4 for the number of books you carry (each book is worth 1D10 quid). A knife is essential. You wear a sturdy pair of leather siz'me, a reinforced pair of salumak and a djellab. Over the djellab, you have a heavily sewn, animal hide yelek with many pockets and loops. Most Questors travel a lot and have a second pair of shoes for 'city work'—typically a pair of nalla or sarik.

Money: The most common regular pay that you will receive is from acting as a guide in the area in which you are investigating. If you are attached to a law enforcement organization, like the town guard, you might receive a salary, or you could be freelance and provide 'tours' for visitors while you research the area you want to investigate. Either way, your savings are meager and you manage little more than 1D10 per term above your living and research expenses.

Bonus: Each term make an Investigation skill check.

Critical success: You have struck it rich! Gain (Research + Investigation + Search SV) x ED rolled, in quid.

A successful roll provides you quid equal to your Investigation SV in additional income.

A failure provides nothing.

A critical failure indicates you were injured while conducting your investigation. Lose 1D4 from your Flesh Attributes (you decide how to distribute these points).

Contacts: 2D10. Any field.

Exotic: 7+. Exotics owe you a favor.

Advancement: Make an Analysis roll.
Any success allows promotion.
Failure indicates you must remain in this position for one more year.
Critical failure indicates that you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year without benefit.

Medic (Vhzine): The focus of the medically trained Vhzine is the continuation of life and the relief of pain and suffering. In the medical professions, healing and restoration are the goals. Some professions focus upon a single event, like childbirth. Others take a more generic perspective and assist with injuries, diseases, even mental illnesses. Still others focus and specialize within these areas. Nearly all begin their training as an overworked and underpaid peon.

Caregiver (Medic): You are the first response. It is up to you to stabilize a patient before they reach more qualified medical treatment. You are the medic, the nurse's assistant, the first responder. You are the difference between life and death for some—and the one who empties the bedpan for others. Sometimes your work is vital, crucial, and life saving. Most of the time, however, you are cleaning and re-bandaging wounds, wiping up, or otherwise handling drudgework. It is not a glorious position. But on the battlefield, in the pits, or on the wasteland trails, you are the friend of the wounded. You are the kind voice they hear to draw them back to this world—or the last thing they see as they pass on to the next.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Analysis, Anatomy, Biology, Body Language, Chemistry, Cold Read, Diagnosis, Domestics, Etiquette (Culture), First Aid, Gestures, Gossip, Instinct, Leadership, Lifting, Observation, Persuasion, Pharmacology, Sprinting, Swabbing, Unobtrusive.

Gear: A Caregiver usually carries a satchel with a medical insignia (a red crescent moon with a red drop of blood between the horns). Within is a roll of cloth bandages, four short wooden rods for making a splint, a tourniquet, medicinal herbs, salves and oils. Also within the satchel is a sharp knife and a small metal rod with a tiny, sharp hooked-pick on one end with a tapered point on the other end (generally used for defoliating burned skin, removing splinters and slivers, cleaning under a wound, removing fragments within a wound, etc). Clothing varies, but is generally simple and sturdy. White is favored because blood and other fluids from a wound show up easily on it.

Money: You are overworked and underpaid. You should get combat pay, but never do. Roll your First Aid skill to determine how much you have managed to save over and above your living expenses.
Critical success indicates that you resuscitated someone important who has tipped you handsomely. Receive your First Aid SVxED rolled in quid.
Success indicates you gain your First Aid SV +ED rolled in quid.
A failed roll still provides you a little money. It is equal only to the ED value of the roll.
A critical failure indicates that you are guilty of malpractice and have caused a death—intentional or not. You lose 1D10 from your Sanity and Resolve (divide up the points as you see fit). You receive double the number of Attribute points you lost from Sanity and an equal number of points from Resolve in quid. Hey, you're slightly insane, but you did remember to collect your fee!

Contacts: 1D10. Medic, Kril, Criminal, Worker. Additional two from any other field except Rusahn.

Exotic: 9+. Exotics either owe you a favor or can be traded for a standard Rusahn contact.

Advancement: Make a Diagnosis roll.
Critical success, you may promote. +1D10 Respect.
Success indicates you may promote.
Failure indicates you must remain in this occupation for another year.
Critical failure indicates you have caused a scandal through failed diagnosis, and are stripped of your right to practice medicine on living creatures. You must either change occupations or change geography—either way, you're leaving.

Doula (Medic): You are a midwife apprentice. A Doula is almost always female, though some cultures allow men to learn and participate in the delivery of babies. Your duties go far beyond birthing a baby. It involves everything from the diagnosis of pregnancy to the nutrition of the mother, and even includes the well being of the child up to the age of about three years. Midwifery is sometimes associated with religious practices, particularly amongst the more superstitious cultures. However, the science and practice of birthing babies and caring for the gynecological needs of women are medically sound.

SEC Level: 1

Entry requirements: None (but typically female)

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Special: If the Primary focus is spend upon this occupation, then at least one other foci must also be spent on this occupation.

Skill List: Anatomy, Biology, Block, Cold Read, Domestics, Etiquette (Culture), Evade, Examination, First Aid, Gossip, Herbalism, Horticulture, Instinct, Observation, Pressure Points, Psychology, Sprinting, Superstition, Swabbing.

Gear: A Doula usually carries a large satchel, or even a backpack, with a midwife insignia. The symbol of the midwife is that of Yai (the moon) with a drop of red blood from the gash at the bottom—symbolizing the renewal of life.

Within the satchel or pack is a roll of cloth bandages, clean linens, towels, a tourniquet, medicinal herbs, salves, and oils. Also within the satchel is a sharp knife, a spool of fine thread, needles, and two large basins. The basins serve many purposes. One is typically used for washing hands and a newly arrived child. The other is used for boiling water, which is used to sterilize needles, thread, linens, etc., and to keep the family members busy while the Doula calms the mother.

Clothing varies according to the culture, though when you are actively involved in birthing, you don a headband that bears the image on your satchel. This is true for all cultures touched by the Renizant.

A woman running through town wearing this symbol and yelling "Yeni!" will instantly find the streets cleared and her path open. 'Yeni' means 'new life.' The life of the tribe, clan, village, town, or city hinges upon her success at helping the mother birth the child.

There are various punishments for failing to get out of the way of a Doula on her mission. It is not uncommon to witness public flogging for someone who failed to yield the right of way. It is universal that anyone who impersonates a Doula on her mission will be punished with the removal of the tongue.

When a woman completes her apprenticeship, she is given the option to join the Guild of Yai. If you join the guild, you are issued a headband and satchel bearing the mark of the Guild. Along with the 'badge of office,' you carry with you a responsibility to ensure the safety and protection of child and mother under your care. Male Doulas are not even acknowledged by the order.

Money: Doulas are paid handsomely for their services. This training requires a minimum of four years as an apprentice and only at the end of the apprenticeship are they issued their satchel and headband. During the apprenticeship, Doulas receive room and board as a subsidy from the local rulers. The parents of a new child typically provide tips and gifts as a means thanking the midwife.

Roll 4D10 for the number of gifts you have received over the course of your apprenticeship. For each gift, roll 1D10 for the quid value of the gift. These are trinkets. They can be livestock. They could be crafts, books, etc. It is very rare that these will be orbs.

Contacts: 2D10+6. Any field.

Exotic: 10. Two exotics may be exchanged for a Mentor in the medical field.

Advancement: Make an Instinct roll.

- Critical success indicates you promote and gain Respect equal to your Biology SV, and gain +2 to your SEC.
- Success allows you to promote and gives you a +1 to your SEC.
- Failure indicates another year must be spent as an apprentice without benefit.
- If the roll critically fails, you have nearly caused the death of a child and are barred from becoming a Midwife—you must change occupation.

Quack (Medic): You are the one appointed to the position of healing. The fact that you have no training whatsoever is of little consequence. You were the last one in the line when everyone turned to see who got the job. You are a healer by default. Some use their position to garner a cult-like following, pumping themselves up with pride and believing their own lies. Others use the role for monetary gain—snake oil salesmen have nothing on these shysters. And then there are the well-meaning, truly compassionate, but untrained, who will do their best to assist you into an early (though completely unintentional) grave. Those who manage to survive long enough to learn some basic medical practices and gain a little experience can actually develop into true healers. Sadly, this is a small minority.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

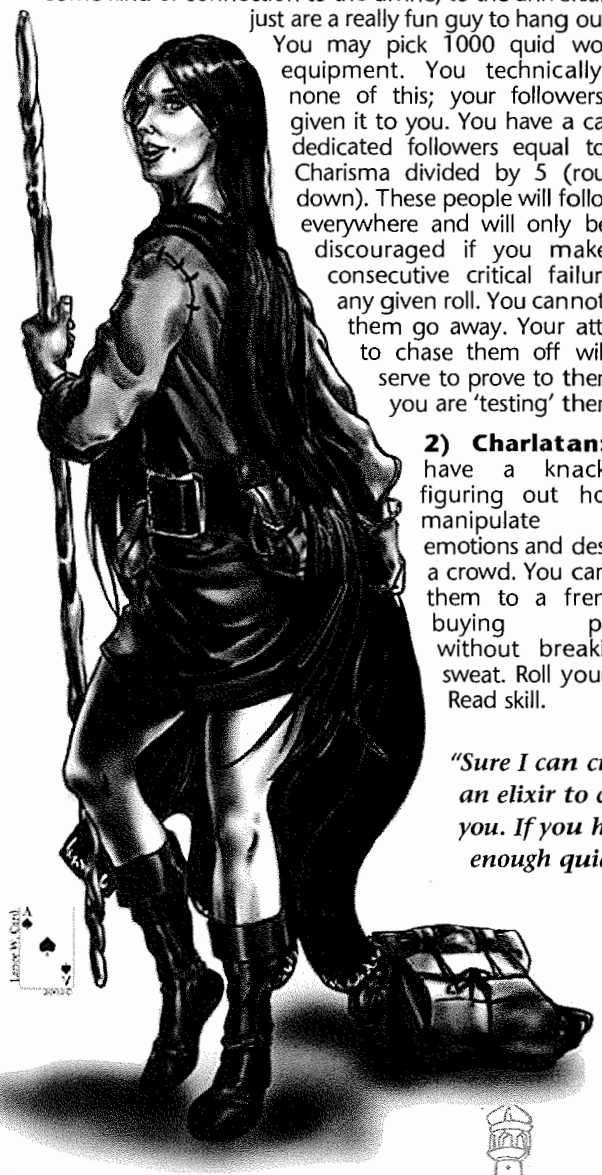
Skill List: Acting, Analysis, Anatomy, Biology, Body Language, Botany, Chemistry, Cold Read, Con, Deceit, Diplomacy, Etiquette (Culture), Examination, Fast Talk, First Aid, Gossip, Guile, Herbalism, Horticulture, Legends (may be taken more than once for each specific culture), Observation, Persuasion, Psychology, Religion, Superstition.

Gear: You have satchel with a medical insignia (most often a red crescent moon with a red plus sign cradled between the moon's horns). Within is a roll of cloth bandages, four short wooden rods for a splint, a tourniquet, medicinal herbs, salves, and oils. Also within the satchel will be a sharp knife, a deck of cards, a pot with tea leaves, and various 'superstitious' items for warding off evil spirits.

Clothing varies, but is generally simple and sturdy, made of animal skins and heavy leather cording. It is regional and culturally appropriate, though simple.

Money: Several different paths are available. Be careful choosing, as this will color your entire future.

1) Cultist: You have many followers who think that you have some kind of connection to the divine, to the universal all, or just are a really fun guy to hang out with. You may pick 1000 quid worth of equipment. You technically own none of this; your followers have given it to you. You have a cadre of dedicated followers equal to your Charisma divided by 5 (rounding down). These people will follow you everywhere and will only become discouraged if you make two consecutive critical failures on any given roll. You cannot make them go away. Your attempts to chase them off will only serve to prove to them that you are 'testing' them.



2) Charlatan: You have a knack for figuring out how to manipulate the emotions and desires of a crowd. You can work them to a frenzy of buying passion without breaking a sweat. Roll your Cold Read skill.

"Sure I can create an elixir to cure you. If you have enough quid."

Critical Success indicates you receive (Cold Read SV +Religion SV + Superstition SV) x ED. However, the town is now destitute and you must move on to greener pastures.
Success indicates you receive (Religion SV + Superstition SV) x ED. You have played to their faith and their fears—and they have rewarded you.
Failure indicates you manage to convince a few, but end up paying off the skeptics and breaking even—you receive no money for this year.
Critical failure indicates you lose every quid, every possession, every stitch of clothing, and are tarred and feathered, run out of town on a rail, and now have no body hair in the desert. You lose 1D10 from your Attributes (you may divide them as you see fit, though Charisma must lose at least one point).

3) Healer: Your payment is the satisfaction of a job well done and another life saved. You manage to save 1D10 quid above and beyond your living expenses. In addition, you receive a number of skill levels equal to your Intellect to be divided amongst whatever medical skills you desire. A maximum of 10 points may be placed into any new skill and a maximum of 5 may be placed in an already possessed skill.

Contacts (Cultist): 2D10. Artist, Entertainer, Worker, Criminal.

Exotic: None, but all are fairly loyal.

Contacts (Charlatan): Two. One Criminal, one either Criminal or Town guard.

Exotic: 9+. Exotics either owe you a favor or can be traded for a Maroc, Rusahn, Merchant, or Entertainer.

Contacts (Healer): 1D4+3. Any field except Rusahn.

Exotic: 8+. Exotics either owe you a favor or can be traded a normal Rusahn contact. Two exotic Medical contacts can be traded for a Mentor in medicine. This Mentor will assist you in developing your skills as a healer.

Promotion: Make a Biology roll.
Critical success allows you to advance, provides you a mentor contact in the medical field, +1D10 Respect.
Success indicates you may take your place as a Journeyman medico.
Failure indicates you must repeat this occupation one more year, after which you may change the path that you follow.
Critical failure indicates that you were either exposed (cultist), caught (charlatan), or killed someone accidentally (healer). You must leave this occupation or this area. (If you have a Mentor, you may 'spend' your contact with him in order to advance to the next occupation even though you have failed miserably—but he will no longer be your contact and will deny ever knowing you in the future.)

WORKER

Workers are the backbone of every society. They are the wheels that make the world turn; they make the wheels; they grease the wheels; in some cases, they are the grease in the wheels. Workers are the people the aristocracy prefers to ignore, but without the working classes their world would fall apart and their luxuries would no longer exist. Workers are the unsung daily heroes of most societies. Do not choose one of these occupations unless you plan to get your hands dirty, grimy, and callused. Whiners need not apply.

FLESH	MIND	WILL
Strength: D6	**Intellect:** D4	**Charisma:** D6
Dexterity: D6	**Perception:** D4	**Insight:** D6
Stamina: D8	**Sanity:** D6	**Resolve:** D8

Attribute Increases: Stamina: +1

Skill Increases: Knotwork: 5, Lifting: 15, Observation: 10, Running: 10

Special: Must spend both the Primary focus and the Tertiary focus within the same occupation, may spend Secondary focus in any other occupation, including occupations in other fields.

Gear: Workers don't have much, don't get paid much, and have even less to show for it. Workers come equipped with a peasant set of clothing, gender and job appropriate.

Money: Roll 1D10-1. The result is the amount of quid you have saved to date.

Bearer: You carry things—bales of cargo, mounds of sand, or nobility in ornate chairs. Perhaps the most basic of all of the free workers, Bearers do the heavy lifting and carrying, most typically for caravans. This is the peon of the workforce but perhaps the most needed of the worker occupations. If it were not for you then more expensive transportation methods would be required for caravans—like animals.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Strength or Stamina by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Stamina by +1 for a cost of 10 skill levels.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Appraise, Balance, Block, Brawling, Carousing, Carpentry, Ciphering, Construction, Climbing, Cooking, Dodge, Domestics, Etiquette (multiples allowed), Evade, Gestures, Geology, Gossip, Heave Object, Jury Rig, Knotwork, Languages (multiples allowed), Lifting, Masonry, Mining, Observation, Orientation, Pottery, Ride Beast, Rigging, Running, Search, Spelunking Sprinting, Survival (multiples allowed), Swabbing, Throwing.

Gear: You have the set of clothes provided you as a member of the working class, your memories, the sweat on your brow, and that's all. Good luck.

Money: You have managed to save 1D10-4 quid. Treat each negative number as an additional year that your character must spend in this field and an additional contact made—a roll of one means that you must spend another three years in this field and gain another three contacts.

Contacts: 4+1D6/term. Criminal, Entertainer, Merchant, Worker.

Exotic: 10. Exotics can be standard contacts from Maroc, Nobles, Rusahn, or Vangels.

Advancement: Make an Observation roll.
Critical Success allows you to promote with +1D10 Respect.
Success allows you to promote.
Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills as though this were a Tertiary focus. You also gain another 1D10 in quid and one more contact.
Critical failure indicates that you have been out in the sun too long. You lose two points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Field Hand: As a Field Hand, you are a laborer focused on the tending of crops. You wake before dawn so you can be in the field at first light. Your day is full of digging, planting, pruning, plowing, hauling—all the duties of a farmer. You have no servants to care for your needs, so you must also mend your own clothes and cook your evening meals. The farm owner depends upon you to know and understand the growing of food-bearing plants. Although you are the grunt work in the field, you still understand the processes that keep plants alive to harvest.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Strength or Stamina by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Stamina by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Biology, Botany, Climbing, Cooking, Dodge, Domestics, Ecology, Farming, Horticulture, Irrigation, Jumping, Jury Rig, Knotwork, Observation, Ride Beast (Specific), Teamster.

Gear: You have the clothes you received for being a worker. You also have your own shovel, a qatar (small knife), and a waterskin.

Money: Because of the importance of this occupation, you get paid a little more than others in the Worker field. Roll an additional 1D10 for your term in this occupation plus 1 quid for each year spent in the term. This represents your savings for those years.

Contacts: 1D4/term. Criminal, Entertainer, Merchant, Worker.

Exotic: No exotic contacts are available to this occupation.

Advancement: Make an Observation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than three skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Fisher: Ah yes, the pleasure of sitting back against a tree on the river bank with a can of worms and your pole dangling in the water. What could be more relaxing than that? Too bad that's not how your job works! You're a commercial fisherman, not some kid relaxing on a Saturday afternoon. You are up before dawn with net, spear, and trident headed for the closest body of water that can support life. You work all day pulling nets and throwing weapons at marine life to harvest the water's bounty. The marine life on T'nah is often twice the size of a human and ten times as mean. It doesn't just bite back—it swallows you whole! It is a constant battle for survival.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Resolve or Strength by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Resolve by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill. You may choose to increase your Resolve by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Skill List: Balance, Biology, Con, Cooking, Domestics, Fishing, Knotwork, Observation, Skinning, Stealth, Storytelling, Survival (Coast), Swimming, Throwing (Net), Throwing (Polearm), Thrust.

Gear: You have two sets of clothes—dry and wet. You also have a large fishing net, not suitable as a weapon due to size and bulk, and either a spear or trident—your choice. Many of the other fishers you deal with on a daily basis lack a hand, a foot or a leg. The fish definitely bite back!



Money: You get a percentage of the meat you bring in. This is how you survive from year to year in the harsh world in which you live. Sometimes you are lucky enough to bring in a surplus that you can sell off to others. Roll 1D10 for your additional income.

Contacts: 1D4-1. Worker, Merchant.

Exotic: No exotic contacts are available to this occupation.

Advancement: Make an Observation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another 1D10 in quid.

Critical failure indicates that you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend and no more than 3 skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Rat Catcher: Ever present are the rodents and other parasites that plague mankind. You focus on eliminating these parasites. Yes, that's right, you have the distinguished honor of clubbing rodents for a living. It is your job to rid the area of the diseased vermin that plague the community. Your community depends on you for good health. If you don't do your job correctly, then your town gets sick and everybody dies. Then it spreads to the next town where everybody gets sick and dies. And so on.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Perception by up to +2 for a cost of 10 skill levels for each +1 increase.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Perception by +1 for a cost of 10 skill levels for a +1 increase. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill. You may choose to increase your Perception by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Skill List: Animal Handling, Animal Husbandry, Biology (Parasites), Entangle, First Aid, Instinct, Observation, Search, Slash, Sling, Stealth, Throwing, Traps, Tracking, Zoology (Vermin).

Gear: You have your clothes and another clean pair of peasant clothes as well. You also have a stick with a small loop of rope on the end (to snare the rats), a gunnysack to put them in, and a small club to beat them with. You also have a qatar (small knife).

Money: Roll 1D10 at the end of your apprenticeship, which represents your saved wealth for the term. Plus you can have all the roasted rats you can eat.

Contacts: 1D4-1. Criminal, Worker, Merchant.

Exotic: No exotic contacts are available to this occupation.

Advancement: Make an Observation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain 1D10-1 additional quid.

Critical failure indicates that you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than 3 skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Runner: You are not quite a courier—someone who is entrusted with important messages. Rather, you carry instructions from a boss to laborers. It is an easy job—if you can run and are in shape. You are the first link in the communication industry of T'nah. When someone needs a basic message sent from point to point they holler, "Hey! Runner! Come here!" You are then given the message, it is your job to run as quickly as you can to get the needed information to the intended recipients.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Strength or Stamina by up to +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Strength or Stamina by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Balance, Climbing, Dodge, Etiquette (Culture), Evade, Gestures, Heraldry, Jumping, Language (Dihl), Language (Rikkan), Observation, Running, Singing, Sprinting,

Gear: You have the standard peasant clothes with one exception; you have a very good pair of sandals to help you perform the duties of your job. You also have a good drawstring pouch to put notes and instructions in, if needed. In addition, you have a small water pouch, which is where you typically receive your 'tips' in the form of actual water.

Money: You are an important link in this chain, but you are still among the lower echelon of the workforce. There are at least a dozen other young kids waiting for you to falter so they can take your place. You are vital, but can be easily replaced. Roll 1D10+1 for the entire term you spend in this occupation. This represents the non-liquid tips you have received for each year of service.

Contacts: 1D4-1. Criminal, Worker, Merchant.

Exotic: No exotic contacts are available to this occupation; all contacts are normal.

Advancement: Make an Observation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than 3 skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Slave: You may have been captured in war, taken by slavers when you were unable to defend yourself, or couldn't prove your status. Perhaps you got in trouble financially and your creditors sold you to pay for your debts. You may also find yourself a slave due to some criminal activity.

No matter why, you have no rights anymore, so get used to it. Many criminals have more rights than you. In fact, most animals have more rights, and can expect more humane treatment. Your lot in life pretty much sucks! Welcome to T'nah!

SEC Level: 0

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may increase your Strength or Stamina by up to +2 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may increase your Strength or Stamina by +1 for a cost of 10 skill levels for each +1 increase. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill.

Skill List: Animal Handling, Domestics, Etiquette (Culture), Gossip, Guile, Lifting, Lurking, Observation, Running, Streetwise, Story Telling, Singing, Unobtrusive.

Gear: Gear? Come on. You're a slave! Be glad you get clothes, a place to sleep and a meal a day. You have a set of slave's rags.

Money: Money? Are you serious? You get none.

Contacts: 1D4-2. Slave, Worker.

Exotic: No exotic contacts are available to this occupation. If you manage to escape, you gain two Criminal contacts.

Advancement: Make a Charisma test. Add +3 to Charisma for each year spent as a Slave.

Critical Success allows you to promote with +1D10 Respect.

Success indicates that your servitude is complete and allows you to promote.

Failure indicates you still have some remaining balance to pay off and you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus.

Critical failure indicates that you have been beaten for your insolence. You lose 2 points from your Flesh Attributes (you may choose). You must remain in this occupation for another year with only 10 skill levels to spend, and no more than 3 skill levels may be spent on any one skill.

Escape Attempt: You cannot simply leave this occupation, must first escape from your master before you begin play or enter another field for which you meet the prerequisites.

This escape attempt is tested with the Running skill.

Critical success indicates that you have escaped with your gear, but you will have to make new contacts because your old ones will turn you in for the bounty. You did manage to take one item worth up to 30 quid in your departure.

Success indicates you have escaped; your next occupation must be as an Escaped Slave. You may begin play as an Escaped Slave or continue character creation in that occupation. If you choose to begin play, you receive no gear, no money, all your contacts have abandoned you and you are on the run.

Failure indicates that you are on the run, but they are hot on your trail! You may not enter the Escaped Slave occupation and must begin play now with nothing but the clothes on your back. The Slave Hunters are closing in, you better run fast!

Critical failure indicates that you have attempted to escape, but have failed so miserably that you are now wounded. Suffer –1 to each Flesh Attributes and you must remain in this occupation for another two years, with only 10 skill levels to spend per year, and no more than 3 skill levels may be spent on any one skill.

Trapper: You support yourself by trapping game. It is a lonely job with brief spurts of interaction and socializing with others. This is mostly done when you come into town in early spring and late fall to sell their commodities.

SEC Level: 1

Primary Focus: Spend 150 skill levels on any of the listed skills, with no more than +15 in any single skill. You may choose to increase your Strength or Resolve by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Secondary Focus: Spend 100 skill levels on any of the listed skills, with no more than +10 in any single skill. You may choose to increase your Resolve by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Tertiary Focus: Spend 50 skill levels on any of the listed skills, with no more than +5 in any single skill. You may choose to increase your Strength by +1 for a cost of 10 skill levels. This may be done only once per Attribute.

Skills: Block, Camouflage, Climbing, Dodge, Disguise, Domestics, Observation, Orientation, Search, Skinning, Stealth, Survival (Specific), Tanning, Tracking, Trail Signs, Traps

Gear: You have outdoorsman's clothes: a heavy cloak, ghutra, agahl, and boots made from lizard skin. You also have 15 meters of rope, three spikes/pitons, and a large spool of thread. You have a large knife and a fillet knife, as well as a hatchet.

Money: Trappers work long and hard for their profits. Many hours spent waiting in the deserted wasteland for that familiar twang of a tripped rope and clunk of a sprung trap. You have to work for a whole season just to get enough goods to sell for a profit. This is in turn spent for supplies for the next season and a night or two in town in a warm bed and soft company, then back to the wilds for more trapping.

Roll 1D10x2 for your term in this occupation. For each term in this occupation you suffer a –1 to your Charisma and –1 to your Sanity. This represents the enormous amount of time spent away from civilization and your fellow man.

Contacts: 1D4-1. Kril, Merchant, Worker.

Exotic: 7+ The contact is exotic. Can be exchanged for any other type of contact, except Noble or Maroc—which require two exotic contacts for exchange.

Advancement: To promote make an Observation roll.

Critical Success allows you to promote with +1D10 Respect.

Success allows you to promote.

Failure indicates you must remain in this position for one more year. You may spend another 25 skill levels on the listed skills, as though this were a Tertiary focus. You also gain another year of income in this occupation.

Critical failure indicates that you have been out in the sun too long. You lose 2 points from your Mind Attributes (you may choose where to lose these points). This is a permanent loss and subtracts both from current and maximum values. You must remain in this occupation for another year with only 10 skill levels to spend, and no more than 3 skill levels may be spent on any one skill. You receive no money due to your 'illness.'

Character Archetypes are on the following pages. You may forego character generation by selecting one of these Archetypes. They are ready for play as given. Modifications may be easily made.

Travelers' mercies be upon you!

Tunnel Fighter—Blacksmith

You learned blacksmithing from an older family member, though you've always felt there was more to life. As soon as you could you apprenticed with the town guard. You quickly excelled beyond even your own expectations—you were born for adventure, and strong from working, so you joined the Tunnel Fighters. As your apprenticeship draws to a close, you feel there is more you can do with your life than stay in the guard or work in the shop. You are strongly considering the life of an adventurer.

Race: Andw'ahr **Culture:** Kon'ahr **Occupation:** Tunnel Fighter

Flesh	C/M	Mind	C/M	Will	C/M
Strength	13/22	Intellect	11/18	Charisma	6/12
Dexterity	13/20	Perception	10/20	Insight	10/20
Stamina	14/26	Sanity	9/16	Resolve	10/18

Consciousness / Blood Damage	33
Reflexes	11
Size	1.17

SEC: Servant (1)

Qualities and Attributes: Toughness: Mild Toughness, Direction: Good Sense, Demeanor: Resolute, Assets: Leaping, Low Light Vision, Tenacious



Money: 40 quid

Contacts: 1 Slattern, 1 Peddler, 1 Caravan Gopher, 1 Watchman, 1 Snitch, 1 Disciple

Gear: You have a padded leather vest, dyed in a bright color. You have a pair of sturdy leather boots and gloves. You also have a tight-fitting metal helmet that snugs up against your skull with ear holes and a small bill about 5cm long straight out over the eyebrows. You also have one small bladed weapon or a short spear.

You also have a heavy thick pouch that contains a device known as a 'little Ashik.' This is a small sealed tube containing brightly glowing bioluminescent algae. This is to be taken from the pouch and used in areas where light is nonexistent or incredibly dim. You will also be given a coil of rope for traversing caved-in sections and underground chasms.

Skill	Att	SV
Blind Fighting	INS	15
Block	DEX	28
Brawling	DEX	18
Climbing	DEX	23
Crossbow	DEX	23
Dodge	DEX	36
Domestics	INS	25
Etiquette (Kon'ahr)	CHR	23
Geology	INT	31
Gossip	INS	17
Heave Object	STR	23
Instinct	INS	15
Kick	DEX	18
Language (Dihl)	INT	26
Language (Gahl)	INT	61
Language (Rikkan)	INT	21
Lifting	STR	33
Locksmith	PER	20
Mechanic	PER	20
Metallurgy	INT	21
Mining	INT	31
Observation	INT	51
Orientation	INS	35
Parry	DEX	33
Punch	DEX	23
Sculpting	INS	20
Search	PER	25
Slash	DEX	53
Smithing (Daily Items)	STR	23
Spelunking	INS	20
Stalk	DEX	28
Stealth	DEX	33
Streetwise	INS	17
Survival (Mountains)	STA	24
Throwing (Spear)	DEX	23
Thrust	DEX	43

Sensitive

You grew up in a small subsistence-farming village. When you neared puberty, you experienced the sweet fragrance and overpowering taste of Qai. This was terrifying. You had to deal with this on your own; there were no Rusahni near, and as people learned of your powers, most shunned you. Often you found yourself alone. After a few years of trial and error, you managed to use your talents to slightly increase your crop's productivity. You have heard rumors from passersby about others of your kind. You have heard there are monasteries where you could learn to use Qai—and sometimes Qai users are abducted to these. You have decided to stay away from all of them. Lately though, you have considered leaving to travel and learn more of your abilities.

Race: Andw'ahr **Culture:** Tv'ahr **Occupation:** Sensitive

Flesh	C/M	Mind	C/M	Will	C/M
Strength	10/20	Intellect	9/18	Charisma	10/20
Dexterity	7/14	Perception	9/18	Insight	11/20
Stamina	13/22	Sanity	9/18	Resolve	11/20

Consciousness / Blood Capacity	33
Reflexes	9
Size	1.35

SEC: Commoner (2)

Qualities and Assets: Qai Ability: Expressive, Qai Expressions: Vibrant (9 Expressions), Presence: Negligible

Detriments: Tusks

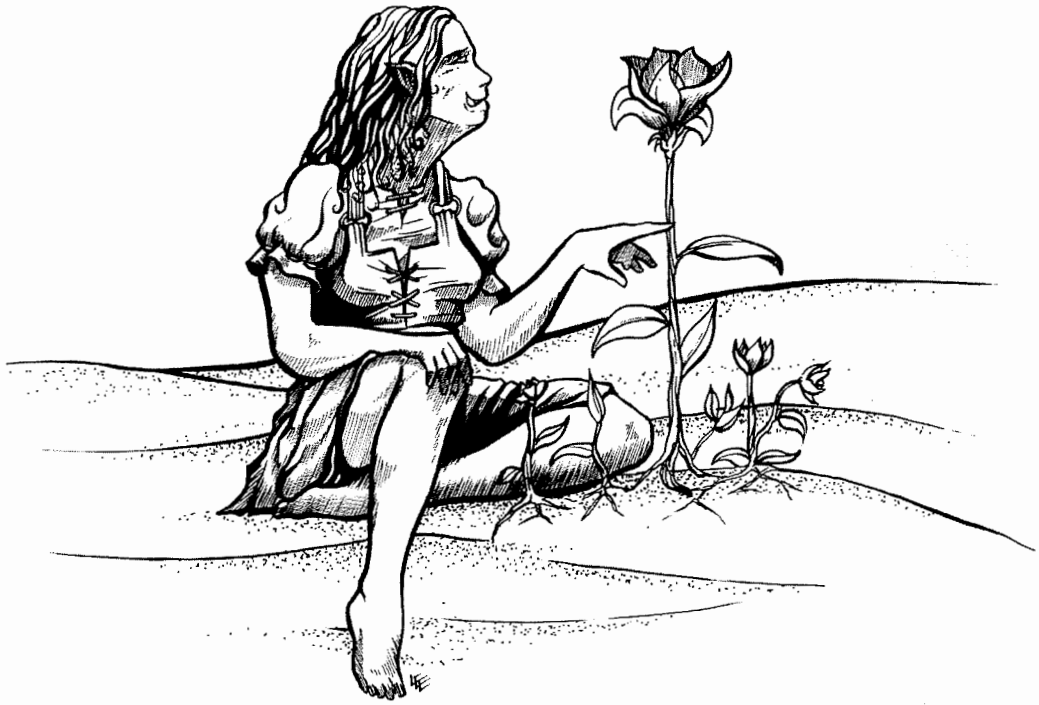
Money: 0 quid

Contacts: 1 Fieldhand, 1 Peddler

Gear: Rusahni look unremarkable. You typically wear 'normal' clothing for your SEC and culture, and carry no obvious weapons (unless an obvious weapon is part of the culture). You also get a functional knife. Why? Because everyone should carry a functional knife.

You have a set of decent clothes. You can have a walking stick, if you like. In general, however, being Rusahn provides you with very little material wealth. You might want to take on a second job.

Skill	Att	SV	Skill	Att	SV
Animal Handling	INS	21	Language (Tchin)	INT	59
Biology	INT	29	Lifting	STR	20
Bond	CHA	45	Meditation	SAN	34
Carving	INS	21	Mysticism	SAN	19
Ciphering	INT	16	Observation	PER	19
Climbing	STR	20	Psychology	SAN	19
Discern	INS	46	Shopping	PER	24
Domestics	INS	18	Smithing	STR	20
Ecology	INT	34	Stealth	DEX	17
Etiquette (Tv'ahr)	CHA	27	Superstition	INT	19
Farming	INS	46	Survival (Plains)	STA	23
Horticulture	INS	21	Transcend	RES	21
Instinct	RES	31	Transform	RES	26
Irrigation	INT	19	Weather	PER	19
Language (Rikkan)	INT	34			



Expressions:
Camouflage
Destroy Pathogen
Detect Life
Empathy
Fortify
Knit Flesh
Project Emotion
Stimulate Growth
Wither

Peddler

You grew up in the mountain caves where you learned to survive. You know what hardship is, and how to manage until better times. You will never forget how badly the sunlight burned when you forgot to protect your skin long ago on a surface trip. You managed to make your way into the Trade Guild and have learned the benefit of having friends in high places. Since joining and making your apprenticeship to a Guild Merchant, you have never had to worry about getting a decent spot in the souq—you always seem to get one that has adequate shade, and rarely have to leave your spot, even to water your jugal. You have to decide whether to stay here with your connections and privileges, or to give in to the urge to see more of the surface world of T'nah.

Race: Ebon Syl **Culture:** The Guild **Occupation:** Peddler

Consciousness / Blood Capacity 27

Flesh	C/M	Mind	C/M	Will	C/M
Strength	7/14	Intellect	10/18	Charisma	12/22
Dexterity	9/18	Perception	13/24	Insight	11/24
Stamina	9/12	Sanity	8/16	Resolve	10/20

Reflexes 11
Size .85

SEC: Commoner (2)

Detriments: Sensitive Skin (Extreme)

Money: 82 quid and one item worth 1000 quid



Qualities and Assets: Communication: Language Talent, Demeanor: Friendly, Empathic Effect: Understanding, Empathic Influence: Own Culture, Claws, Low Light Vision

Contacts: 4 Peddlers who each owe you quid (16q, 8q, 3q, 10q), 2 Students, 2 Assistants, 4 Slaves

Gear: As a peddler you have a dog cart and a stand (worth 1000q) from which to sell your wares. You have a donkey to help you pull your cart and carry your wares, a pad of paper, a pencil, a bedroll, and a small coin pouch.

Roll D10 on each chart below (or work out the details with your Bard).

Your conveyance:
1-5 Dog cart
6-9 Standard buckboard wagon
10 Small assigned space and folding tables in the souq

Your animal:
1-3 Jugal unfit for riding
4-6 Donkey, fit, sturdy, and capable
7-9 Ox, more than able to pull your wares around
10 Horse in good condition, could be ridden, but better trained for pulling loads

Skill	Att	SV
Appraise	PER	48
Business	PER	43
Drawing	INS	21
Forgery	PER	23
Instinct	INS	36
Literacy	INT	20
Mathematics	INT	30
Persuasion	CHA	42
Rarities	INT	20
Shopping	PER	48
Domestics	INS	33
Ciphering	INT	42
Observation	PER	18
Negotiation	CHA	42
Acting	CHA	27
Bluff	CHA	27
Bribery	INS	26
Con	CHA	32
Fast Talk	CHA	32
Gossip	INS	31
Guile	INS	36
Presentation	CHA	27
Etiquette (Renizant)	CHA	29
Survival (Street)	STA	19
Language (Trune)	INT	60
Language (Ebo)	INT	35

Bushwalker

You spend your days in constant vigilance watching for threats to the herd. You wander the inhospitable lands of this world aware of your surroundings and potential perils. While you have been scouting, you have been thinking that maybe you should leave the pampas. You want to learn more about this world and maybe even a few things about the other inhabitants of T'nah.

Race: Equin **Culture:** Loshad **Occupation:** Bushwalker

Flesh	C/M	Mind	C/M	Will	C/M
Strength	14/26	Intellect	9/16	Charisma	8/18
Dexterity	12/22	Perception	11/16	Insight	11/18
Stamina	18/26	Sanity	9/16	Resolve	12/18

Consciousness / Blood Capacity	39
Reflexes	12
Size	1.46

Qualities and Assets: Hooved, Vanity: Uncaring, Toughness: Tough, Direction: Good Sense

Detriments: Pride



Money: 49 quid in additional equipment

Contacts: Four. Can be Loshad only. 1 BushFighter (exotic; owes you a favor), 1 Runner, 1 Peddler, 1 Caregiver

Gear: Qatar, short sword, waterskin, pouch. You wear a traditional loincloth, designed with symbols of your job and rank in the herd. You own a bow and quiver of 25 arrows. You have a large knife and hide scabbard as well.

Skill	Att	SV
Dirty Fighting	INS	21
Enigmas	PER	21
History	INT	19
Intimidation	STR	24
Kick	DEX	22
Logic	INT	19
Oral Traditions	INT	19
Running	STA	28
Teaching	INS	21
Archery	DEX	27
Observation	PER	26
Search	PER	21
Stealth	DEX	22
Slash	DEX	37
Shopping	PER	26
Domestics	INS	34
Ciphering	INT	16
Ambush	RES	27
Biology	INT	24
Block	STA	33
Brawling	DEX	27
Camouflage	INS	26
Charge	DEX	27
Climbing	STR	29
Dodge	DEX	27
First Aid	PER	26
Hide	DEX	27
Instinct	INS	26
Jury-Rig	INS	26
Punch	DEX	27
Survival (Plains)	STA	33
Thrust	DEX	27
Tracking	PER	26
Trail Signs	INS	26
Traps	PER	26
Language (Arbanese)	INT	59
Language (Prinr)	INT	34
Etiquette (Equin)	CHA	25

Footpad

Thieving is the best way that you have found to survive. It may not be the most reputable, but it keeps you alive. Every job has its hazards, and being a footpad is no exception. You have to worry about the town guard, victims who will defend themselves, and other criminals as well. Things have gotten a little hot around your town lately and you have definitely become one of the Usual Suspects. You have been strongly considering a change. With your expertise and outlook, you are leaning towards a change of locale rather than a new line of work.

Race: Human **Culture:** Dry Denizen **Occupation:** Footpad

Flesh	C/M	Mind	C/M	Will	C/M
Strength	8/16	Intellect	8/18	Charisma	8/18
Dexterity	12/22	Perception	11/20	Insight	9/18
Stamina	9/16	Sanity	9/18	Resolve	8/16

Consciousness / Blood Capacity	26
Reflexes	11
Size	.77

SEC: Common Criminal (0)

Qualities and Assets: Technology: Bench Thumper, Presence: Threatening, Appearance: Plain, Articulation: Double Jointed, Peripheral Vision

Detriments: None

Infamy: 20

Money: 9 quid

Contacts: 1 Your Fence, 1 Town Guard, 1 Rat Catcher, 1 Town Guard (exotic contacts owe you a favor)

Gear: Thieves typically carry a basic lock pick set, a pair of thin gloves, and a coin pouch. Some, depending on their technique, carry a small weapon. The player may choose a qatar, dagger, or short sword.

You don't have much. Most of what you gather from others you try to sell as quickly as possible. You do have a few things; a set of dark colored clothing. You have a set of soft-soled shoes/slippers to aid your stealth. You have a large cloak. You have a large bag to hold your loot in, with a rope tie at the top. You also have a set of standard lockpicks.

Skill	Att	SV	Bonuses
Fishing	RES	18	
Horticulture	INS	19	
Irrigation	INT	18	
Jury-Rig	INS	19	
Literacy	INT	18	
Mathematics	INT	18	
Navigation	INT	18	
Sailing	STA	19	
Swimming	STA	19	
Survival (Coast)	STA	24	
Etiquette (Denizen)	CHR	31	-1ED
Language (Spanglish)	INT	58	
Language (Dihl)	INT	38	
Con	CHR	23	
Guile	INS	34	
Observation	PER	46	
Stealth	DEX	54	
Streetwise	INS	49	
Unobtrusive	INS	26	
Language (Rikkan)	INT	33	
Appraise	PER	21	
Ciphering	INT	18	
Dirty Fighting	INS	19	
Hide	INS	29	
Instinct	INS	19	
Kick	DEX	29	
Picklock	DEX	39	
Running	STA	19	
Search	PER	21	
Slash	DEX	44	
Stalk	DEX	44	
Thrust	DEX	44	



Scavenger

You have always enjoyed exploring the world all around you. You pay the bills acting as a guide. You also gather discarded items. Sometimes you find the good stuff. You hoard what many call trash. Some of this so-called trash may be fragments of otec, worth a fortune to the right buyers. Maybe you should begin exploring further...

Race: Human **Culture:** Dry Denizen **Occupation:** Scavenger

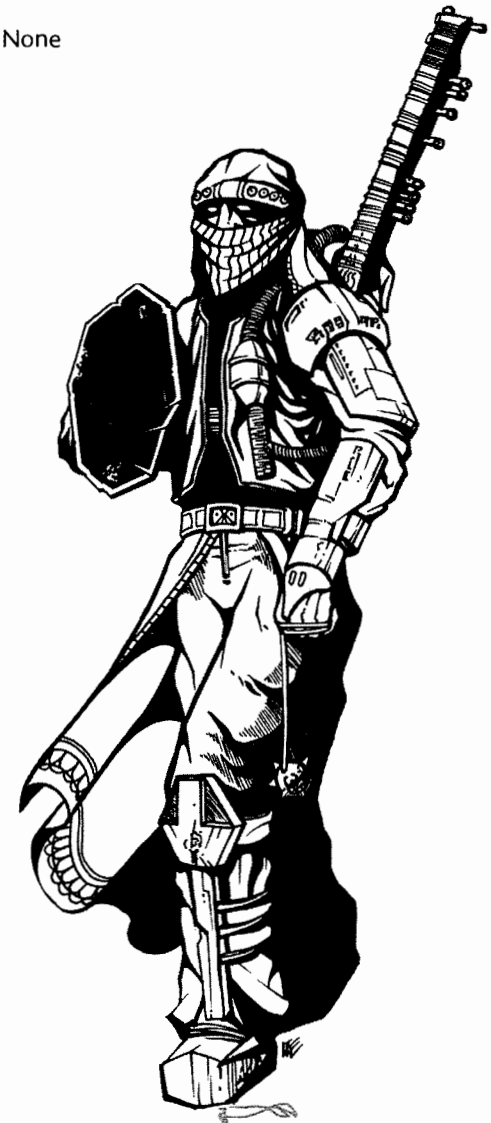
Flesh	C/M	Mind	C/M	Will	C/M
Strength	10/16	Intellect	11/20	Charisma	7/16
Dexterity	9/16	Perception	11/20	Insight	9/18
Stamina	9/18	Sanity	9/18	Resolve	10/20

Consciousness / Blood Capacity	28
Reflexes	18
Size	1.06

SEC: Servant (1)

Qualities and Assets: Technology: Affinity, Alertness: Keen Senses, Direction: Absolute Direction, Toughness: Mild Toughness

Detriments: None



Money: 6 quid

Contacts: 1 Fisher, 1 Fieldhand, 1 Watchman, 1 Student, 1 Assistant, 1 Hustler, 1 Begger, 1 Blacksmith, 1 Snitch, 1 Slattern, 1 Insurgent, 1 Weaver

Gear: You have a sturdy backpack with 15 meters of rope, a lantern, a flask with 24 hours worth of oil, tender, a journal, inkpot and quill. You have six books. A knife is essential. You wear a sturdy pair of leather siz'me, a reinforced pair of salumak and a djellab. Over the djellab, you have a heavily sewn, animal hide yelek with many pockets and loops. Most Questors travel a lot and have a second pair of shoes for 'city work'—typically a pair of nalla or sarik.

Skill	Att	SV
Fishing	RES	20
Horticulture	INS	19
Irrigation	INT	21
Jury-Rig	INS	19
Literacy	INT	31
Mathematics	INT	31
Navigation	INT	21
Sailing	STA	19
Swimming	STA	19
Gossip	INS	26
Observation	PER	46
Streetwise	INS	21
Domestics	INS	24
Analysis	INT	31
Cold Read	INT	31
History	INT	26
Investigation	PER	31
Legends	INT	31
Logic	INT	31
Psychology	SAN	29
Research	RES	30
Search	PER	26
Superstition	INT	31
Appraise	PER	21
Bribery	INS	19
Conceal	INS	19
Evade	DEX	19
Guile	INS	19
Hide	DEX	19
Legerdemain	DEX	19
Scavenging	INS	19
Etiquette (Denizen)	CHA	24
Language (Spanglish)	INT	61
Language (Dihl)	INT	36
Survival (Coast)	STA	19

Scout

You grew up beneath the waves in a domed and regulated society, but even in such a restrictive environment you had an adventurous spirit. Then the day came when you were chosen to be part of a team going to the surface, the 'dryside.' Once on the surface, however, you quickly realized that it was not what you had been taught. You have found a few things that you like about this surface world. The lure of 'going native,' burns strong in your bosom.

Race: Human **Culture:** Wet Denizen **Occupation:** Scout

Flesh	C/M	Mind	C/M	Will	C/M
Strength	9/20	Intellect	10/18	Charisma	8/18
Dexterity	10/20	Perception	10/18	Insight	8/16
Stamina	12/18	Sanity	9/18	Resolve	10/20

Consciousness / Blood Capacity	31
Reflexes	9.4
Size	1.05

SEC: Servant (1)

Qualities & Attributes: Technology: Comfortable, Alertness: Eagle Eyes, Articulation: Double Jointed, Direction: Sense North

Detriments: None

Money: 9 quid



Contacts: 1 Scout, 1 Escaped Slave, 1 Fortune Teller, 2 Players, 3 Field Hands, 1 Maroc Apprentice

Gear: Kril carry with them the tools of their trade, weapons and armor, and very little else. A kril has a main weapon and either a smaller backup weapon or a shield. A vital component of readiness is a whetstone to keep weapons honed and sharp. No armor.

They usually wear a simple, loose fitting gomlek with a pair of sirwahl and a sturdy kusak for hanging scabbards. A durable set of thick, leather siz'me are typical. A bisht is too restrictive for kril, who tend to opt for a pelerin.

You have a pair of soft-soled shoes. You also have a set of earthen colored clothes, usually a tawny or brown color. You have a large knife and scabbard. You also have a medium sized pouch for carrying information back and forth as needed.

Skill	Att	SV
Biology	INT	20
Computer Operation	INT	20
History	INT	20
Literacy	INT	20
Mathematics	INT	20
Observation	PER	45
Pilot Boat	PER	20
Search	PER	30
Scavenging	INS	18
Gossip	INS	15
Streetwise	INS	15
Domestics	INS	23
Slash	DEX	35
Thrust	DEX	35
Dodge	DEX	35
Ambush	RES	20
Animal Handling	INS	13
Balance	DEX	20
Climbing	STR	14
Disarm	DEX	25
Drawing	INS	13
Evade	DEX	25
Heraldry	INT	20
Hide	DEX	25
Instinct	INS	23
Map Reading	PER	25
Navigation	INT	25
Ride Beast (Kamel)	RES	15
Sprinting	DEX	20
Stealth	DEX	25
Stalk	DEX	25
Survival (Desert)	STA	27
Tracking	PER	25
Trail Signs	INS	23
Traps	PER	15
Etiquette (Old Ways)	CHA	25
Language (Spanglish)	INT	60
Language (Deutshan)	INT	35
Survival (Coast)	STA	22

Outkast

You are an Outkast, you may go where you want, kill who you want, and answer to no one but yourself. You do not have to mess with the bothersome trappings of civilization like the rest of Myrshal society; while raised there until adolescence, you are glad to be free of them. If you could show your civilized side to some adventurers, people may accept you. You could use your natural talents to earn some money and set up a place of your own, and not have to live from meal to meal out in the wild.

Race: Myrlihk **Culture:** Myrshal **Occupation:** Outkast

Flesh	C/M	Mind	C/M	Will	C/M
Strength	13/22	Intellect	8/16	Charisma	8/18
Dexterity	13/22	Perception	12/24	Insight	8/16
Stamina	14/20	Sanity	9/18	Resolve	8/14

Consciousness / Blood Capacity	31
Reflexes	11
Size	1.18

SEC: 0 Criminal

Qualities and Assets: Nimbleness: Natural Grace, Reaction: Instinctive Dodge, Claws, Vanity: Disheveled, Awareness: Edgy, Leaping (Standing- 2m/Running- 4m)

Detriments: Conceit



Money: 4 quid

Contacts: 1 another Outkast, 1 Questor, 1 Maroc Weaver

GEAR: Qatar or short sword, a waterskin, a small pouch and a set of peasant or slave class clothes. You also get 40 quid worth of equipment (player's choice with Bard approval)

Skill	Att	SV	Bonuses
Acrobatics	DEX	23	
Ambush	RES	28	
Balance	DEX	23	
Camouflage	INS	33	
Charge	DEX	23	
Climbing	STR	23	
Disguise	PER	32	
Dodge	DEX	28	+1ED
Domestics	INS	18	
Escape	DEX	23	
Etiquette (Myrshal)	CHR	26	+1ED
Evade	DEX	23	
Fashion	INS	11	+1ED
Feint	DEX	23	
Guile	INS	18	
Hide	PER	42	
Instinct	INS	33	+1ED
Jumping	STR	28	
Jury-Rig	INS	18	
Kick	DEX	23	
Knotwork	DEX	23	
Language: (Arbanese)	INT	43	
Language (Dihl)	INT	18	
Language (Rikkan)	INT	18	
Languages (Prinr)	INT	58	
Mimicry	PER	22	
Observation	PER	52	
Punch	DEX	23	
Rigging	DEX	23	
Running	STA	29	
Sail Ride	DEX	23	
Search	PER	37	
Slash	DEX	43	
Sprinting	DEX	33	
Stealth	DEX	53	
Streetwise	INS	23	
Survival (Forest)	STA	24	
Tracking	PER	27	
Trail Signs	INS	23	
Traps	PER	22	
Unobtrusive	INS	8	+1ED

Maroc Apprentice

You grew up among hard working people and learned the principles of hospitality. As you neared adolescence, you began to hear the song of the stones. While many around became wary when they found out, a few encouraged your gift. You finally surrendered to the lure of the stones and sought out a Maroc teacher, who took you to school and trained you. The call of the stones is stronger, and now you know how to wield the power that gives Maroc their feared reputation. Your schooling is over. It is time to ply your trade.

Race: Numid **Culture:** Kel **Occupation:** Maroc Apprentice

Flesh	C/M	Mind	C/M	Will	C/M
Strength	7/14	Intellect	13/22	Charisma	11/20
Dexterity	9/18	Perception	12/22	Insight	10/20
Stamina	9/18	Sanity	10/20	Resolve	8/16

Consciousness / Blood Capacity	27
Reflexes	11
Size	.85

SEC: Publican (3)

Qualities and Assets: Empathic Effect: Involuntary Chameleon, Empathic Influence: Close Friends, Self Control: Impressionable, Ido Mentor: Recluse, Maroc Stone: Bonded (2) (choose injury zone for placement)

Water: Caches

Detriments: None

Elemental Knowledges:

Gravity	1
Rain	1
Dirt	1
Levitation	2



Money: 96 quid

Contacts: 1 Fortuneteller, 1 Peddler, 1 Gentle, 1 Maroc Apprentice, 1 Watchman (who owes you 23 quid), 1 Doula, and your mentor.

Gear: You wear a djellab and sirwahl with a long, flowing bisht or pelerin—or you may wear a nashl. It is rare to see a Maroc without ghutra and agahl. Maroc—especially those with potent ability—do not like their faces to be seen. Footwear is everything from nalla to siz'me, though the sarik is the most common.

In addition to the general accouterments for Maroc, you may have a walking stick, though it is not suitable as a weapon. You care about only one possession: your maroc stone, which is embedded in an Injury Zone of your choosing. This Injury Zone must be reduced by one life point. The maroc stone will provide you with one point of Ido per rating of the stone whenever you tune into it.

Skill	Att	SV
Animal Handling	INS	20
Carpentry	STR	27
Cooking	INS	20
Jury-Rig	INS	20
Horticulture	INS	20
Lifting	STR	17
Masonry	INS	20
Mechanic	PER	22
Ride Beast (Horse)	RES	18
Gossip	INS	17
Mathematics	INT	20
Literacy	INT	20
Ido Holding	SAN	50
Ido Sense	PER	52
Ido Spinning	INT	53
Observation	PER	47
Ido Theory	INT	43
Analysis	INT	38
Domestics	INS	20
Evade	DEX	14
Geology	INT	23
Literacy	INT	18
Logic	INT	23
Mathematics	INT	18
Mining	INT	18
Gemology	PER	27
Search	PER	22
Sprinting	DEX	14
Storytelling	CHA	21
Writing	INT	18
Etiquette (Kel)	CHA	36
Language (Rikkan)	INT	63
Language (Dihl)	INT	43
Language (Egualan)	INT	38

Noble—Artisan

The noble side of your heritage makes you somewhat aloof, haughty, and proud, while the artisan side makes you more creative, aesthetic, and approachable. It is this artistic side that causes you to yearn for travel beyond the safety of your family estate. You justify it as a way to rule better, by experiencing what the common man sees, but you know it is really to get more subjects and diversification for your art. Perhaps you can enlighten and maybe even brighten the lives of your subjects through the works you produce.

Race: Numid **Culture:** Renizant **Occupation:**Noble-Artisan

Flesh	C/M	Mind	C/M	Will	C/M
Strength	6/12	Intellect	12/24	Charisma	15/24
Dexterity	10/18	Perception	12/22	Insight	11/20
Stamina	6/12	Sanity	10/20	Resolve	8/18

Consciousness / Blood Capacity	24
Reflexes	8
Size	.6

SEC: 5: Full Blooded Noble Birth

Qualities and Assets: Water Cache, Empathic Effect: Understanding, Empathic Influence: Own Culture, Worldly

Detriments: None

Money: You have 1275 quid on your orb necklace.

Contacts: 1 Noble (exotic), 1 Noble (exotic), 1 Noble, 1 Merchant, 1 Servant, 1 Recitalist, 1 Courtier (exotic), 1 Reverend (exotic) [Owes you a favor], 1 Pharmacist, 1 Student, 1 Questor, 1 Clerk, 1 Assistant, 1 Rusahni Sensitive, 1 Apprentice Maroc, 1 Field Boss, 1 Runner

Gear: You have at least two pair of each type of footwear, a saddle-broken horse or kamel of your choice, and riding tack (of average skill and price). You have letters to prove your aristocracy, a signet ring with your family sigil, a dozen sets of noble clothing, and a set of fine clothes that are used only for court appearances.

You have 10 acres of land, three of which are farmland and 3750 quid in liquid assets. You also have a house/estate of your own on the land you have been granted, and a small household staff to service your needs.

You also have 22,500 quid in readily salable items in your home. If you were to sell these items then all you would have left would be the very basics of survival in any household (pots, pans, skillets, utensils, functional furniture, and so forth.) Ain't it grand to be a Noble?

For your artistic side your have a piece of artwork that you have created that is worth approximately 75 quid.



Skill	Att	SV
Appraise	PER	12
Architecture	INT	27
Bluff	CHA	25
Bribery	INS	16
Business	PER	22
Calligraphy	INS	26
Carving	INS	21
Composition (Written)	INT	27
Con	CHA	25
Dancing	STA	13
Deceit	CHA	20
Diplomacy	INS	36
Drawing	CHA	30
Etiquette (Renizant)	CHA	50
Fashion	INS	28
Gaming	CHA	20
Guile	INS	21
Heraldry	INT	37
High-Culture	CHA	60
Instinct	INS	21
Language (Dihl)	INT	37
Language (Surrawl)	INT	62
Leadership	INS	36
Literacy	INT	47
Logic	INT	22
Mathematics	INT	32
Negotiation	CHA	25
Painting	INS	26
Persuasion	CHA	40
Politics (Renz)	INT	37
Scheming	INT	27
Socializing	CHA	30
Superstitions	INT	27
Survival (Desert)	STA	16
Writing	INT	27

Pallbearer—Thief

Your parents apprenticed you to the reclaimer in the hopes that you would forget your thieving ways. You have learned that your criminal skills are useful in this occupation as well; you are able to lift valuable items from corpses, and unless they are important people or the item is of immense value to the family, it is often not missed. But dealing with dead bodies and the hassles of the reclaimer are starting to grind you down.

Race: Numid **Culture:** Renizant **Occupation:** Pallbearer-Thief

Flesh	C/M	Mind	C/M	Will	C/M
Strength	10/16	Intellect	10/20	Charisma	10/20
Dexterity	11/20	Perception	12/24	Insight	10/20
Stamina	10/16	Sanity	8/18	Resolve	9/16

Consciousness / Blood Capacity	27
Reflexes	11
Size	.95

SEC: Servant (1)

Qualities and Assets: Empathic Effect: Understanding, Empathic Influence: Own Culture, Articulation: Flexible (+3SV bonus to all Dexterity based tests.), Presence: Negligible

Detriments: None

Money: 37 quid

Contacts: 1 Crook, 1 Scavenger, 1 Pallbearer, 1 Rat Catcher, 1 Runner, 2 Initiates, 2 Peddlers, 2 Gentles

Gear: You have a set of clothes strictly for your job. You also have a good leather apron with deep pockets on the lower front half. You have a fillet knife and a saw, as well as a sturdy pair of leather gloves, permanently stained crimson. You have a sturdy bag big enough to hold an average-sized person

Skill	Att	SV
Body Language	INS	20
Bribery	INS	20
Deceit	CHA	20
Guile	INS	45
Instinct	INS	30
Lurking	INS	20
Observation	PER	52
Negotiation	CHA	20
Unobtrusive	INS	35
Gossip	INS	42
Streetwise	INS	27
Etiquette (Renizant)	CHA	27
Etiquette (Kel)	CHA	15
Domestics	INS	50
Cooking	INS	15
Anatomy	INT	20
Biology	INT	20
Chemistry	INT	15
First Aid	PER	22
Intimidation	STR	20
Lifting	STR	25
Presentation	CHA	25
Scavenging	INS	25
Skinning	DEX	21
Superstition	INT	20
Theology (Renizant)	RES	14
Appraise	PER	22
Ciphering	INT	20
Conceal	INS	20
Fast-Talk	CHA	20
Search	PER	22
Stealth	DEX	21
Language (Dihl)	INT	60
Language (Surrawl)	INT	35
Survival (Desert)	STA	20



Political Assistant

Since you were a young Shnahn in the fields learning to guide a flock, you have excelled at organization and management. A few words from your well-placed parents and your world changed overnight. You are now the assistant to a ranking politico. You know that you can easily step into a more significant political position if you wish. Many politicians and aristocrats have no idea what it is like for the commoner. You are beginning to see a need to travel among the constituency and learn what they experience; only then could you truly step into a political role and better the world for all.

Race: Numid **Culture:** Shnahn **Occupation:** Assistant

Flesh	C/M	Mind	C/M	Will	C/M
Strength	6/12	Intellect	16/26	Charisma	13/18
Dexterity	8/16	Perception	13/24	Insight	12/20
Stamina	8/14	Sanity	9/18	Resolve	12/20

Consciousness / Blood Capacity	29
Reflexes	11
Size	.78

SEC: Publican (3)

Qualities and Assets: Empathic Effect: Involuntary Chameleon, Empathic Influence: Own Family, Communication: Language Talent, Water Caches

Detriments: None



Money: 272 quid

Contacts: 1 Novice, 1 Slattern, 2 Watchman, 2 Gentle, 1 Searcher, 1 Weaver, 1 Qyen Traveler, 2 Peddlers (one owes you 21 quid)

Gear: A rucksack with nine scholarly books in it and a quarterstaff. You wear a thobe and a pair of nalla.

Skill	Att	SV
Animal Handling	INS	22
Animal Husbandry	INS	22
Observation	PER	33
Ride Beast (Kamel)	RES	22
Sling	PER	23
Staff	DEX	18
Story telling	CHA	23
Teamster	RES	22
Tracking	PER	23
Survival:Desert	INT	26
Etiquette (Renizant)	CHA	38
Language (Surrawl)	INT	73
Language (Rikkan)	INT	48
Language (Dihl)	INT	38
Language (Spanglish)	INT	38
Language (Ghal)	INT	33
Language (Ebo)	INT	21
Mathematics	INT	23
Gossip	INS	29
Literacy	INT	33
Logic	INT	26
Bluff	CHA	28
Guile	INS	22
Deceit	CHA	23
Diplomacy	CHA	28
Fast Talk	CHA	28
Instinct	INS	27
Oration	CHA	28
Persuasion	CHA	28
Psychology	SAN	19
Innuendo	CHA	28
Misinformation	INS	22

Retainer—Servant

Your parents proudly served the Ch'ak. Your grandparents proudly served the Ch'ak, as did their parents before them. Now you proudly take up the mantle of service to a Ch'ak warrior. Sometimes your Ch'ak orders you to travel with a group of adventurers to gather information about the land and what they seek. From these rare forays, you have decided that serving your Ch'ak, while still a delight and point of pride, may not be the end-all of your existence. You must decide whether to stay in the service of your Ch'ak, or ask for permission to experience the rest of the world for yourself.

Race: Rolen **Culture:** Dusteen **Occupation:** Retainer–Servant

Flesh	C/M	Mind	C/M	Will	C/M
Strength	11/18	Intellect	8/18	Charisma	10/20
Dexterity	9/18	Perception	11/20	Insight	9/18
Stamina	12/22	Sanity	9/18	Resolve	10/20

Consciousness / Blood Capacity	31
Reflexes	10
Size	1.21

SEC: Servant (1)

Qualities and Assets: Self Control (Stubborn), Deftness (Deft Fingers), Presence (Forgotten)

Detriments: None



Money: 9 quid

Contacts: 1 Dusteen Retainer, 1 Ch'ak Fadon (Your Master), 1 Ch'ak Grunt, 1 Peddlar, 1 Caregiver, 1 Blacksmith

Gear: You have a three sets of working clothes appropriate for your job and gender; the cost of these comes out of your pay each week. In most cases the Ch'ak that you serve will bless you and allow you to eat the scraps from his plate. You sleep beside the Ch'ak that you serve and have a blanket of your own in the pack that you carry for your master. You will also have access to the equipment with which to do your job, as long as you are on the job or at least near your place of employment. These would include things like serving trays, mops and buckets, feather dusters, and so on.

Skill	Att	SV	Bonuses
Cooking	INS	34	
Dodge	DEX	24	
Domestics	INS	69	
Farming	INS	19	
Horticulture	INS	19	
Instinct	INS	29	
Irrigation	INT	18	
Observation	PER	51	
Unobtrusive	INS	44	
Survival (Mountain)	STA	27	
Etiquette (Ch'ak)	CHA	40	
Language (Ebo)	INT	63	
Language (Trune)	INT	38	
Gossip	INS	31	
Animal Handling	INS	29	
Block	STA	32	
Ciphering	INT	20	
Jury-Rig	INS	24	
Leatherwork	PER	31	
Mechanic	PER	26	
Ride Beast (Horse)	RES	20	
Streetwise	INS	31	
Tailor	PER	34	+1ED
Tanning	INS	29	
Teamster	RES	25	

Pit Fighter—Escaped Slave

When you first arrived in the pits, you were not a fighter by trade or nature; you were peaceful and hospitable. Fighting was the last thing on your mind. You soon realized your options: fight or die. During your time in the pits, the only thought besides survival was escape. You kept your eyes and ears open for anything of use in escape—then one day it happened: you got a chance and took it. Unfortunately, now you are wanted. Your owner wants his meal-ticket back. You need to keep moving, and watch your back.

Race: Rolen **Culture:** Kel **Occupation:** Pit Fighter

Flesh	C/M	Mind	C/M	Will	C/M
Strength	16/22	Intellect	13/16	Charisma	16/18
Dexterity	18/20	Perception	15/18	Insight	15/18
Stamina	17/24	Sanity	11/16	Resolve	15/20

Consciousness / Blood Capacity	43
Reflexes	17
Size	1.18

SEC: 0

Qualities and Attributes: Self Control: Unshakable, Presence: Invisible

Money: 0 quid

Contacts: 1 Rahn Laborer, 1 Exotic Caravaner, 1 Exotic Qyen Watcher

Gear: Sword scabbard, clothes, belt, robe, boots, knife

Skill	Att	SV
Acrobatics	DEX	38
Animal Handling	INS	25
Balance	DEX	38
Block	STA	31
Carpentry	STR	36
Ciphering	INT	20
Cooking	INS	25
Dirty Fighting	INS	30
Dodge	DEX	43
Domestics	INS	22
Escape	DEX	23
Etiquette (Kel)	CHR	33
Guile	INS	30
Horticulture	INS	25
Instinct	INS	25
Jury-Rig	INS	35
Kick	DEX	38
Language (Dihl)	INT	38
Language (Rikkan)	INT	63
Lifting	STR	26
Masonry	INS	35
Mechanic	PER	35
Observation	PER	40
Punch	DEX	38
Ride Beast	RES	25
Running	STA	23
Shopping	PER	30
Slash	DEX	68
Stealth	DEX	28
Streetwise	INS	25
Thrust	DEX	68
Unobtrusive	INS	28



Qyen Pledge

You were the epitome of your race and culture growing up. You looked to the future, built for tomorrow, and were hospitable all: then one day you noticed the sweet aroma of Qai. It wasn't long before the Qyen came to talk to you. They asked both you and your parents if they could take you to their monastery, where they could train you further. Your apprenticeship has come to an end and you must complete the ceremony for your crystal blade—or leave the order and never return. Either way, you will wander T'nah either helping the meek and defenseless, restoring order and justice where it is needed—or just surviving.

Race: Rolen **Culture:** Kel **Occupation:** Qyen Pledge

Flesh	C/M	Mind	C/M	Will	C/M
Strength	9/18	Intellect	9/18	Charisma	13/22
Dexterity	10/16	Perception	9/18	Insight	13/20
Stamina	10/20	Sanity	9/18	Resolve	14/22

Consciousness / Blood Capacity	33
Reflexes	11
Size	.95

SEC: Servant (1)

Qualities and Assets: Self Control: Iron Will, Qai Abilities: Expressive, Qai Expression: Vibrant (9 expressions)

Detriments: None

Money: 0 quid

Contacts: 1 Qyen Traveler (mentor), 1 Farmhand, 1 Peddler.

Gear: Rusahni look unremarkable. You typically wear 'normal' clothing for your SEC and culture, and carry no obvious weapons (unless an obvious weapon is part of the culture). You also get a functional knife. Why? Because everyone should carry a functional knife!

Special Ability:
Qainos Bond

Expressions:
Combat Edge
Enhanced Sense
Ignore Pain
Command
Detect Lie
Mental Barrier
Adaptation
Qai Blade
Knit Flesh



Skill	Att	SV
Animal Handling	INS	28
Carpentry	STR	29
Cooking	INS	23
Jury-Rig	INS	23
Horticulture	INS	23
Lifting	STR	19
Masonry	INS	23
Mechanic	PER	19
Ride Beast (Kamel)	RES	24
Bond	CHA	43
Discern	INS	43
Transcend	RES	24
Transform	RES	34
Biology	INT	29
Ecology	INT	29
Farming	INS	33
Instinct	INS	43
Legends (Qai)	INT	29
Meditation	SAN	29
Mysticism	SAN	19
Observation	PER	29
Persuasion	CHA	23
Psychology	SAN	29
Stealth	DEX	30
Superstition	INT	19
Language (Rikkan)	INT	59
Language (Dihl)	INT	34

Entertainer

The applause from an appreciative audience, the cheers of a group of happy spectators—these are your lifeblood. Performing is your livelihood and you live to perform. While it is possible to make a living by entertaining others, you rarely receive decent payment for your efforts. It is good that when people are in a good mood they are more talkative; you often supplement your income with the information dropped after one of your performances. Many people talk around entertainers without thinking, and that is definitely to your benefit.

Race: Rolen **Culture:** Kheem **Occupation:** Entertainer

Flesh	C/M	Mind	C/M	Will	C/M
Strength	10/20	Intellect	9/18	Charisma	15/22
Dexterity	10/18	Perception	10/18	Insight	11/20
Stamina	10/22	Sanity	9/18	Resolve	8/16

Consciousness / Blood Capacity	27
Reflexes	10
Size	1

SEC: Servant (1)

Qualities and Assets: Self Control: (Impressionable), Demeanor: (Friendly), Appearance: (Beautiful)

Money: 186 quid

Contacts: 1 Slattern, 1 Tender, 1 Peddler, 1 Gentle, 1 Crook

Gear: You have two costumes/performance outfits. You may have a small makeup case and a small pack with equipment needed for your field of entertainment. You also have a small pouch for keeping tips or payment in. You have a large pack or bag for your props and costumes, perhaps even some basic makeup. The equipment you carry is useless outside the stage; your swords are tin, your jewels are paste, and your clothes are not tailored. You also have a hat or cup for collecting donations when you perform. You have a better-than-average pair of worker's traveling clothes in addition to whatever you have managed to fashion into costumes.

You want to be an actor—pretend you have more stuff.



Skill	Att	SV	Bonuses
Acting	CHA	45	
Bemuse	CHA	40	+1ED
Bluff	CHA	35	+1ED
Disguise	PER	20	
Domestics	INS	23	
Etiquette (Kel)	CHA	42	+1ED
Fast Talk	CHA	35	
Gossip	INS	28	+1ED
Guile	INS	46	
Innuendo	CHA	35	+1ED
Instinct	INS	51	+1ED
Juggling	DEX	35	
Language (Dihl)	INT	24	
Language (Egualan)	INT	19	
Language (Rikkan)	INT	59	
Misinformation	INS	31	
Observation	PER	20	
Oration	CHA	35	+1ED
Persuasion	CHA	45	
Presentation	CHA	45	+1ED
Psychology	SAN	19	+1ED
Storytelling	CHA	35	+1ED
Streetwise	INS	18	
Unobtrusive	INS	56	+1ED

Weaver

You have never had a place to call your own, but that never bothered you; with few possessions and fewer emotional attachments, leaving a place isn't a problem for you. At some point you heard the call of the maroc stone. Seeing no reason why you shouldn't give in to its summons, you quickly bonded and began to touch Ido. You have wandered all your life, and have learned most of what you needed to know on your own. You see no need to join a Maroc school. Let them look down on you as a Weaver if they wish—it doesn't diminish your power.

Race: Rolen **Culture:** Rahn **Occupation:** Weaver

Flesh	C/M	Mind	C/M	Will	C/M
Strength	9/18	Intellect	12/20	Charisma	8/16
Dexterity	10/20	Perception	13/20	Insight	10/18
Stamina	12/22	Sanity	10/20	Resolve	9/18

Consciousness / Blood Capacity	31
Reflexes	11
Size	1.05

SEC: Servant (1)

Qualities and Assets: Self Control: Strong Will, Toughness: Mild Toughness, Direction Sense: Good Sense, Maroc Stone: Bonded(2) , Tenacious

Detriments: None



Money: 78 quid worth of assorted gems, which you plan to trade for maroc stones if you can locate any.

Contacts: 1 Fortune Teller, 1 Apprentice Maroc.

Gear: You wear a djellab and sirwahl with a long, flowing bisht or pelerin—or you may wear a nashl. It is rare to see a Maroc without ghutra and agahl. Maroc—especially those with potent ability—do not like their faces to be seen. Footwear is everything from nalla to siz'me, though the sarik is the most common.

In addition to the general accouterments for Maroc, you may have a walking stick, though it is not suitable as a weapon. You care about only one possession: your maroc stone, which is embedded in an Injury Zone of your choosing. This Injury Zone must be reduced by one life point. The maroc stone will provide you with one point of Ido per rating of the stone whenever you tune into it.

Elemental Knowledges:

Gravity	1
Static	1
Rain	1

Skill	Att	SV
Acting	CHA	18
Bemuse	CHA	18
Carpentry	STR	19
Herbalism	INS	20
Horticulture	INS	20
Instinct	INS	20
Jury-Rig	INS	30
Masonry	INS	20
Mechanic	PER	23
Gossip	INS	17
Streetwise	INS	17
Domestics	INS	30
Ido Holding	SAN	50
Ido Sense	PER	53
Ido Spinning	INT	47
Observation	PER	48
Analysis	INT	37
Evade	DEX	15
Geology	INT	22
Ido Theory	INT	27
Literacy	INT	17
Logic	INT	37
Mathematics	INT	17
Mining	INT	17
Gemology	PER	38
Search	PER	23
Sprinting	DEX	15
Storytelling	CHA	13
Writing	INT	17
Language (Rikkan)	INT	62
Language (Dihl)	INT	27
Language (Ebo)	INT	22
Etiquette (Kel)	CHA	25
Survival (Desert)	STA	22

Neophyte

You have spent much of your life in the monastery learning the ways of your deity. You do well here among your brethren, but how will you do out in the real world with its temptations and trials? Your teachers have stated that you need to go out among the people to help enlighten them. It is time to gather your things...

Race: Rolen **Culture:** Renizant **Occupation:** Neophyte

Flesh	C/M	Mind	C/M	Will	C/M
Strength	7/16	Intellect	11/20	Charisma	13/22
Dexterity	10/20	Perception	10/18	Insight	11/18
Stamina	8/16	Sanity	9/18	Resolve	13/24

Consciousness / Blood Capacity	30
Reflexes	10
Size	.75

SEC: Servant (1)

Qualities and Assets: Self Control: Stubborn, Empathic Effect: Dependency, Empathic Influence: Own Culture, Faith: Believing +3SV and +1ED to all social skills when interacting with those who believe like you do.

Money: 4 quid

Contacts: 1 Vangel (exotic = the head of your order), 1 Neophyte from the same cloister, 1 Neophyte from a different cloister, 1 Peddler, 1 Jailer, 1 Gentle (noble)

Gear: You carry with you the emblems of your faith: a holy book and sometimes a necklace, broach, or ring. You are equipped with a walking stick or staff (not suitable for use as a weapon but might do in a pinch), small wineskin, and sometimes a small pouch.

You usually wear a thobe with a bisht that serves as blanket and bedroll. It is typically quite plain. Your feet are shod with leather sarik. The typical Vangel is a peaceful being, therefore you are not issued a weapon. Vangels are often accepted by the people around them with open arms and seldom need to pay for a room—even when they do pay, they are usually provided a discount.



Skill	Att	SV
Gossip	INS	18
Streetwise	INS	18
Etiquette (Renizant)	CHA	30
Domestics	INS	41
Literacy	INT	36
Meditation	SAN	34
Religion	INS	31
Theology (Renizant)	RES	33
Bluff	CHA	23
Diplomacy	CHA	23
Guile	INS	18
Instinct	INS	18
Leadership	INS	18
Logic	INT	21
Negotiation	CHA	23
Persuasion	CHA	23
Politics (Renizant)	INT	21
Survival (Desert)	STA	18
Language (Surrawl)	INT	61
Language (Dihl)	INT	36
Language (Rikkan)	INT	16
Research	RES	33
Mathematics	INT	21
History	INT	26
Archeology	INT	21
Observation	PER	30
Biology	INT	26
Map Reading	PER	25
Astronomy	INT	26
Botany	INT	21
Logic	INT	26
Occultism	SAN	19
Enigmas	PER	25
First aid	PER	30
Herbalism	INS	28
Horticulture	INS	18

Fisher—Student

If you had your way, you would probably be studying every waking moment but you followed your family's traditional occupation and became a fisher. While you spend your days earning a living, you spend your nights studying. Thankfully your lessons are paying off and you will be able to make other choices for your future. You may even wander across T'nah.

Race: Rolen **Culture:** Shnahn **Occupation:** Fisher

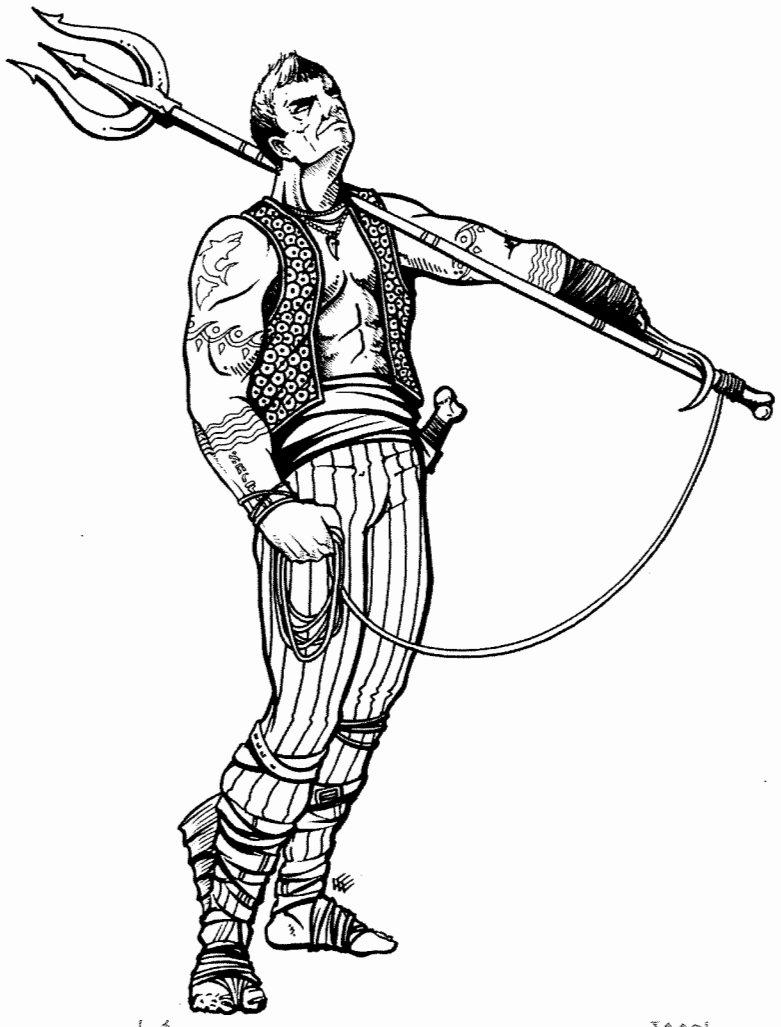
Flesh	C/M	Mind	C/M	Will	C/M
Strength	12/18	Intellect	12/20	Charisma	8/18
Dexterity	11/18	Perception	10/18	Insight	9/18
Stamina	14/20	Sanity	13/18	Resolve	16/24

Consciousness / Blood Capacity	43
Reflexes	4
Size	1.24

SEC: Servant (1)

Qualities and Assets: Self Control: Strong Will, Communication: Dialect Talent, Toughness: Tough

Detriments: Lost Limb (hand)



Money: 18 quid

Contacts: 3 Fishers, 2 Peddlers

Gear: You have two sets of clothes—dry and wet. You also have a large fishing net, not suitable as a weapon due to size and bulk, and either a spear or trident—your choice.

Skill	Att	SV
Animal Handling	INS	19
Animal Husbandry	INS	19
Observation	PER	55
Ride Beast	RES	26
Sling	PER	20
Staff	PER	20
Story Telling	CHA	28
Teamster	RES	26
Tracking	PER	20
Knotwork	DEX	31
Lifting	STR	27
Running	STA	24
Gossip	INS	16
Streetwise	INS	16
Domestics	INS	44
Balance	DEX	26
Biology	INT	27
Con	CHA	23
Cooking	INS	14
Fishing	RES	36
Skinning	DEX	26
Stealth	DEX	16
Swimming	STA	19
Throwing (Net)	DEX	31
Throwing (Polearm)	DEX	16
Thrust	DEX	31
Debate	RES	26
History	INT	22
Literacy	INT	22
Logic	INT	22
Mathematics	INT	22
Philosophy	SAN	23
Research	RES	26
Language (Dihl)	INT	62
Language (Surrawl)	INT	37
Survival (Desert)	STA	24
Survival (Coast)	STA	34
Etiquette (Renizant)	CHA	25

Gopher—Rat Catcher

You apprenticed to a caravan but didn't count on the downtime with little money. It never occurred to you that there would be days, even weeks, when the caravan would stop at the end of a trade route awaiting new cargo. While on the road you always have something to do—everyone else in the caravan keeps you busy. In this downtime, you charge a nominal fee to rid a town, vahna or other caravans of their vermin.

Money: 10 quid

Contacts: Beggar, Peddler, Bearer, Slattern, Servant, Scout

Gear: You have the clothes appropriate to your job area (desert or ship). You have a backpack or small sea chest and bedroll or hammock. You are lucky enough to have a qatar. You have a small coin pouch.

Race: Syl **Culture:** Skulae **Occupation:** Gopher-Rat Catcher

Consciousness / Blood Capacity 29

Flesh	C/M	Mind	C/M	Will	C/M
Strength	5/12	Intellect	8/18	Charisma	11/20
Dexterity	14/22	Perception	13/22	Insight	10/18
Stamina	10/20	Sanity	9/18	Resolve	10/18

Reflexes 12

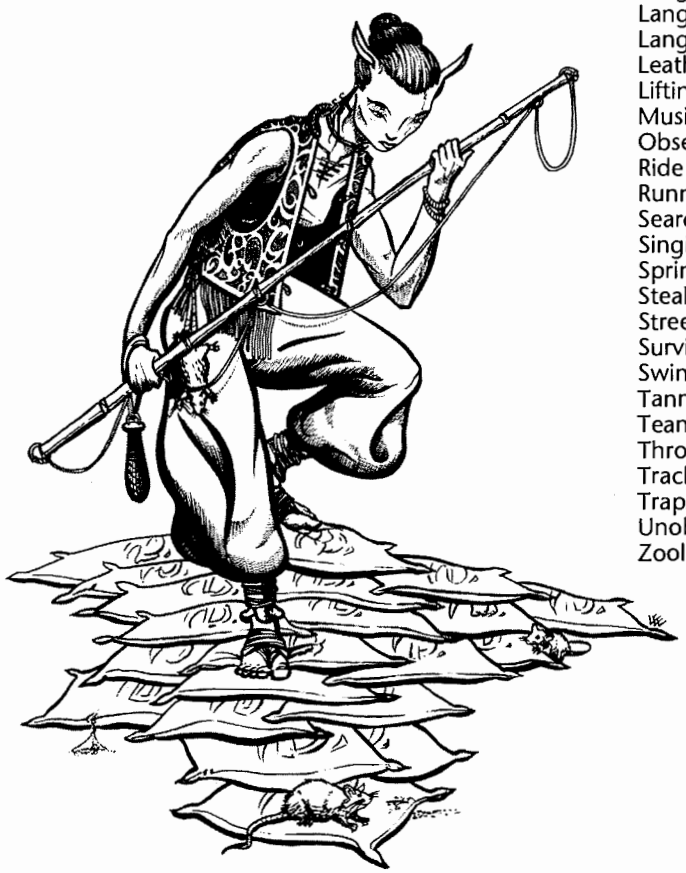
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SEC: Servant (1)

Qualities & Assets: Empathic Effect: Understanding, Empathic Influence: Casual Friends, Nimbleness: Fluid Motion, Low Light Vision

Detriments: None

Skill	Att	SV	Bonuses
Animal Handling	INS	35	
Animal Husbandry	INS	25	
Balance	DEX	39	+1ED
Biology (Parasites)	INT	18	
Ciphering	INT	18	
Cooking	INS	30	
Dodge	DEX	54	+1ED
Domestics	INS	65	
Entangle	DEX	24	
Etiquette (Nomadic)	CHA	28	
Fashion	INS	15	
First Aid	PER	20	
Gossip	INS	37	
Hide	PER	20	
Instinct	INS	20	
Knotwork	DEX	24	
Language (Danaic)	INT	58	
Language (Dihl)	INT	18	
Language (Rikkan)	INT	23	
Leatherwork	PER	20	
Lifting	STR	15	
Musician (Flute)	INS	20	
Observation	PER	45	
Ride Beast (Kamel)	RES	20	
Running	STA	25	
Search	PER	20	
Singing	RES	15	
Sprinting	DEX	34	+1ED
Stealth	DEX	24	
Streetwise	INS	17	
Survival (Desert)	STA	35	
Swimming	STA	20	
Tanning	INS	20	
Teamster	RES	20	
Throwing	DEX	24	
Tracking	PER	20	
Traps	PER	20	
Unobtrusive	INS	25	
Zoology (Vermin)	INT	18	



Bowman

You grew up in the heart of the Sylvan Steads, where you learned to value and protect them. You have grown to know and love the woods. You will do whatever it takes to protect them from the other inhabitants of this world. More and more, you feel as though your people are stagnating in their seclusion. You lack the xenophobia of your culture and want to know what the outsiders are all about. It wouldn't be difficult to go out on patrol and just ... keep going.

Race: Syl **Culture:** Sylvan **Occupation:** Bowman

Flesh	C/M	Mind	C/M	Will	C/M
Strength	14/16	Intellect	12/18	Charisma	9/18
Dexterity	20/24	Perception	14/20	Insight	14/20
Stamina	15/20	Sanity	12/16	Resolve	14/18

Consciousness / Blood Capacity	41
Reflexes	16
Size	.97

SEC: Commoner (2)

Qualities and Attributes: Empathic Effect: Involuntary Empathic Chameleon, Empathic Influence: Family Only, Alertness: Eagle Eyes +1ED for sight. +3m to short range, +6m to medium range, +10m to long range & 20m to extreme range for targeting missile weapons.

Reaction: Instinctive Dodge



Money: 175 quid

Contacts: 1 Kril, Worker, Vangel, or Artisan, 1 Kril, Worker, Vangel, or Artisan, 1 Exotic Artisan (Bowyer), 1 Exotic Bowman (Mentor Archer)

Gear: You have a standard set of clothes many made from an animal you brought down. You have another set of clothes—some might call it a uniform—which identifies you as part of the town guard and your position of bowman.

These sets of clothes also include appropriate footwear for local, culture and status. You have a large knife and sheath. It seems as if I am forgetting something. Wonder what could it be. Oh yeah, you also have a bow and quiver full of arrows – OR – a crossbow and quarrel full of bolts (players choice).

Skill	Att	SV
Ambush	RES	19
Archery	DEX	70
Bowyer/Fletcher	INS	59
Camouflage	INS	24
Carpentry	STR	24
Ciphering	INT	19
Climbing	STR	39
Language (Dihl)	INT	22
Dodge	DEX	50
Domestics	INS	26
Language (Egualan)	INT	57
Etiquette (Sylvan)	CHR	26
Evade	DEX	55
Heraldry	INT	19
Hide	PER	29
Instinct	INS	19
Music	INS	24
Navigation	INT	19
Observation	PER	54
Poetry	INT	22
Language (Rikkan)	INT	27
Shopping	PER	29
Singing	RES	24
Slash	DEX	50
Sprinting	DEX	50
Stalk	DEX	25
Stealth	DEX	25
Story Telling	CHR	19
Survival (Forest)	STA	30
Tactics	INT	42
Thrust	DEX	35
Tracking	PER	34
Trail Signs	INS	19

Doula

You have always felt the need to aid others. You have always had a particular affinity for the care of children and the birth process, so it seemed natural to be apprenticed to a midwife and learn that trade. You may well have found your niche in life, but lately you have had a strange yearning: you want to see the world. A midwife can be useful anywhere, and your knowledge of healing and first aid would be helpful to all. It is time to make a decision and begin the adventure of a lifetime.

Race: Troog **Culture:** Yethite **Occupation:** Doula

Flesh	C/M	Mind	C/M	Will	C/M
Strength	6/12	Intellect	10/20	Charisma	10/20
Dexterity	12/22	Perception	14/24	Insight	10/18
Stamina	8/14	Sanity	10/18	Resolve	11/22

Consciousness / Blood Capacity	29
Reflexes	12
Size	.64

SEC: Servant (1)

Qualities and Assets: Empathic Effect: Understanding, Empathic Influence: Own race, Extreme Pacifism, Troog package, Communication: Language Talent

Money: 25 quid

Contacts: 1 Peddler, 1 Disciple, 1 Caregiver, 1 Town Guard, 1 Slattern (Owes the Doula a favor for finding a good home for her baby), 1 Bearer, 1 Pallbearer, 1 Initiate, 1 Gentle (Owes the Doula a favor for helping to find him a child to adopt)

Gear: Headband & Satchel with Guild of Yai. Within the satchel or pack are a roll of cloth bandages, clean linens, towels, a tourniquet, medicinal herbs, salves and oils. Also within the satchel will be a sharp knife, a spool of fine thread, needles, and two large basins.

Special: Two gifts totaling 95 quid.

Skill	Att	SV
Anatomy	INT	35
Biology	INT	35
Dancing	STA	18
Domestics	INS	50
Etiquette (Kel)	CHA	25
Etiquette (Yethite)	CHA	27
First Aid	PER	44
Gossip	INS	47
Herbalism	INS	25
Hide	DEX	32
Horticulture	INS	30
Instinct	INS	40
Language (Ebo)	INT	35
Language (Trune)	INT	60
Literacy	INT	30
Mathematics	INT	20
Mechanic	PER	24
Observation	PER	64
Philosophy	SAN	20
Physiology	INT	20
Psychology	SAN	25
Sprinting	DEX	22
Superstition	INT	25
Survival Forest	STA	18
Swabbing	STA	28
Unobtrusive	INS	20
Streetwise	INS	17



Grunt

You have followed the traditions of your culture and your family into the Ch'ak military. You have completed the lowest echelon of training and served your time for the Ch'ak Hegemony. You are still unworthy to stand on the front lines. Still, you are closer to the action than the Mules. Life in the Ch'ak military is harsh, cruel and violent. You love every minute of it!

Now that your training is over, you are ready for whatever life has to offer. There are no more battles for glory in the Ch'ak Hegemony. Aside from patrol duty and the occasional skirmish with Jaan raiders, your hopes for fighting and glory will only be realized as an independent agent. It's time to explore T'nah to make a name for yourself.

Race: Suv'ik **Culture:** Ch'ak **Occupation:** Grunt

Flesh	C/M	Mind	C/M	Will	C/M
Strength	23/26	Intellect	12/14	Charisma	10/12
Dexterity	18/20	Perception	17/20	Insight	11/20
Stamina	24/28	Sanity	9/14	Resolve	11/16

Consciousness / Blood Capacity	44
Reflexes	17
Size	1.68

SEC: Servant (1)

Qualities and Assets: Presence: Obtuse, Toughness: Tough, Aggression: Violent, Assets: Two sets of tusks, Tenacious

Respect: 10

Renown: 8



Money: 96 quid, and four Contacts who owe you 2d10 each.

Contacts: 1 Grunt, 1 Entertainer, 1 Exotic Dusteen Retainer (Officer's Retainer), 1 Exotic Grunt (Weapons Quartermaster), 1 Exotic Kril (Ch'ak Black Hammer)

Gear: You will be granted a chainmail shirt and studded leather pants. You will also be issued a pair of heavy leather boots as well. You will also have a sword and belt to hang it from. You will also be garnered a metal helm that covers your head from the ears up and from the brow over the head to the base of the skull. A standard bedroll and change of clothes are also part of your only possessions. Since you are part of the Ch'ak military you have a weapon and armor, what more do you need.

You also have two empty large waterskins (for filling with water when found). You also have a dozen brightly colored flags with stakes (for marking the path to or from the water source) You have a large knife and scabbard as well to cut through the scrub and protect against wild animals.

Skill	Att	SV	Bonuses
Block	STA	44	
Brawling	DEX	38	
Carousing	RES	21	
Ciphering	INT	19	
Climbing	DEX	23	
Disarm	DEX	23	
Dodge	DEX	43	
Domestics	INS	18	
Etiquette (Ch'ak)	CHR	20	
Evade	DEX	23	
Geology	INT	22	
Instinct	INS	17	
Intimidation	STR	40	+1ED
Kick	DEX	48	
Language (Ebo)	INT	22	
Language (Trune)	INT	22	
Leadership	INS	28	
Metallurgy	INT	22	
Navigation	INT	19	
Observation	PER	42	
Orientation	INS	16	
Parry	DEX	38	
Punch	DEX	28	
Riposte	DEX	28	
Running	STA	29	
Search	PER	22	
Shopping	PER	32	
Slash	DEX	63	
Sprinting	DEX	23	
Survival (Mountain)	STA	34	
Throwing (Qatar)	DEX	38	
Thrust	DEX	63	
Trail Signs	INS	16	
Wrestling	STR	33	

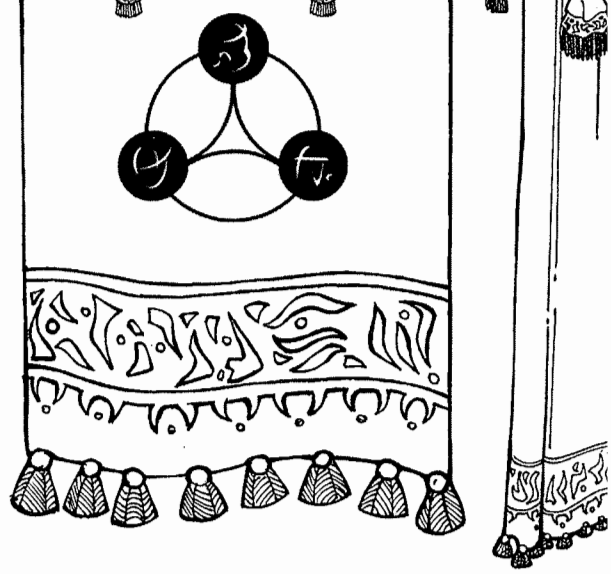




"Wanna play?"

CHAPTER 3:

TRINARY SYSTEM GAME MECHANICS



The Trinary System always uses three 10-sided dice. Two of these are percentile dice (01 - 100) —compared to the required Success Value, these dice determine the success or failure of an action. The third die is the Effect Die (1 - 10). It is recommended that different colors be employed to easily distinguish which dice are percentiles and which is the Effect Die (ED).

Skill Resolution

Through skills your character understands, relates, and ultimately interacts with the world around them. A skill is knowledge or training that has been studied or pursued over a lifetime. Development can be in the form of extensive daily interaction or formal education—schools, tutors, and training.

Success Value (SV)

SV for a particular skill is determined by adding the attribute value and the skill value. Each skill has its own unique and specific SV. This value is considered to be the percentage chance of success in an average situation, not extraordinarily easy or hard. The Bard will modify the SV for maneuvers, situation, vision, etc. as the specifics of the game demand.

The percentile dice must roll a number equal to, or lower than, the SV of the skill in order to be successful. If this occurs, then the ED determines how effective the action was. The percentile dice must roll below the SV and the ED must equal at least 1 (after modifications) for a basic success.

Reading or recording the die roll is done by reading the percentile dice first in normal numerical order (i.e. 25% = 25, 10% = 10) followed by a colon and then the value of the ED. Stating, "I rolled a 23:7" would indicate percentile dice of 23 and an ED of 7. It would be notated as [23:7].

Effect Die (ED)

The ED is determined by the third die value in the roll. It is simply how effective, on a scale of 1 to 10, an action was. The higher the value of the ED, the more effective the action. Often, the ED is translated directly as the numeric result for a successful action. It answers the question "How much?" or "To what degree?"

The value of the ED is alterable by the player both before and after the dice are rolled, though with diminishing effect after the roll has been made. By altering how effective an action is, the player is able to modify the SV of the roll. This is outlined in detail below.

Difficulty

Certain actions will have specific requirements to be successful. This difficulty notation is listed as above—percentile dice first in normal numerical order followed by a colon and then the value of the ED. For ease of reading, parentheses or brackets should surround the difficulty value. A difficulty requiring 25% or less and an effect of 4 or greater would be notated as [25:4].

Critical Success/Failure

Critical success is achieved when the roll is equal to or less than 10% of the required SV. (If the SV is 54, a critical success is 05 or less. If the SV is 98, a critical success is 09 or less. If the SV is 127, a critical success is 12 or less.) On a critical success, the player receives the most successful outcome possible. This is often a judgement call, and the Bard should be careful with how to reward a critical success. Often it is helpful to ask the player, before rolls are made, what the desired outcome is. Once the player has defined this, determining the most successful outcome is easy—and without debate over what was really desired. In combat situations a critical success doubles the ED value for damage.

For those Bards who think this critical success potential is too high, modify it by requiring a natural (unmodified) 10 rolled on ED. A modified 10 (e.g. 7 on the ED with a +3 modifier) is very effective—but does not score a critical success.

Critical failure occurs on roll of [00:0] (e.g. 100% and 10 on the ED). This is always a failure and cannot be averted. The worst possible outcome has been achieved. If [00:0] is rolled the player may not opt to use the rules for alterations to the die roll. This roll stands and the character must face the vagaries of fate.

A final note about critical failure: it should be something that fits with the scene, is tailored to the character and is significantly devastating. We leave it up to the Bard for final judgment on what is appropriate, with one suggestion from the developers: Don't necessarily kill the character rolling a critical failure just because he rolled it. Sometimes everyone around him is fair game.

Example: *Riekard, the wannabe adventurer, is climbing a rope to the top of a cliff face. He rolls a critical failure for his climbing roll and loses his grip on the rope. Quick to avert disaster, however, Riekard's player reminds the Bard that he had stated that he had looped his leg around the rope in case of a fall.*

The Bard nods and says, "Riekard loses his grip and falls backward. The rope wrapped around his leg gives for a short distance, causing him" (rolls a D10) "4 points of damage to his leg as it rips through his flesh before finally stopping his fall. In the process of the fall, however, Riekard has knocked Lance and Peter from the rope and toppled them to the ground. They both need to roll their athletics to stay on the ledge when they hit the ground or they go over the edge."

The players of Lance and Peter roll. Peter's player fails. The Bard continues.

"Peter falls off the edge of the ledge and is killed as he lands on the rocks below. Lance suffers 8 points of damage to one leg—breaking the bone and puncturing the artery—and 4 points of damage to the other leg."

Eventually Lance dies due to blood loss. Riekard finds a nearby village, becomes a baker, and never thinks about adventuring again.

Failed Rolls

Every situation is unique and you should feel free to exercise your creativity in solving the dilemmas presented. Remember, however, that a failed roll does not necessarily mean that the matter is over. Sometimes a failed roll will lead you to a better solution that would not have been possible if your attempt had succeeded.

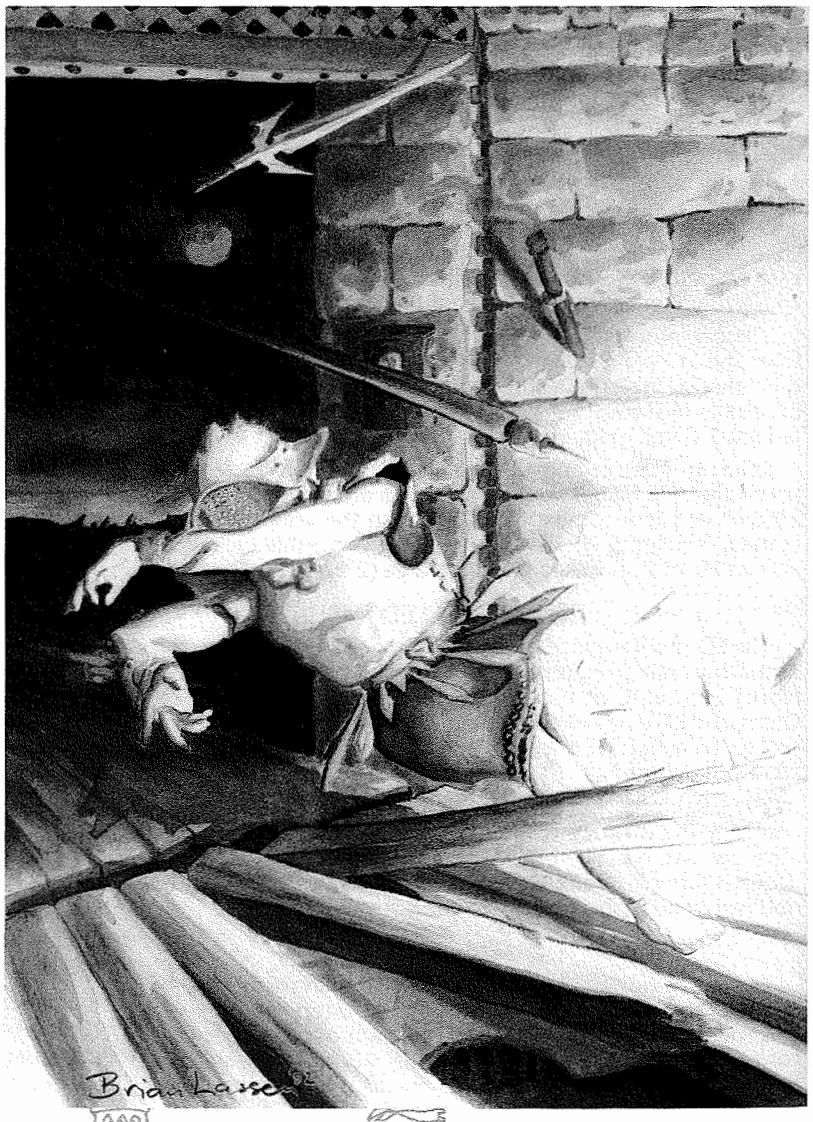
It is often from the unsuccessful skill rolls that the most interesting and intriguing stories develop. These are the stories that surprise Player and the Bard alike. These nuances and changes that a story takes make the role-playing experience truly rich and enjoyable.

Do not be discouraged with a failed roll—it is, ultimately, how you learn, grow, and develop. A great man once said, "Experience is the best teacher." Another said, "We learn by doing." When Thomas Edison failed over 4000 times to create a light bulb, he was asked if these failures ever discouraged him. He said words to this effect: "I have not failed—I have simply found 4000 ways not to make a light bulb."

Example: *Marda is sneaking up on a guard to knock him out from behind. She fails her stealth roll and makes a sound. The guard is alerted and calls for help. In running away from the guard, she hides in a crate with a scared jugal pup. Marda befriends the pup. Two weeks later, when someone is sneaking up on her, the jugal pup growls, yips and launches itself at the attacker—warning Marda and saving her life.*

You never know where life will take you, or how the story will unfold. Never look at a 'failed' roll as if your character has failed—merely that there has been a twist of fate and the story will proceed in an unexpected direction.

Social Interaction Modifers		
Toward the persona, the NPC feels	In Love	+18
	Friendship	+12
	Friendly	+7
	Obligated	+3
	Neutral	+0
	Annoyed	-7
	Dubious	-12
	Suspicion	-25
	Hatred	-50
Toward NPC, the result:	Fullfills Need	+18
	Benefits	+12
	Intrigues	+3
	Unrelated	0
	Irritates	-12
	Infuriates	-25
	Endangers	-33
	Is Deadly	-50



Alterations

Players may elect—prior to the roll—to make the roll more difficult in order to raise the effectiveness of the result. This is a tradeoff of +1 ED for every -10 applied to the SV. There must also be a reasonable explanation. Choosing a 'head shot' versus a random location would apply a -50 SV and a subsequent +5 to the ED. This must be declared prior to the roll. Note that this also changes the critical value by -5.

Any effect level above 10 is lost. A value of 10 is the highest effect achievable. Similarly, if the effect is reduced to 0 or below through modifiers or voluntary reduction of effect, then no matter what other modifiers or bonuses exist, the action was completely unsuccessful. Negative effect is not possible.

If the player has not chosen to modify the roll as above, and has already made an unsuccessful roll, he may opt to exchange effect value for success in order to succeed in the action. The tradeoff for this is +5 SV for every sacrificed level of effect. This automatically eliminates the chance to score a critical success.

Example: *SV = 40. Prior to the roll, the player opts for an easier attempt and wishes to raise the SV to 50. This +10 SV translates to a -1 effect level. The roll is [44:3]. 44 is below the SV of 50—success. The ED of 3 becomes a 2 and this is the final result.*

Example: SV = 75. The dice are rolled, resulting in [89:9]. Unsuccessful. The player opts to reduce the ED by 3 gaining a +15 SV. This raises the SV to 90 with a 9 - 3 = 6 effect.

SV90+ Rule

If you wish to raise an SV above the value of 90, you must sacrifice -1 ED for each +1 to SV. It is impossible to raise an SV above 99. A roll of [00:X] is always a failure.

Example: *SV is 85. Roll is [97:9]. In order to succeed, the negative to effect must be -8 (85 to 90 is -1; each +1 SV increment from 91 to 97 subtracts 1 from the effect; cumulative total is -8). In this example, the player could obtain [85:1]—a success with an ED of 1 (plus any modifiers).*

Opposed Tests

Occasionally, you will need to perform an action in opposition to another. These tests require both characters to make a roll. Only three results are possible:

1) Both succeed: compare ED, highest wins. Ties are rolled off (unless the Bard chooses another determination).
2) One fails: the other character automatically succeeds, and the ED rolled by the one who failed is added to the successful character's die roll.
3) Both fail: the situation is unresolved and another test is required which will take some time. If so desired, the Bard may choose the most likely result based upon common sense, or require a roll-off. Critical success results in an automatic doubling of the ED for the one who rolled it. Critical failure results in providing the winning character the opportunity to define the moment. Within reason, the player may describe to the Bard exactly what he wants to happen. If it is justifiable, then that is exactly what happens.

Most combat situations are opposed tests. Both characters roll, and the highest ED wins the action. These dice can be modified in many different ways. See the section below on Combat for more information.

Cumulative Rolls

Some actions require time to complete. These are also the same actions that typically build upon themselves. Repairing a wagon wheel, for instance, may require several days of work and a whole series of different activities. In order to speed up the game, the Bard can simply choose to pick a difficulty number and determine a duration. The duration is how long it takes between rolls. Each roll is determined for success and, if successful, the ED total accumulates until the difficulty number is reached.

If one of the cumulative rolls is a failure, instead of adding the ED to the total, it is subtracted. This indicates work that must be redone, or an error made. Critical failure at any time means that the entire work is trashed and must be started again. A critical success will double the ED value for these calculations.

The ED may not be modified on a cumulative roll unless it is stated before the roll is made.

Example: *Vonne tries to repair a broken wagon wheel. The Bard determines that he has all the tools and resources he needs and assigns a difficulty number of 25 with a duration of 1 hour. Vonne has a Mechanic SV of 57. His first roll is [21:4], his second is [34:9], his third is [78:4] and his fourth is [02:8]. These rolls yield 4+9-4+16 = 25. It takes Vonne 4 hours and he reaches success with that final critical—the Bard provides an added benefit that the repair is particularly well done because of the critical success.*

Assisted Rolls

Similar to cumulative rolls, sometimes a skill will allow for an assisted roll. When characters work in concert to accomplish the same tasks they use assisted rolls. There must be a lead character chosen for the activity. The ED value for the lead character counts at full value. The ED values for the assisting characters count at half value—a result of 1 is treated as a 1.

Assisted rolls receive a doubling effect for critical successes. However, only on a critical failure of the lead character is the entire activity trashed. If an assisting character suffers a critical failure, then the ED value is doubled and subtracted from the total.

The ED may not be modified on an assisted roll unless it is stated before the roll is made.

Example: *Vonne, Ghir, and Kyel are working together to burn down a large building. Each has an Arson skill of 50. The Bard has determined the difficulty value, which he has noted secretly, of 75. The duration necessary to plant the arson devices is one hour. Vonne is chosen as the lead. The first three rolls are all 'by the numbers' for a total of 45. On the fourth roll, Vonne scores a critical success with an ED of 8; however, Ghir has failed the roll with an ED of 4. This is an overall increase of 12 (2x8-4). Kyel adds his ED of 3. The total is up to 60. The group knows they're close. They've been working for four hours and have accumulated a 60 total. The Bard has not revealed the difficulty. Vonne decides to roll one more time. The group nets a result of 27. Added to their 60, they now have 87. Vonne decides to try once more, against the advice of the others. He rolls an ED of 8, Ghir rolls an ED of 7 but Kyel bottoms out with a [00:0]. Critical failure. Doubling the ED subtracts 20 from the total. (87+8+7-20 = 82) The Bard tells them that daylight is beginning to lighten the skies and Vonne decides to end the action. They set their devices and run away into the twilight. From a distance they look back to see the entire building engulfed in flames.*

It should be noted that the difficulty number is not something that the Bard commonly shares with players. They just need to keep working until they believe they have achieved enough. The Bard can provide hints, especially for newer players, to clue them in on the need to continue or not.

Trust in Ashik—but tie up your kamel!

—T'nahran Proverb

Dissonance (DIS)

The point of roleplaying is storytelling. The Bard is telling the overall tale and the Players are filling in their parts, much like a play's director and actors telling a story to an audience. In roleplaying, the audience is the composite of the Bard and Players. Most of the time the Bard is the one directing the course of action, like a symphony conductor directing the speed, tempo, and dynamics of the music.

Most often the situations of the story are declared in advance and the story plays out. However, sometimes it is necessary to act in haste, to interrupt existing action, or to add some of what can be called the 'X factor' into the situation. In the example of the symphony, this is the performer who stands up, defies the direction of the conductor, and blasts out his tune until his breath gives out. He creates dissonance.

Dissonance (DIS) is the ability of the Player, acting through his character, to take control of the story for a moment and make changes. This action must fall within certain broad guidelines, and is under the overall purview of the Bard, but still allows the Character to perform an otherwise unavailable action.

The use of DIS is determined by the possession of a symbol or a mark. We recommend using something disk-shaped, like a coin, poker chip, or Frisbee. It needs to be something obvious. This disk-shaped object is referred to as your character's 'DISk.' When you toss your DISk onto the table to initiate your dissonant action, you are 'dissing' your Bard, or another player, or an NPC.

Each character is allowed at least one use of DIS during a scene. The Bard determines what constitutes a scene. It can be a single combat situation, or a roleplaying situation in a vahna, gathering information. A scene could be the entire trip made by a caravan between two towns with several small incidents in the interim. This is left to the Bard to decide. Characters may also purchase more DIS at character creation, if they so choose.

DIS can be used in many ways, but the primary uses are as follows:

1) Interrupt. The DISk is tossed onto the table to interrupt the current action with a sudden maneuver. Most often this method is used in combat to either gain a surprising strike against an opponent or to block a strike that would otherwise land firm. You have seen in movies when the villain is about to strike the damsel and the hero stops him suddenly. You have seen when the hero is falling and somehow manages to grab a branch. You may have even seen a fight where a sudden unexpected strike turned the tide of battle. Those are all examples of how to use DIS to interrupt the flow of the story.
2) Initiate. The first strike can often be the most crucial. DIS allows you to interrupt any situation with a sudden combat maneuver without rolling for Initiative. You throw the first punch, knocking out the villain's henchman, which allows you a better chance to escape his clutches. This can even be used in a social situation to force combat—the villain dances with you in the midst of high—society, you decide to initiate combat. Just toss your DISk.
3) Assist. You can use DIS to help another character in what they are doing. Using DIS in this way allows you to make a Skill Roll against the most appropriate skill based upon your choice of action and provide half the ED (round down) as a positive modifier to the ED of your compatriot. This could be either actively helping them or through encouragement. If you are actively helping them, a skill similar to theirs is required. If you are encouraging them, then a social skill may be required. The specifics are left to the Bard to determine.
4) Aggravate. The opposite of the assist. You are hampering their action through your own. This could be tripping someone, throwing rocks at them, distracting them, or insulting their parentage. ("Your momma is a goat herder and your daddy smells of hash!") Again, the Bard determines the specific skill used in this situation and your roll provides half the ED (round down) as a negative modifier to the ED of your enemy.

There are other uses, but these are the most common methods of using DIS in a roleplaying setting.

Combat

In a savage world in which you must struggle and fight for survival at every turn, you are bound to face combat and conflict. In order to resolve these conflicts, it is necessary to slow down the flow of game time and examine each action and series of actions in painstaking detail. Some gamers live for this aspect of the experience; some prefer a less regulated mode of gameplay. With this in mind, we have taken every effort to keep the action as smooth and free flowing as possible—yet with all the details to keep those 'hack-n-slashing rule lawyers' happy.

There is no specific 'time frame' for actions to commence. It is presumed that a combat turn is between three to five seconds and each combat action takes about one second. We have deliberately migrated away from a specific time frame because we believe this complicates combat far too much for an abstraction. The flow for each combat will depend upon the players, Bard, and gaming style. Try to avoid being bogged down with the rules.

Combat Turns

Combat is defined as a series of initiative passes called 'combat turns' that are broken into segments called 'combat actions.' The sequence of who goes first and who goes last is called 'Initiative'—how quickly the characters react to the combat situation. When every player who can act has had an opportunity to do so in a single combat action, this is called an 'initiative pass.'

A combat turn begins when the characters roll their Reflexes to determine initiative. A combat turn ends when the last character has finished the last action of his last initiative pass. Each character still engaged in combat rolls his Reflexes to determine initiative for the next combat turn.

Initiative

Initiative is determined by rolling against the Reflexes attribute. If the percentile dice are more than the Reflexes attribute, then the ED value is subtracted from Reflexes. If the percentile dice are less than or equal to the Reflexes value, then the ED is added to Reflexes.

The highest Initiative has the first action, declaring and acting, then rolling for effect. This type of resolution continues until every character and combatant has acted. The advantage of acting first is significant: the character can initiate an attack and force the other character to spend their combat actions defensively. 'The best defense is a good offense' is the operative concept in this system.

When all characters involved in the combat have performed all combat actions available, the combat turn is complete and a new Initiative is rolled for the next combat turn.

Example: *Marda and Gronk are about to engage two Djezinti in a skirmish. Marda has Reflexes of 19, giving her three actions. Gronk has Reflexes of 22, giving him four actions. The Djezinti both have Reflexes of 18 and three actions. Rolling for Initiative, Gronk rolls [74:4]—resulting in an Initiative of 18; Marda rolls [11:9]—resulting in an Initiative of 28; the Djezinti roll [38:2]—*

resulting in an Initiative of 16.

Marda acts first on 28. Gronk acts next on 18 and the Djezinti act last on 16. This is one initiative pass. After three actions, Marda and the Djezinti have exhausted their actions and Gronk has one remaining action. When his last action is complete, everyone re-rolls Reflexes to determine the order of action in the following series of initiative passes of the next combat turn. This continues until the fight is over.

Initiative Ties

Initiative ties are resolved by examining the Reflexes attribute. The higher number goes first. If this is also a tie, then a simple roll-off (both roll dice until one gets a higher result) solves the problem nicely.

Combat Actions

All characters have a number of combat actions equal to their Reflexes attribute divided by 5 (round down). Any action taken by a character that requires a roll of the dice during a combat turn requires the expenditure of a combat action.

Active Defense: A character may parry, block, or dodge an attack made against them. When making an active defense, the character may spend his action for that initiative pass defending against a faster acting opponent. In addition, the defender may also spend later actions in his defense (particularly if facing more than one attacker in a single initiative pass).

Evade/Engage: A character may move a number of meters equal to Dexterity divided by 5 during a single combat action.

Fight: A character may initiate an attack against an opponent.

Skill use: A character may opt to make a skill or attribute check for a particular action—picking the locks on his bonds, spinning a Mahya, climbing a ladder, etc.

Spinning Ido: The active use of building or releasing Ido requires an SV test.

Anything that requires concentration or the use of both hands: Reading, mounting/dismounting a beast/wagon, picking up a heavy object, kissing a damsel, etc.

It may happen that a character has extra actions that their opponent does not possess. In this event, the character has, essentially, a 'free shot' against their opponent.

Common sense must be employed in all situations.

Example: *Scott declares that his character will attempt to swing across the room on the chandelier, drawing his sword in one hand and attacking one opponent, while back stabbing a second opponent on the other side. The obvious question arises: How is Scott's character holding onto the chandelier? Use common sense.*



Free Actions

Free actions are performed in conjunction with a combat action. They require no roll of the dice and simply need to be declared. In most circumstances, a single Free Action is allowed. However, certain situations may bend this rule. A character may perform any free actions that make sense to the Bard—such as nocking an arrow while shouting "Look out!" and then firing that arrow at the enemy as a combat action. It would not make sense, however, for a character to draw a sword, nock an arrow, and accept a blow from an enemy simultaneously. Nor would it make sense to nock an arrow, fire it, and then nock a second. Common sense should always be applied.

Drawing or readying a weapon: A bow slipped off the shoulder, a sword pulled from its scabbard, a log pulled from a fire—any swift action to draw or ready a single item.

Passive defense (taking the hit): A character may simply take no action and let his armor absorb a blow.

Reload missile weapon: This includes nocking a single arrow, loading a sling with a stone, and drawing a crossbow bolt from a quiver—but cocking a crossbow requires multiple combat actions.

Speak (a few short words or syllables): This is left to the Bard to determine what makes sense in the flow of events.

Modes

During a combat turn, you may choose your posture. This posture determines the focus and mode of your actions for the entire combat turn—no matter what specific activity is chosen for the individual combat actions. A mode may not be changed except with a new initiative.

All Out Attack: A character may focus all his attention on the act of attacking an enemy. This conveys +20 SV for the attacks during that combat turn, and -20 SV to the defensive actions during that combat turn.

All Out Defense: A character may focus all his attention on the act of defending against an enemy. This conveys +20 SV for all defensive actions during that combat turn, and -20 SV to all attacks during that combat turn.

Concentration: A character may choose to focus his mind or will on something to the exclusion of all other activities. The activity receiving the concentration must be stated. This conveys +10 SV to the activity involving concentration, and -20 SV to all other actions. There is an added benefit that any roll for breaking concentration also receives the +10 SV bonus.

Free: No mode affects the actions of the character. Every action taken is at base SV.

These modes are cumulative with other actions, even those that appear contradictory. Because these modes affect the entire combat turn, they apply their modifiers to all the combat actions in the turn.

Surprising Actions

During face-to-face encounters, there are certain situations that can present themselves to an astute combatant. These are openings and off-guard moments that rarely exist for more than a brief moment. Some maneuvers can actually create these interludes of opening—though the number of variables are so vast, they are seldom planned.

Any time a critical success is rolled on initiative, the player making the roll gains a 'surprising action.' This is an action that the opponent is not expecting. The player who exercises the surprising action cannot use their 'main attack,' nor can they use the immediately preceding strike. Instead, a different attack is chosen.

Example: *A sword strike followed by a shield bash, then using the surprising action, the assailant slams his elbow into his opponent. It is not the 'main attack', nor similar to the preceding assaults. It is a surprise.*

The Bard can assign a difficulty based upon any number of variables of his choosing. The action may be penalized, bonused, or left alone only by the Bard based upon his appreciation of the situation. The attack is otherwise unmodified.

A surprising action can only be blocked by another surprising action. No other active defense is allowed. Short of a raw failure on the part of the attacker, the action will succeed. If a surprising action is not used on the initiative pass where it is earned, it is lost.

Example: *Marda rolls her initiative against Reflexes of 19. Her roll is [01:4], it is a critical success. For her first (of three) actions, she strikes with an axe slash to the neck of her opponent—who dodges the attack. On her second action, she thrusts with the pointed axe—head and catches her opponent with a minor wound in the abdomen. Pressing her attack, she uses her surprising action and follows the thrust with a knee to the groin. Although the thrust did only minor damage, the surprising action yielded a massive stun result. Her enemy staggers, losing his next action—which allows Marda the opportunity to slash at his neck again—an action that wins the fight for her.*

Example: *Marda and her opponent both roll their initiatives and are awarded surprising actions. Seeking to take swift control of the situation, Marda lashes out with a slash of her ax. Her opponent manages to riposte her attack. She takes a minor scrape across her belly with his sword-point. He presses the attack, spending his surprising action to land an elbow across her jaw. Marda spends her own surprising action to counter the blow, ducking and spinning. Her next attack swings her axe into the thigh of her opponent, nearly severing his leg.*

Surprising actions may also be used to change the chosen mode in the middle of the initiative pass. Normally the mode is chosen only when initiative is rolled and remains in effect until the end of the initiative pass. With the advantage of the surprising action, your character can change this in mid-stride.

Example: *Mk'ahr Thur, the Ch'ak warrior, has been fighting a battle with an enemy who is more skilled. In order to protect himself, he has been using the All Out Defense mode. This has thus far succeeded in saving his small, rock-hard glutes from damage.*

Mk'ahr Thur manages to gain a surprising action on his next initiative pass. Instead of using a second attack, he decides to change his mode on his second action to All Out Attack. He presses the attack with his bonuses and manages to turn the tide of battle.

Missile Combat

Missile weapons are handled no differently—the range to the target provides a modifier to either SV or ED. In some cases, both values are modified. Players may call shots—targeting specific areas of their opponent—which makes their shot more difficult, but the wound more severe. They may also take aim, making the shot easier to succeed without having to sacrifice the value of the ED.

Ranges are broken into 4 categories for missile weapons: short, medium, long, and extreme. Each weapon has its own range values.

Modifiers

Under various circumstances, the Bard will need to modify the SV tests made by the players. These can be situations involving combat, social interactions, or changes to vision.

These modifiers are merely guidelines for the Bard. The player should note that while we provide these modifiers as a suggestion and as a guideline, the Bard is the ultimate judge. He is free to alter these numbers in any way, shape, or form to fit his game world. We urge you not to toss these into his face. Characters have been known to mysteriously die in their sleep after such circumstances. (Rumor has it that the Bard is actually the leader of the Guild of Five. You have been warned....)

Basic Damage Resolution

The result of combat is nearly always damage and injury. This is reflected numerically for game terms, but will be put into descriptive understanding by the Bard.

	Combat Modifiers	ED	SV
Vision Modifiers	Fog / Rain / Smoke (Light)		-18
	Fog / Rain / Smoke (Heavy)		-25
	Fog / Rain / Smoke (Thick)		-33
	Full Darkness		-80
	Glare		-18
	Minimal Light		-33
	Mist		-12
	Partial Light		-25
Melee Modifiers	Called Shots:		
	Abdomen, Chest, Thigh	+1	-7
	Elbow, Foot, Hand, Knee	+2	-12
	Head, Groin, Vitals	+4	-18
	Eye, Throat	+5	-25
	Multiple Opponents (per Opponent)		-12
	Opponent Prone	+1	+7
	Opponent Stunned	+1	+12
	Superior Position		+3
	Using Off-Hand		-7
	Weapon Longer / Shorter per 15cm		+7/-7
Missile Modifiers	Aimed Shot per Action (max 5)		+3
	Attacker in Melee (per Opponent)		-12
	Attacker Elevated		+12
	Attacker Braced / Kneeling / Prone		+7
	Attacker Walking		-7
	Attacker Running		-25
	Called Shots:		
	Abdomen, Chest, Thigh	+1	-12
	Elbow, Foot, Hand, Knee	+2	-18
	Head, Groin, Vitals	+4	-33
	Eye, Throat	+5	-50
	Blind Fire		-50
	Target Behind Cover (Partial)	-1	-7
	Target Behind Cover (Heavy)	-2	-18
	Target Elevated		-12
	Target Prone		-18
	Target Running		-18
	Target Stationary		+3

There are two types of damage: shock and lethal. Shock damage causes a character to become more and more stunned, but is recovered very quickly (one point is recovered for every combat turn in which no additional damage is received). Lethal damage is an actual injury sustained that removes a life point from an injury zone on the character. This damage takes much longer to heal.

Shock Damage

Shock damage does not cause injury, per se. Instead, it reduces the value of the Consciousness rating. Nearly every attack causes some form of shock damage. Consciousness reduced by shock is restored at a rate of 1 point every combat turn—so long as the character sustains no additional shock or lethal damage. If additional damage is sustained, this must be dealt with accordingly and the restoration is halted.

If the character sustains more shock damage than his Consciousness rating, he falls unconscious. Each combat turn, a point is restored to Consciousness as noted above. In order to awaken from unconsciousness, however, a successful Consciousness check must be made.

Head Trauma

Any time physical damage is taken to the head, a Consciousness check must be made to determine if the character remains conscious.

Two conditions must be met for the above roll: the SV must be achieved and the ED must be greater than the amount of physical damage sustained by the Head from that particular blow.

If the roll fails, then the character is unconscious. Each subsequent combat turn, the character may retry the Consciousness check—on a successful roll, they awaken. (A critical failure on the consciousness roll results in a brain hemorrhage: the character loses 1D10 from each Mind attribute.)

Example: *Marda the thief is smashed in the head with a club in the beginning of combat. Her Consciousness Rating is 40. The club inflicts 2 points of physical damage to the head and 2 points of shock damage. She will roll SV against Consciousness (40). Because she has lost 2 life points in her head, she must roll at least a 3 on the ED.*

Marda rolls [27:1]. The SV succeeds, but her ED is too low. Marda falls unconscious due to the hit. She will be able to re-attempt this roll at the beginning of each combat turn until she awakens.

It should be noted that if Marda had stated, before the roll, that she was taking a deliberate -20 to her SV, she would have been guaranteed a +2 to her ED (enough to stay conscious). The roll would still have been successful and with enough effect to have kept her awake.

Flesh Damage

When an attack has landed, the damage of the weapon is translated to the target. Each weapon has a different damage result and the ED of the attack augments this result. The higher the ED value, the more significant the damage.

Armor reduces the effect of the damage. It is possible for a successful attack to land and the armor deflect all damage. As in normal skill resolution, any time the modified effect is reduced to zero or less, there is no damage. (Sometimes armor suffers damage itself and becomes useless.)

Under the Basic Damage Resolution system, your character has a total damage capacity equal to 2x Stamina, plus Strength.

Total Life Points = (2xSTA) + STR

Blood Capacity

Your character also has a total blood capacity equal to his Consciousness attribute.

Blood Capacity = Consciousness

This system is much more abstract and less detailed for those who enjoy resolving combat quickly and in a less detailed fashion in order to return to the story. For more detailed damage resolution and combat results, consult the Advanced Damage Resolution section.

Overflow Damage

Overflow is caused any time a single wound exceeds 10 points of damage. The initial 10 points are reduced from the Flesh Damage pool and the overflow is treated as critical wounds to the area that was struck. This overflow damage is detailed more fully below.

All damage is calculated using the ED value of the attack, subtracting the ED of the defense, plus the bonus for a weapon and/or the negative for armor. Additional strength damage is also factored in for all melee and hand-to-hand contests.

Damage Summary

It is important to remember the type of damage dealt to the target when calculating the modifications to the effect. Armor deflects different types of attacks to varying degrees. Weapons, too, may cause several different types of damage.

In general:

1) Weapons add to the attacker's ED, increasing damage.
2) Armor subtracts from the attacker's ED, making damage less severe (or non-existent).

Advanced Damage Resolution

The Advanced Damage Resolution requires a little more accounting and thought, but is more detailed. It is also a more abstract system that uses the ten life points for each injury zone to represent a 'percentage' of damage. If you take 4 points of damage, you are operating at a 60% capacity. The random hit location chart can also be used to affect a storyline concept in the combat. If a hand is targeted, it will still diminish the life points for the arm, but is likely to cause the character hit to drop their weapon.

In addition to the detailed injury zones, Advanced Damage Resolution provides wound penalties for actions, critical hit details and different damage types.

Random Hit Locations	
Location	Roll
Head	01-09
Neck (Critical)	10
Left Shoulder	11-15
Right Shoulder	16-20
Left Elbow/Arm	21-25
Right Elbow/Arm	26-30
Left Hand	31-32
Right Hand	33-34
Chest	35-60
Abdomen	61-75
Vitals (Critical)	76-77
Groin (Critical)	78-80
Left Hip/Thigh	81-85
Right Hip/Thigh	86-90
Left Knee/Calf	91-93
Right Knee/Calf	94-96
Left Foot	97-98
Right Foot	99-100

Injury Zones

Each injury zone of the body has 10 levels of flesh damage that it can sustain—these are called 'life points.' The amount of flesh damage that is inflicted is recorded on the character record for each injury zone. If a single injury zone sustains 10 points of flesh damage, it is considered crippled, but it is still attached to the body. If it sustains any damage beyond this point, it is considered 'overflow damage' or 'critical damage.'

There are eight specific injury zones on the hominid body:

Head: Everything above the shoulders. The brain, eyes, and throat are the most sensitive portions—though protected by small size and hard skull bones. Critical hits to this area are typically permanent and debilitating. Any time the head takes damage, a consciousness check must be made.

Arm: Everything from the shoulder down to the hand. Damage to the shoulder can affect both the arm and the chest. There is also a nexus of nerves in the armpit that can cause paralysis.

Chest: Everything protected by the ribcage. There are significant vital organs in this area, notably the heart and lungs. The ribcage does provide some protection to the organs. This is one of the most common generic targets.

Abdomen: The belly from below the rib cage to the mid-point of the pelvis, just above the groin. Vital organs in this area are virtually unprotected. A penetrating wound in this area of the body usually results in a very painful death from infection and blood loss.

Groin: This includes the small area between the legs that, on hominids, is the heart of the reproductive organs. Male hominids suffer particular difficulty when an attack lands in this area. Even mild attacks to the groin can cause excruciating pain.

Leg (left/right): This includes the hip and the upper thigh down to the foot. The most significant concern for damage in this area is the artery inside the thigh that can bleed a hominid to death in seconds if severed. Also, the Achilles tendon, located further down the leg can make it impossible to walk or stand if severed. This is a common attack made by thugs and brigands to incapacitate someone in order to steal their valuables.

Critical Hits and Overflow Damage

There is one significant difference between damage and skill resolution: it is possible to have a result greater than 10 for the damage result. Effect above 10 is not lost, but serves to cause 'overflow damage.'

Damage of this type is sometimes referred to as 'critical hits.' Indeed, it is possible to cause overflow damage without actually diminishing all life points in an injury zone due to a remarkably good strike. Overflow damage comes in three categories:

1) Bone Damage
2) Nerve Damage
3) Blood Damage

Bone Damage

Each injury zone has five additional levels of damage that it can endure. These represent how much damage the bone structure for that area has sustained. The five levels correspond to the following descriptions: bruised, sprained, cracked, broken, shattered. Each damage level indicates how seriously damaged the bones are—and how much additional healing time is necessary.

Bone damage may have crippling effects upon attributes. Consult the healing section for details.

Nerve Damage

Even beyond the additional bone damage levels, each injury zone has five additional levels of damage representing the nerves. These are much more serious than bone damage overflow for one significant reason: they can rarely be healed. Once the nerves are destroyed, they are gone forever. Each level of nerve damage corresponds to the following descriptions: slow, twitch, impaired, marred, useless.

Nerve damage will have crippling effects upon attributes. Consult the healing section for details.

Blood Damage

The humanoid body has a finite amount of blood within it—and will bleed out if ruptures to the cardiovascular system are not closed. Blood damage indicates that a major artery has been severed causing blood loss and continuous bleeding. Blood damage is ticked off against the Blood Damage Pool.

Damaging Effect

SV Mod: Each life-point of flesh damage sustained; applies to all skills.

-1 Each life-point of bone damage sustained when using the wounded injury zone or an adjacent injury zone.

-5 Each life-point of nerve damage sustained when using the wounded injury zone.

-7 Each life-point of nerve damage sustained to the head; applies to all skills.

-10 If you sustain enough blood damage to reduce the Blood Damage Pool to zero, you automatically pass out. Suffice to say, however, that you are standing at death's door if you reach this point. You may yet live, but you are out of the battle. How long you have to live, any impairments, and how likely you are to die, will be covered in the healing section. In general, you will live for a number of minutes equal to your original rating for the Blood Damage Pool unless you receive medical assistance.

Pain Modifiers

Sustained injuries will cause pain, sometimes debilitating. For each life point your character loses, reduce all SV values by one for any action using the damaged injury zone. For each point of bone damage sustained, reduce all SV values using the damaged and adjacent injury zones by five. For each point of nerve damage sustained, subtract seven from all SV values associated with that body part—unless the damage is to the head, in which case, the reduction is to all SV values.

Note: **Nerve damage is rarely healed. You might as well record these reductions permanently on your character sheet.**

Damaging Effect	SV Mod
Each life-point of flesh damage sustained; applies to all skills.	-1
Each life-point of bone damage sustained when using the wounded injury zone or an adjacent injury zone.	-5
Each life-point of nerve damage sustained when using the wounded injury zone.	-7
Each life-point of nerve damage sustained to the head; applies to all skills.	-10

Types of Damage

There are various types of physical damage that can affect the body. Each type of damage is unique in how it affects the body and in healing. The most common types of damage are Slice, Impale, and Crush. Most combat situations will involve these types of wounds.

Slice/Cut: Slicing damage is done with a sharp, typically bladed, device used in a slashing motion. While the initial cut can be severe, there is further possible damage from the wound tearing. Critical hits result in additional blood damage equal to the ED of the initial attack.

Impale/Penetration: Puncture type damage. A pointed object is thrust into the flesh. Wounds of this nature have a greater tendency to cause internal damage, organ damage, and internal bleeding. Impaling wounds also carry with them more of a chance for a character to go into shock. Critical hits result in additional shock damage equal to the ED of the initial attack and ED-5 blood damage.

Crush/Concussion: Crushing wounds are caused through blunt trauma. A flat object smashes into the target. Sometimes the flesh is broken, but often not deeply. Bruising is common. Internal injuries can be hidden by the lack of obvious wounds. Critical hits result in additional bone damage equal to the ED of the initial attack.

Burn: Heat and fire damage to the body, most often caused by flame. The flesh cooks, desiccates, and burns. Burns can be severe. The body has difficulty repairing burn damage. The burned flesh dies—thereby killing off the natural restorative qualities of the body in that area. Critical hits result in additional nerve damage equal to the ED of the initial attack.

Freeze: Frozen flesh dies. The water in the cells crystallizes, puncturing the cell walls and membranes, destroying all life functions. Frozen flesh will not repair itself. Critical hits result in additional nerve damage equal to the ED of the initial attack.

Electrify: The central nervous system is electrical. This is the area most prone to damage from electrocution. Once the central nervous system is destroyed, the signals necessary to control or repair cannot get through. Critical hits result in additional nerve damage to the hit location and two other hit locations in direct contact equal to the ED of the initial attack minus 5 (ED-5).

Dissolve: Usually caused by chemicals that break down molecular bonds, dissolving attacks melt the body as with an acid. The body cannot repair what is no longer a part of the whole. Critical hits result in additional overflow damage, spread evenly between blood, bones, and nerves, equal to double the ED value of the initial attack (EDx2).

Falling: There are so many ways that someone could fall and injure themselves that listing them borders on the ridiculous. A good rule of thumb for damage sustained in a fall is to have the character roll against Acrobatics (or, lacking Acrobatics, a raw Dexterity test). The character will take a number of points of damage equal to the distance fallen in meters less the value of the ED rolled on the Acrobatics or Dexterity test. This damage is applied to the area of the body that strikes first. Excess damage will move to other areas of the body for long falls. A failed roll indicates that half the damage is automatically Bone Damage. Armor is of limited benefit, providing up to a maximum of two points protection from crushing damage.

(Meters Fallen) - (Acrobatics or Dexterity ED) = Damage

Suffocation: Once deprived of air, your character can survive for Stamina / 3 minutes. Breath Control can extend this as per the skill description. After the maximum time has been reached, the character will suffer 1 point of Nerve Damage to the head for each additional minute. Brain death occurs when there are no remaining points of Nerve Damage in the head.

Encumbrance and Fatigue

You may carry a finite amount of equipment before it begins to drag you down. Your level of encumbrance is equal to your Stamina (in kilograms). Anything carried or worn applies to this total. Encumbrance adds to fatigue.

The activity level of the character determines fatigue. This is a cumulative value that increases with each hour of activity performed. Fatigue can directly affect the character's Stun. Overflow fatigue is tallied against Stun and cannot be removed from Stun until the character is fully rested. Many factors cause fatigue. The Encumbrance and Fatigue Guidelines chart will help Bards ascertain how fatigued you are.

Handedness

You have a normally dominant hand; it can be either left or right. Pick one. The other hand suffers a -25SV and -2ED. (Note that if you pick the left hand, you can possibly suffer the above penalty of -1ED for right-hand oriented tools.)

SKILLS

Below you will find a detailed listing of abilities, knowledge, and skills. Many of them overlap; some may even appear repetitive. It is important that you understand the philosophy—there are many ways to accomplish the desired result. Use your creativity and devise different combinations to achieve the same end. Ultimately, however, remember—the means you choose determine the nobility of the cause.

Example: *Marda the thief wants to get past the town guard at the gate. She decides to pretend she is an important dignitary. However, she does not have the skill of 'impersonation' so she relies upon her skill of 'bluff.' The Bard considers it and applies a -15 modifier based upon the difficulty of the situation. If Marda had used 'impersonation' and had some kind of supporting evidence that she was a dignitary (even a forged document), the negative modifier would have been lower—or non-existent.*

Encumbrance and Fatigue Guidelines	
Encumbrance Value	Fatigue
Up to stamina	X1
Stamina up to 2X Stamina	X2
2X Stamina up to 3X Stamina	X3
More than 3X Stamina	X5
Combat Activity	
Each combat turn beyond Stamina value	+1
Continuous Activity per Hour	
Climbing / Heaving / Lifting / Running	+4
Jogging / Paced Activity / Research / Study	+2
General activity / Walking	+1
Per hour in excess of Stamina value	+2
Rest and Sleep	
One Hour of Rest / Sleep	-1 / -2
Two Hours of Rest / Sleep	-3 / -5
Three Hours of Rest / Sleep	-7 / -10
Four Hours of Rest / Sleep	-10 / -20
Five Hours of Rest / Sleep	-15 / -30
Six Hours of Rest / Sleep	-21 / -50

Success Values

Skills are listed with a base attribute. The attribute represents the natural affinity for that type of action possessed by the Character. A more dexterous Character will naturally be better with physical skills that demand flexibility and fluidity of motion. When calculating the SV for any skill, the value of the base attribute is figured into the total.

Prerequisites

Sometimes skills also list a prerequisite. This is a skill that the Character must possess in order to learn this specific skill. It is also a means to determine related skills at a glance in order to calculate certain modifiers for game situations. To fulfill the requirement of a prerequisite, the character must have at least a level 10 in the necessary skill.

Unskilled Use

Using a skill one has not trained in or learned is possible. It carries with it a -5 ED with no corroborative increase in SV. Your unskilled character will roll against the base attribute for that skill and face a severely reduced effect. In the bulk of cases, the skill attempt will be unsuccessful—in those instances where it does succeed, it will still be ineffective in 50% of attempts.

Cascade Skills

Cascade skills are those skills that are related to one another in their function, yet different enough in how they are performed that they are a separate skill. For example, Deceit and Con are both used when trying to convince someone of a falsehood. Deceit, however, attempts to convince them through careful telling of the truth without any overt lies. Con has no such stipulation and typically involves lies.

At the end of character generation, total the number of skill levels learned within a Cascade. One quarter of these skill levels may be used as a bonus to other skills in the cascade. These bonuses are made directly to the skill level of the other skills. Bonuses used in this way may not increase the skill level above 50.

Related Skill Use

Any skill within a cascade is considered 'related' to other skills in the same cascade. You may default to another skill that your character does not know as if you know the skill—but with no skill levels of training. That is, you do not suffer the negative for 'unskilled use' and may roll directly against the attribute.

Cascades

Artifice: Acting, Bluff, Bribery, Con, Deceit, Diplomacy, Fast Talk, Negotiation, Persuasion, Presentation

Athletics: Acrobatics, Balance, Climbing, Falling, Juggling, Jumping, Lifting, Rappelling, Running, Sprinting, Swimming, Swinging

Conceptual Art: Calligraphy, Carving, Drawing, Jeweler, Painting, Sculpting

Covert: Lurking, Stalking, Stealth, Tracking, Trail Signs, Traps

Literary: Economics, Geography, Heraldry, History, Journalism, Literature, Rarities, Research

Musical: Composition (Music), Melismatic Technique, Musical Notation, Musician (Specific), Poetry, Singing

Machine: Construction, Jury-Rig, Locksmith, Mechanic, Pick Locks, Traps

Reason: Analysis, Cold Read, Enigmas, Investigation, Logic, Mathematics

Supernatural: Meditation, Mysticism, Occultism, Philosophy, Psychology, Religion, Superstition, Theology

Specializations

Skills are broad topics of training or knowledge that cover different specialized understanding. At any time, you may elect to specialize the skill of your character. This specialization provides the benefit of +2 ED when using that specialty and -2ED when working outside the specialty.

Specializations are not listed because their sheer number and specific use in a particular campaign can be multitudinous. We encourage you to use specializations as a means of fleshing out the background of the character, but please consult with your Bard before setting your sights on something specific.

Some skills require a specialization. For these skills, there is no corresponding increase to the ED. However, moving away from the specialization still incurs a -2 ED, as above.

Skill List

Skills are listed with their 'controlling' attribute, their type, and any prerequisites. As noted above, to determine your character's SV with any given skill, add their skill levels to the controlling attribute.

Prerequisites must have a minimum of 10 skill levels, unless otherwise indicated. The prerequisites also provide a storyline for character understanding. When alternate prerequisites are listed, they provide a roleplaying handle for displaying character knowledge. A low technology healer who learned Pharmacology through Herbalism will not act in the same way as one who is trained in Chemistry and Mathematics. Keep these subtle changes in mind when choosing the path taken to certain skills.

The function and capabilities of the skills—regardless of the path taken in their learning—is functionally identical. That is, Pharmacology results from a roll with a background in Chemistry and Mathematics will yield the same results or information as the roll made from the Herbalism background.

Accounting

Attribute: Intellect **Type:** Intellectual
Prerequisites: Business, Mathematics

Accounting is the ability to record and track income, expenditures, assets, and liabilities for a business. It is not simply recording entries in a logbook or keeping records. It is the detailed understanding of multiple accounts, expenses, debits, credits, amortization, etc.

Using the Accounting skill, you can record transactions or decipher others' transactions. The ED determines how completely the information is determined. Cumulative rolls are not only allowed, but typical—though only at Bard discretion.

Prerequisites require an understanding of Business operations and Mathematics.

Acrobatics

Attribute: Dexterity **Type:** Physical
Prerequisites: None

Acrobatics allows fluid motion, twists, spins, cartwheels, leaps and fancy techniques. It is a common skill for entertainers. Any 'flashy' action made by your character must test versus Acrobatics.

Acrobatics can also be used as a type of Dodge skill, though it does not receive the advantage of a free action as Dodge does. When used as a Dodge, the ED subtracts from the ED of the attack before damage is added to the roll. If the result is 0, then the attack missed and damage is not calculated.

Acrobatics can also be used as a combat technique. Substitute the Acrobatics roll for the combat skill. The bad news is: only half the ED may be used in the attack. The good news: it cancels the ability for a free action to be spent in defense. Only an active defense may be made against an acrobatic attack.

There are no prerequisites for Acrobatics.

Acting

Attribute: Charisma **Type:** Social
Prerequisites: None

Acting is the ability to convince others that you are something you are not. It can be used professionally to portray a character on stage or to manipulate the attitudes and perceptions of another person. It may be substituted for a deception skill according to the rules for Related Skills.

In a situation where your character is performing on-stage, the result of the ED determines how dramatically your character has acted. If it is a street performance, this number could translate out to the amount of quid earned for the performance. If it is a more involved production, it could be the result in the local post about the character's performance.

In a more one-on-one situation, or where your character is trying to deceive another, it will be an opposed test. The opposed roll is against the other person's Observation skill—or, if they have it, Detect Lies. When used in this way, it should be noted that your character is testing against his skill at pretending.

There are no prerequisites for Acting.

"They're gonna stop us..." Vonne whispered.

"No, they're not. Just act natural," Mussa answered.

The Bard interjects, "Okay, Tom (Vonne), roll your Acting skill to 'act natural'. Bill (Mussa), you too."

"I have Bluff." Bill says.

The Bard thinks about it. "You're not really bluffing...yet. Right now, you're acting like one of the crowd. Roll against Charisma, but I'll give you a +7 bonus because there are seven people right there near you."

Ambush

Attribute: Resolve **Type:** Combat
Prerequisites: Camouflage, Hide

Ambush allows your character to devise, plan and execute an ambush at every level. Whether looking for a location or hiding those who lie in wait, this skill will provide a bonus to a surprise attack. It is also used to detect an ambush.

When preparing the ambush, the ED provides an added modifier to Observation tests made to notice the trap. If undiscovered, the ambushing attackers receive double the ED added to Initiative for their attack. If the surprise attack is discovered, the ambushing attackers receive ED-2 as a bonus to initiative.

Anyone who has the Ambush skill may desire to thwart surprise attackers. It is an opposed test. Whichever side wins the test gains the initiative bonus. Essentially, the ambushers become ambushed themselves.

In order to Ambush successfully, your character must have a working knowledge of camouflage and hide.

Analysis

Attribute: Intellect **Type:** Intellectual
Prerequisites: None

Analysis is the talent of studying the available evidence and arriving at a conclusion to solve a problem. It is used by merchants to study their business, investigators to solve crimes, and explorers to help make life or death choices.

Most often, analysis requires cumulative study of a situation, scene, or evidence. Rolls are made at certain intervals determined by the Bard, and the ED totals are added together. When some threshold of value has been reached, the information is available to your character. This represents the time and focus required studying a situation and thinking through all the ramifications. It is unusual to have a time frame of less than one hour of game time between rolls—and more likely to have a single roll allowed for a single day of study. Whatever the duration of time, no other activity is allowed during this time.

Analyses also benefit from combined effort. Many minds focused on the details can assist one another in finding the truth. That is the ultimate focus of Analysis.

Analysis carries no specific prerequisite, though the ability to think logically is strongly suggested.

Specializations are by the type of usage: Accounting, Merchant, Criminal, Information, etc.

Anatomy

Attribute: Intellect **Type:** Medical

Prerequisites: Biology, Physiology

Anatomy is the understanding of the internal placement and working of the organs. Knowledge of nerves, circulatory, and cardiovascular systems are intrinsic to this skill. It can be used to diagnose and provide healing care for many levels of injury or illness.

There are many, many specializations of Anatomy—each race, each function, each system. The Bard should also consider how familiar your character is with variant humanoid forms to apply appropriate modifiers.

Knowledge of Anatomy can be used to help heal certain types of wounds, particularly anything involving the circulatory system or systemic infections. A successful Anatomy roll can restore a number of life points equal to the ED rolled for each hour of treatment, with a maximum of four hours of treatment in a day. The healing must be distributed as evenly as possible. Again, the emphasis is on systemic, not specific, healing, and the focus is on infection or circulatory problems, not wounds.

Anatomy requires an understanding of both Biology and Physiology.

Specializations for Anatomy include: Syl, Human, Rolen, Satae, Circulatory Systems, Infectious Diseases, etc.

Animal Handling

Attribute: Insight **Type:** Animal

Prerequisite: None

Animal Handling is the basic talent of reading and understanding the nature of animals. All skills with animals, from training and breeding to riding, are ultimately based upon understanding the nature of the animal. General maintenance is also an aspect of Animal Handling.

Animal Handling can be used much like an empathic communication with an animal. Your character will be able to make a roll against Animal Handling to read the emotional state of an animal. It can also be used to attempt to calm an excited or nervous animal.

There are no specific prerequisites for Animal Handling.

Specializations are by the type of animal to be handled: Horses, Jugals, Camels, Phah'loks, etc.

Animal Husbandry

Attribute: Insight **Type:** Animal

Prerequisite: Animal Handling

Animal Husbandry is the study of breeding and caring for animals. Everything from what foods they eat to minor healing methods is found herein. This skill is necessary for your character to effectively understand the nature of animals. It is necessary to know Animal Handling in order to effectively train and heal using Animal Husbandry.

Specializations for this skill are specific by the type of the animal (as with Animal Husbandry) or the type of activity: Healing, Breeding, Shepherding, etc.

Animal Training

Attribute: Insight **Type:** Animal

Prerequisites: Animal Husbandry

Animal Training is the skill of teaching an animal to respond to commands and perform tricks. Animal Training takes a very long time. Each individual trick or skill must be painstakingly drilled and trained into the animal.

Most often, training will take place over many months. Cumulative training is necessary for each trick. The Bard will assign a difficulty number for each trick, depending on its complexity. If the animal is particularly unyielding or belligerent, the Bard may require an opposed test versus the intelligence of the animal.

It is necessary to understand the nature of animals in order to train them, therefore, Animal Husbandry is a prerequisite.

Anthropology

Attribute: Intellect **Type:** Intellectual

Prerequisites: History, Psychology

Anthropology is the study of the hominid, including all the variant races, as an animal form. It is the study of hominid physical character, historical and present geographical distribution, racial classifications, group relationships, and cultural histories. It includes the study of the sociological elements within cultures and their racial identities. It also includes the teachings of religious understandings and the perceived destiny of hominids in their relationship with god(s).

Your character can use the Anthropology skill to gain insight into the way an unknown group, culture, or race thinks based upon those things they hold dear. A brief study using the principles of Anthropology can provide valuable insight to a trained Anthropologist.

Specializations are based upon the specific cultures by type: Renizant, Skulae, Dry Denizens, etc.

Appraise

Attribute: Perception **Type:** Intellectual

Prerequisite: Ciphering or Mathematics

Appraise is the skill of understanding the value of items in relation to other items. It is the skill used to determine the worth of something relative to a currency understood by the appraiser.

It is not necessary to read or write, nor to know® classical mathematics. Ciphering is all that is necessary in order to appraise an item correctly.

Specializations are based upon the type of things appraised: rarities, artwork, weapons, armor, etc.

Archaeology

Attribute: Intellect **Type:** Intellectual

Prerequisites: History, Literature

The scientific study of extinct peoples or of past phases of the culture of historic peoples through recovered skeletal remains, fossils, and objects of previous sentient workmanship.

It is necessary to have a full understanding of History and Literature in order to learn Archaeology.

Specializations for this skill are specific by the culture, period, or even specific type of artifact.

Archery

Attribute: Dexterity **Type:** Combat

Prerequisites: None

Archery is the skill of using a bow and arrow to hit a target. This skill is used for all hominid-sized bows. Bows are rated on a maximum strength value and strength is used to determine the maximum effective range.

Slingshots use the same skill as Archery.

Architecture
Attribute: Intellect **Type:** Craft
Prerequisites: Drawing, Mathematics

Architecture is the skill of designing large structures—from granaries to palaces, from warehouses to ships. This skill is also useful in analyzing the design of a structure to determine if there are hidden chambers.

It is necessary to understand Mathematics (specifically Trigonometry and Geometry) and Drawing in order to properly design structures.

Arson
Attribute: Intellect **Type:** Intellectual
Prerequisites: Architecture

Arson is the skill of setting fires and/or designing and placing devices with the intention of burning down a structure. The Bard will assign a difficulty number which must be achieved through cumulative or assisted rolls.

Architecture is necessary in order to successfully set fires and place devices to bring down a building successfully.

Astrology
Attribute: Intellect **Type:** Intellectual
Prerequisites: Mathematics, Observation

Astrology is the study of the appearance of the heavens—stars, planets, sun, moons, constellations, etc. Determining dates and times is quite easy for someone with training in Astrology. Some use Astrology to predict the future through complex mathematics.

Astrology does not convey any realistic ability at predicting the future whatsoever. But don't tell that to the illiterate masses! Combined with an appropriate Cold Read skill and a little Presentation, you can be the next Miss Cleah!

In order to calculate properly the complex mathematics necessary to create an astrological chart, your character needs a solid background with Mathematics and enough Observation to study the heavens.

Astronomy
Attribute: Intellect **Type:** Intellectual
Prerequisites: Mathematics, Observation

Astronomy is the study of the items that make up the heavens—stars, planets, moons, comets, asteroids, galaxies. It is not used in an attempt to predict the future—except, perhaps, in the analysis of a trajectory to determine if there will be a likelihood for an impact.

On the world of T'nah, predicting impacts can be a highly sought career for an advisor on a ruler's staff. Any predictive ability provided by Astronomy is based entirely upon actual plotted trajectories and orbits through Observation and Mathematical calculations (which are the prerequisite skills for Astronomy).

Astrophysics
Attribute: Intellect **Type:** Intellectual
Prerequisites: Astronomy, Physics

Astrophysics is predominantly interested in studying the reasons for the universe. The theories behind the formation of stars, planets, solar systems and galaxies are the purview of this skill.

Astrophysics is to Astronomy what Physics is to Mathematics. It requires an understanding of both Astronomy and Physics.

Automatic (Type)
Attribute: Strength **Type:** Combat
Prerequisites: Pistol, Rifle, Flechette, or Gunnery

Automatic is the skill used to operate a rapid-fire weapon. The type is defined as pistols, rifles, flechette, or heavy weapons (typically belt fed). This skill requires a certain level of technological understanding.

Balance
Attribute: Dexterity **Type:** Physical
Prerequisites: None

Balance conveys to your character the ability to maintain his equilibrium even in extreme circumstances.

Beast Flight (Specific)
Attribute: Resolve **Type:** Animal
Prerequisites: Animal Handling

Beast Flight is the skill necessary for guiding and directing a flying animal while it is being ridden. Each skill is separate based upon the type of animal and specializations can be taken for each specific animal.

Beast Flight requires a prerequisite knowledge of Animal Handling.

Bemuse
Attribute: Charisma **Type:** Social
Prerequisites: Instinct, (Acting or Oration)

Bemusing antics have been the delight of humans for their entire history. This is the professional skill of jesters and clowns, comics and comedians. Whether choosing a vocal medium (oration: jokes, stories) or a physical medium (acting: miming, pratfalls), these humorous antics are bound to attract onlookers—and distract on looking guards. <wink, wink>

Prerequisites include Instinct and either Acting or Oration, depending on the type of bemusing activity being performed.

Bicycle
Attribute: Dexterity **Type:** Vehicle
Prerequisites: Balance

Bicycle provides your character with the ability to ride a two-tandem-wheeled, muscle-powered vehicle.

It is necessary to have the prerequisite of Balance in order to learn to ride a bicycle.

Biochemistry
Attribute: Intellect **Type:** Medical
Prerequisites: Biology, Chemistry

The study of the biology in relation to life processes, both plant and animal. Biochemistry can help to diagnose infectious diseases and restore function.

Biochemistry requires a prerequisite knowledge of Biology and Chemistry.

Biology
Attribute: Intellect **Type:** Intellectual
Prerequisites: None

Biology is the basic understanding of life-plant and animal. A Biology test would determine whether a tree was dying, an animal was sickening or a hominid was recovering.

There are no prerequisite requirements for Biology.

Blind Fighting
Attribute: Insight **Type:** Combat
Prerequisites: Instinct, Orientation

Blind Fighting is the ability to engage in combat while functionally unable to see. Those who are skilled at Blind Fighting have trained at blocking out all other distractions and can sometimes function better than a sighted combatant.

When your character is blinded and makes an attack roll, you may roll Blind Fighting first and apply a +7SV modifier for every ED rolled. The negative modifier for blindness still applies, but this skill allows your character to offset, negate, or gain a bonus through training.

It is necessary to know Instinct and Orientation in order to learn Blind Fighting.

Block
Attribute: Stamina **Type:** Combat
Prerequisites: None

Blocking a directed blow against your character is done through this skill. Whether using a weapon or a shield to block the hit, this skill will be tested.

Using this skill requires the expenditure of an action. Additionally, unlike Dodge, the weapon adds its modifiers for the comparison of ED. Damage done goes against the weight and strength of the weapon before it is applied to your character. Yes, it is possible to break the blocking weapon.

Blowgun
Attribute: Stamina **Type:** Combat
Prerequisites: None

Blowgun is the skill of breathing forcefully through a tube and thereby firing a dart at a target. These darts are extremely small and inflict very little damage. Typically, however, they carry a chemical load—a poison—which is the real damage.

In order to deliver a chemical load, a single ED of 'damage' must result. This does not translate as actual damage (a reduction in Life Points), but simply delivers the chemical agent. Only on a critical hit is a reduction of Life Points made and its damage is never increased in any way for the critical strike. The increase comes in the reduction of Life Points.

Bluff
Attribute: Charisma **Type:** Social
Prerequisites: Guile

Bluff is the ability to keep one's face and demeanor completely unreadable—especially when lying. It is an opposed test. A successful Bluff conveys sincerity to others.

It is necessary to be skilled in Guile to bluff successfully.

Body Language
Attribute: Insight **Type:** Subterfuge
Prerequisites: Observation, Instinct

Body Language provides your character the skill of reading another's actions through the movements, both gross and subtle, of their body. A particularly skilled individual is capable of gaining advantage over an opponent through careful observation of their body language.

Treat Body Language as a form of Observation skill. In a Social situation, Body Language can provide a bonus to understand the emotions of others. The Bard will determine the specific bonuses.

It can also be used to provide insight into the next action of an enemy. By spending an action on a Body Language roll, your character can gain a bonus to his next action. Attacks gain a bonus equal to ED-5. Defenses gain a bonus equal to ED-3.

It is necessary not only to be observant, but also to have an instinct about others. Observation and Instinct are, therefore, necessary as prerequisites.

Bond
Attribute: Charisma **Type:** Qai
Prerequisites: None

Bond allows a character with awareness of Qai to Bond with another individual in order to use Expressions relating to the Bond skill. Bond must be used in conjunction with a related Qai expression.

Botany
Attribute: Intellect **Type:** Intellectual
Prerequisites: Biology

Botany is the study of biological processes relating to plants. Botany can help to determine the best method to encourage plants to grow and flourish. It is also possible to use Botany to determine, diagnose and cure plant-based diseases and blights.

In order to understand the nuances of Botany, Biology is a prerequisite.

Bowyer/Fletcher
Attribute: Insight **Type:** Artistic
Prerequisites: Archery

Artisans who make and repair bows and arrows, including crossbows and crossbow bolts, utilize the Bowyer/Fletcher skill to determine how finely crafted their work is.

Brawling
Attribute: Dexterity **Type:** Combat
Prerequisites: None

Brawling is little more than beating your opponent senseless with your fists, elbows, knees, feet, etc. Strength determines the amount of damage done to an opponent—or received. Brawling is an opposed test. If the defender lacks an appropriate defense skill, Stamina may be used to offset damage.

Breath Control
Attribute: Physical **Type:** Stamina
Prerequisites: None

This is the ability to regulate one's breathing in order to swim longer underwater, blow longer notes on a musical instrument and escape deadly gaseous death traps successfully. ED determines how long the breath can be held in 30-second increments.

Bribery
Attribute: Insight **Type:** Subterfuge
Prerequisites: Guile

Bribery is used to circumvent various rules, restrictions, even laws. The skill of Bribery assists in keeping the transaction as obscure as possible (in the event that the official is not corrupt) while providing a corrupt official with the information that it could be 'worth his while' to assist your character. Failure with Bribery can land you in jail, paying larger 'fees' than normal, or even the victim of blackmail. Proceed with caution.

Business
Attribute: Perception **Type:** Intellectual
Prerequisites: Appraise

Business is the skill of managing every aspect of a business designed to make a profit. It includes basic accounting, personnel management, and even negotiating contracts for buying and selling.

Calligraphy
Attribute: Insight **Type:** Artistic
Prerequisites: None

Calligraphy is the art of making beautiful script. It is used to illuminate texts, create letters of patens, and most official documents (particularly those posted for public notices).

Camouflage
Attribute: Insight **Type:** Subterfuge
Prerequisites: Stealth
Camouflage is the art of blending into the environment around the character. It is specifically matching the coloration and patterns of your immediate surroundings.

Carousing
Attribute: Resolve **Type:** Subterfuge
Prerequisites: None
Carousing is—plain and simple—partying. This is the art, skill, and plain revelry into debasement and debauchery. It is the art of obtaining the most fun, for the least effort, with the fewest repercussions. Those not skilled in Carousing may find themselves arrested, rolled, or praying at the porcelain altar.

Carpentry
Attribute: Strength **Type:** Build/Repair
Prerequisites: None
Carpentry is the building or repairing a structure made of wood. Some basic knowledge of wood types and properties, as well as a general understanding of structural integrity, are also provided.

Cartography
Attribute: Perception **Type:** Intellectual
Prerequisites: Drawing, Map Reading, Ciphering
Cartography is the art of making maps based upon surveying data, mathematical calculations and a steady hand. Ciphering is a basic requirement, but few cartographers exist with such a limited repertoire of mathematical understanding—most have studied Mathematics in detail.

Carving
Attribute: Insight **Type:** Artistic
Prerequisites: None
Carving is the art of making beautiful carvings or engraving in any medium.

Charge
Attribute: Dexterity **Type:** Combat
Prerequisites: Running
Charge is the combat skill of rushing an opponent. Increase the ED value by +1 for this attack—but all defensive SVs used in the same combat turn are reduced by -20.

Cheating
Attribute: Intellect **Type:** Subterfuge
Prerequisites: Guile and Gaming or Gambling
Every game of chance has its requisite players who choose to bend or break the rules. This is the skill of Cheating. Failure can lead to everything from jail time to death, with every form of punishment conceivable in the midst. If your character is caught cheating, the Bard has free rein to whip your character's ass.

Chemistry
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
Chemistry is the basic understanding of the action, interaction and reaction of chemical agents. Through this basic understanding, your character can also recognize the sources for certain chemicals in nature—for instance, sodium is in salt or nitrates necessary for gunpowder can be found in cow manure.

Ciphering
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
Ciphering is the skill of handling counting, addition, subtraction, multiplication and division without the use of notation. It is typically used by those who cannot read or write.

Climbing
Attribute: Strength **Type:** Physical
Prerequisites: None
Climbing is used to ascend or descend a wall, structure, hill or mountain, whether barehanded or using rope.

Cold Read
Attribute: Intellect **Type:** Intellectual
Prerequisites: Observation
Cold Read is the ability to discern details from the smallest possible available information. In a term, it is 'educated guesswork.' It is a quick and dirty shallow analysis of information based upon minute observed details and knowledge of the most probable answers.

Command
Attribute: Resolve **Type:** Social
Prerequisites: Leadership
Command is the skill of giving orders in an effective manner.

Composition (Music)
Attribute: Intellect **Type:** Intellectual
Prerequisites: Music
Composition is the art of creating a significant new musical piece. This is the professional skill to create a musical work for publication or performance.

Composition (Written)
Attribute: Intellect **Type:** Intellectual
Prerequisites: Writing
Composition is the art of creating a significant new writing. This is the professional skill to create a written work for publication or performance (in the case of a play).

Computer Operation
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
Computer Operation conveys the most basic understanding of how to operate a computerized user interface. It conveys no understanding of how to alter the basic functions of any device. It is strictly the operation of the device as intended by its makers. This skill is unavailable to any lower tech societies upon character creation.

Computer Programming
Attribute: Intellect **Type:** Intellectual
Prerequisites: Computer Operation, Mathematics, Logic
Computer Programming provides in-depth understanding of computerized devices. It provides the ability to alter the intended function of a programmed user interface. The ability of this skill is limited by the computational power of the specific device. (No, you can't manage the complex operations of a major society using a data reader.)

Con
Attribute: Charisma **Type:** Social
Prerequisites: Guile or Story Telling
Con is the skill of deliberately lying in a convincing manner to the advantage of the liar. Failure to tell the whole truth is considered a lie of omission and is a form of Con if it is specifically leaving out a detail implied in the question—otherwise it falls to Deceit.

Conceal
Attribute: Insight **Type:** Subterfuge
Prerequisites: None
Conceal is the art of hiding a small object on your person or in another small object.

Construction
Attribute: Intellect **Type:** Build/Repair
Prerequisites: Architecture, (Masonry or Carpentry)

Construction is the skill of building a structure according to a plan, diagram or design. It confers a solid understanding of structural engineering.

Cooking
Attribute: Insight **Type:** Daily
Prerequisites: Domestics

Cooking is the art of putting together a nutritious and tasty meal. It also covers such culinary wizardry as making trail rations palatable—this includes a basic knowledge of herbalism as it specifically relates to cooking spices.

Crossbow
Attribute: Dexterity **Type:** Combat
Prerequisites: None

Crossbow is the skill of aiming and firing a crossbow. It is also used for basic maintenance and upkeep of the weapon.

Cryptography
Attribute: Intellect **Type:** Intellectual
Prerequisites: Mathematics, Logic

Cryptography is the skill of creating and breaking mathematical encryption. It is often employed by secret societies to encrypt their organizational information, official documents, even interoffice memos.

Dancing
Attribute: Resolve **Type:** Social
Prerequisites: None

Dancing is the art of expressing emotions and feelings through movement. It usually involves music in some form, but this is not a necessary component.

Debate
Attribute: Resolve **Type:** Social
Prerequisites: Logic, Persuasion

Debate is the skill of formulating logical arguments intended to sway observers or opponents to a particular mindset, or counter the arguments of others. It is also terribly annoying when done for sport over the simplest of details.

Deceit
Attribute: Charisma **Type:** Subterfuge
Prerequisites: Guile

Deceit is the skill of deceiving someone through carefully chosen misinformation to avoid a specific lie. This is the skill of lying while telling the truth or speaking an untrue word. It is the professional skill of all lawyers and politicians, and most clergy. Typically, Deceit can only be discovered through careful use of Interrogation.

Demolitions
Attribute: Intellect **Type:** Intellectual
Prerequisites: Chemistry

Demolitions is careful, meticulous, and detailed disassembly using extreme prejudice.

Dentist
Attribute: Intellect **Type:** Medical
Prerequisites: Anatomy, Diagnosis

Dentist is the professional skill of oral health, hygiene, and repair. It is used in place of the Doctor skill for all oral maladies. It may cross species lines in understanding—unlike all other medical skills. (Which means that you may go in for a check up immediately after the doc has done a root canal on a jugal ... and hope he washes his hands.)

Detect Lies
Attribute: Insight **Type:** Subterfuge
Prerequisites: Psychology or Instinct

Detect Lies is the ability to determine that someone is lying when they speak. The more senses involved increase the chances of success.

Note: This skill is only useful in discovering lies. It is useless against Deceit.

Diagnosis
Attribute: Intellect **Type:** Medical
Prerequisites: First Aid, Biology

Diagnosis does not provide healing itself, but can provide a bonus to any subsequent Doctor, Surgery, or Therapy roll equal to ED-1, multiplied by 3 ((ED-1)x3). It requires an hour to perform a full Diagnosis. Each 10 minutes less than a full hour applies a -1ED modifier. Negative ED will generate negative modifiers to the subsequent Doctor, Surgery or Therapy skills. Once the Diagnosis roll is made, a subsequent Doctor, Surgery, or Therapy roll is required using the diagnostic information so obtained.

Diplomacy
Attribute: Charisma **Type:** Social
Prerequisites: None

Diplomacy is the art of telling someone with a hole in their head that they are open-minded. A skilled diplomat can tell you to go to hell in such a way that you actually look forward to the trip. Diplomacy is the art of tact. It allows one to say almost anything without causing offense.

Dirty Fighting
Attribute: Insight **Type:** Combat
Prerequisites: Guile, Insight

Dirty Fighting is the nasty art of dishonorable or underhanded fighting techniques (eye-gouging, biting, crotch strikes, etc.). It also includes the use of improvised weapons like beer steins, chair legs, and the severed arm of a fallen opponent.

Disarm
Attribute: Dexterity **Type:** Combat
Prerequisites: Slash, Thrust

Disarm is the skill of causing your opponent to lose his grip on his weapon, thereby driving it out of his hand.

Discern
Attribute: Insight **Type:** Qai
Prerequisites: None

Discern provides the Rusahn with use of powers to enhance, impair, or otherwise modify sensory input. It must be used with a Qai expression found in the Qai chapter.

Disguise
Attribute: Perception **Type:** Subterfuge
Prerequisites: None

Disguise is the art of altering clothing and even applying makeup and prosthetics to alter the appearance of the character. The Bard, using common sense, determines restrictions on the application of this skill. Crossing gender, altering apparent species, or altering height and weight are some of the most difficult uses of Disguise.

Silence is the true friend that never betrays.

—Confucious

Diving
Attribute: Stamina **Type:** Physical
Prerequisites: Swimming

Diving is the skill of jumping from a height, typically into water or other liquid, but can be used with an elastic cord or other protective device—like a parachute or bungee cord.

Doctor
Attribute: Intellect **Type:** Medical
Prerequisites: Anatomy, Pharmacology, Therapy

Doctoring a patient requires a diagnosis of the problem. Using the diagnosis, the doctor is then able to apply appropriate healing techniques to another. Diagnosis can also provide a bonus to the healing through an accurate and detailed analysis of the problem. Doctor skill may be used up to twice a day and requires an hour for every use. A number of life points are restored equal to the ED. These may be distributed as the Doctor sees fit. They may also go toward repairing bone damage, but at a trade off of 3:1.

Dodge
Attribute: Dexterity **Type:** Combat
Prerequisites: None

Dodge is the ability to move one's body out of the path of a directed attack. Dodging does not remove one from the arena of combat. Dodge is a free action.

Domestics
Attribute: Insight **Type:** Daily
Prerequisites: None

Domestics is the skill of handling the bulk of mundane tasks—cooking, cleaning, mending. This is a general skill that provides only basic effectiveness.

Drawing
Attribute: Insight **Type:** Artistic
Prerequisites: None

Drawing is the skill of transferring images in the mind to a physical surface.

Dream
Attribute: Resolve **Type:** Qai
Prerequisites: Bond, Discern, Transform

Dream is a Qai discipline that allows a Rusahn to interact with, alter or even invade the dreams of others. Advanced uses may provide the ability to create dreamrealms or even pass through an alternate reality known only as "The Dream." This skill must be used in conjunction with a Qai expression found in the Qai chapter.

Drive (Specific)
Attribute: Perception **Type:** Vehicle
Prerequisites: None

Drive provides the character with the ability to operate a motorized vehicle. The specific type of operation is determined by the vehicle type: Auto, Transport, Tracked, Air Cushion, or Grav.

Ecology
Attribute: Intellect **Type:** Intellectual
Prerequisites: Botany

Ecology is the knowledge and understanding of natural ecosystems—plants, animals, lifecycles and their interactions with one another. Using Ecology, your character will be able to recognize changes to the environment, dangers to the environment and how to repair or fortify an existing ecosystem.

Electronic Design
Attribute: Intellect **Type:** Intellectual
Prerequisites: Electronics, Mathematics

Electronic Design allows your character to make alterations to existing electronic devices, networking, merging or otherwise connecting unrelated electronic items together to create new and different devices. New devices may be created from scratch—providing the equipment and components are available. This skill allows your character to alter devices beyond their design specifications. This skill is not available to lower technological societies at character generation.

Electronics
Attribute: Intellect **Type:** Intellectual
Prerequisites: None

Electronics provides your character with the basic understanding of electronic, solid state technology. This skill will allow your character to diagnose and repair existing electronic devices within the range of their design specifications. This skill is not available to lower technological societies at character generation.

Enigmas
Attribute: Intellect **Type:** Intellectual
Prerequisites: Logic

Your character is skilled at figuring out puzzles, riddles and conundrums through careful application of logical principles—or crackpot conspiracy theories.

Entangle
Attribute: Dexterity **Type:** Combat
Prerequisites: None

Entangle is the skill of using a weapon—net, whip, rope, flail—to wrap around a part of one's opponent or the weapon he is wielding.

Escape
Attribute: Dexterity **Type:** Subterfuge
Prerequisites: none

Escape is the skill of slipping out of bonds—rope, manacles, handcuffs, whatever. It will also allow for creative methods of escape from confinement without the use of typical measures. Soaping up your body and squeezing between bars would be an example, as would crawling through the sewage pipes—though this latter example would require frequent Resolve tests.

Espionage
Attribute: Perception **Type:** Subterfuge
Prerequisites: Guile, Search

Espionage is the professional skill of gathering and passing on intelligence data obtained surreptitiously. It is used to recognize what is valuable, important or compromising. There is an element of swift analysis involved in exercising Espionage.

Etiquette (Specific)
Attribute: Charisma **Type:** Social
Prerequisites: None

Etiquette is the knowledge and rules of a specific culture or social environment. Each Etiquette skill is separate and based upon a specific culture. When the skill is chosen, a specific form of etiquette must be selected.

Evade
Attribute: Dexterity **Type:** Combat
Prerequisites: Sprinting

Evade is the skill of avoiding combat. It can only be used when the character is not currently engaged in combat. It is the art of fleeing.

Examination
Attribute: Perception **Type:** Medical
Prerequisites: Physiology

Examination is personal observation of a patient over a protracted period of time. It is similar to Diagnosis in that it will bonus the subsequent Doctor, Surgery, or Therapy rolls equal to the ED multiplied by seven (EDx7). It requires four hours to perform a thorough Examination, each hour less than this applies a -2ED modifier. Alternately, half the ED may be used to provide healing of any one wound or condition. Only one Examination roll may be made per day.

Falling
Attribute: Stamina **Type:** Physical
Prerequisites: None

Falling is the skill of falling and not getting hurt. It is useful only from minor heights, though may reduce damage to the body equal to the ED of the Falling roll if damage is sustained.

Farming
Attribute: Insight **Type:** Daily
Prerequisites: Horticulture

Farming is the skill of planting, tending, and harvesting plants. This can include foodstuffs like corn, wheat, barley, cucumbers, peaches, etc. or it can also include fuel plants (grain alcohols), clothing plants (cotton or hemp), or recreational plants (tobacco, cannabis, poppies).

Fashion
Attribute: Insight **Type:** Social
Prerequisites: None

Fashion is the skill of dressing in a sophisticated manner, according to the mandates, whims, and vagaries of society.

Fast-Talk
Attribute: Charisma **Type:** Subterfuge
Prerequisites: Instinct

Fast-Talk is the skill of extemporaneous and impromptu speaking in order to quickly provide explanation (or confusion) when it is demanded. It is as much fast thinking as it is talking. Like Con, this is usually a lie; however, it is said so quickly that it typically throws off the use of skills like Detect Lies. Interrogation can completely disrupt the use of Fast Talk.

Feint
Attribute: Dexterity **Type:** Combat
Prerequisites: Slash, Thrust, Parry

Feint is the skill of making your opponent think you are attacking one way, when, in fact, the attack is coming from a completely different direction. The ED of this skill roll will provide an ED bonus to the subsequent combat roll. Yes, it can be used defensively.

First Aid
Attribute: Intellect **Type:** Medical
Prerequisites: Biology

A successful use of First Aid will stop a wound from bleeding. First Aid may only be used twice on a single wound. Each usage will restore a number of life points equal to the ED minus 5 (ED-5). This healing may only be applied to an individual wound and any excess will not carry over to other wounds. First Aid can set broken bones, but cannot restore any damage caused by critical wounds (i.e. bone damage).

On a successful roll, even if the ED rolled is less than 5, there is no additional damage taken. On a failed roll, however, the ED-5 can produce additional damage if the die roll is modified into the negative range. Critical failure always causes additional damage.

Fishing
Attribute: Resolve **Type:** Daily
Prerequisites: None

Fishing is the skill of attracting water life into a baited line, net, or traps. This is not the skill of recreational fishing (otherwise known as 'wasting time and drinking beer'), but is the skillful search for nutrition from the waters.

Flechette
Attribute: Dexterity **Type:** Combat
Prerequisites: None

Flechette is the skill used when firing a ranged weapon that propels many small fragments toward a target. The most obvious example is a shotgun or blunderbuss, but rapid-firing needle guns and other 'spreading attack' ranged weapons will fall into this category.

Focus
Attribute: Resolve **Type:** Intellectual
Prerequisites: None

This discipline allows non-Qai active people resistance against Rusahn intrusion into their minds. By narrowing their conscious thoughts to a pin-prick focus, they minimize access to their minds.

Forensics
Attribute: Intellect **Type:** Intellectual
Prerequisites: Biology, Chemistry, Physics

Whoever said that dead men tell no tales never studied Forensics. Through the careful study of available evidence, Forensics provides analysis to determine what occurred before the analyst arrived. This includes such things as fingerprints, DNA samples, pattern analysis and whatever crime scene investigation capabilities are available to the analyst. (Without knowledge of fingerprints and DNA, obviously the analyst will not be able to use equipment to help in this situation. Use common sense, Bards.)

Forgery
Attribute: Perception **Type:** Subterfuge
Prerequisites: Drawing

Forgery is the art of creating fake documentation or falsifying artwork.

Gambling
Attribute: Intellect **Type:** Subterfuge
Prerequisites: Ciphering, Observation

Gambling is the skill of keeping track of the numbers and odds of winning at games of chance. It conveys no skill at cheating—which is a separate skill—whatsoever.

Gaming
Attribute: Charisma **Type:** Social
Prerequisites: High Culture, Etiquette (Specific)

Gaming is the social side of playing various games of chance or skill—which include social games like cards, ring tosses, shuffleboard, etc. It provides you the ability to lose, when necessary, in such a way that it doesn't look like you're throwing the game. The focus is upon gaining social contacts and maintaining good relations, or gathering intelligence data, while playing.

Garrote
Attribute: Stamina **Type:** Combat
Prerequisites: Subdue

Garrote is the art of strangulation by means of cord, cloth, wire or other flexible instrument. You can also use Garrote to throttle someone with your hands, though you suffer a -3ED for barehanded strangulation.

Gemology
Attribute: Intellect **Type:** Intellectual
Prerequisites: Geology

Gemology is the study of gems, crystals and jewels. It also conveys understanding of the properties of maroc stones and data crystals. They can be easily recognized and identified by someone trained in Gemology.

Gemsmith
Attribute: Perception **Type:** Build/Repair
Prerequisites: Gemology

Gemsmith is the skill of embedding gems into items. It conveys a knowledge of the cut, clarity, and carats of the gemstones and the ability to make cut stones from the rough.

Genetics
Attribute: Intellect **Type:** Medical
Prerequisites: Biochemistry, Mathematics

Genetics provides the knowledge and understanding of selective breeding techniques, how traits are passed through generations and even at lower tech levels can be used to some effectiveness at producing desired genetic expressions in plants and animals. At higher tech levels, it also conveys knowledge of DNA, RNA and other biochemical genetic structures.

Geography
Attribute: Intellect **Type:** Intellectual
Prerequisites: None

Geography is the knowledge of political boundaries, topographical features, and the general lay of the land.

Geology
Attribute: Intellect **Type:** Intellectual
Prerequisites: None

Geology is the knowledge of ore and rocks, where they can be found, how to recognize them in the rough, and their intrinsic properties. It conveys no understanding of alloys.

Gestures
Attribute: Dexterity **Type:** Social
Prerequisites: None

Gestures is the art of communicating non-verbally through hand signs, facial expression, posture, and other gestures.

Gossip
Attribute: Insight **Type:** Social
Prerequisites: None

Gossip is the skill of gleaning information through casual conversation and dissemination of the same—whether true or false.

Guile
Attribute: Insight **Type:** Subterfuge
Prerequisites: None

Guile is the instinct of the criminal mind, the intimate thoughts of how to plan, commit, and execute crime. One skilled in guile is capable of thinking like a criminal. It is the skill of being anti-social.

Gunnery
Attribute: Stamina **Type:** Combat
Prerequisites: None

Gunnery is the skill of operating and maintaining placed (or large scale) weaponry—mounted or fixed, but not man-portable.

Healer
Attribute: Insight **Type:** Medical
Prerequisites: Examination, Herbalism

Through the use of herbs, homeopathy and holistic care, the Healer enhances the natural healing processes of the body itself. Healers typically take longer to provide full healing, but leave fewer scars and produce nearly no side effects.

The ED of a Healer roll translates directly as the number of life-points restored over the period of a day. If your character has suffered bone damage, these points may be used one-for-one in the healing of the bone damage, but no more than 3 points of bone damage may be healed at any one time. Healer may be used twice per day upon any one subject.

Healers tend to spread the healing out to as much of the body as possible. If there are multiple wounds, the healing should be spread evenly. Only in the case of one wound will Healing be focused.

Heave Object
Attribute: Strength **Type:** Physical
Prerequisites: Lifting, Throw

Heave Object is the skill of lifting a large or heavy object and tossing it a distance. This can be used as an attack, but typically requires the attacker to be on higher footing. The ED determines how far the object may be tossed in meters. A -1 ED is applied for every 25 kilos the object weighs. Critical success doubles either the distance or the damage, player choice. Critical failure drops the object on the thrower, causing 5 points of bone damage and breaking the bone in that limb.

Helmcraft
Attribute: Perception **Type:** Vehicle
Prerequisites: None

Helmcraft is the skill of guiding a sail vessel. It may be used on both sailing ships and sailcars. Sailing ships will convey a more difficult modifier because they lack brakes.

Heraldry
Attribute: Intellect **Type:** Intellectual
Prerequisites: None

Heraldry is the knowledge of flags, crests, tribal markings and other means of pictorial identification.

Herbalism
Attribute: Insight **Type:** Medical
Prerequisites: Horticulture

Herbalism is the knowledge of the benefits and detriments of plants and their properties for use as spices, medicines, poisons, etc.

Hide
Attribute: Perception **Type:** Subterfuge
Prerequisites: None

Hide is the skill of concealing oneself from the view of others.

High Culture
Attribute: Charisma **Type:** Social
Prerequisites: Etiquette (Specific)

High Culture is the knowledge and understanding of the social elite. Effective use of this skill can get you invited to the very best parties—even if you are there as the servant carrying a drink tray.

History
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
History is the knowledge of the past. Bear in mind that history is told by the victors, winners and those who write the books that tell the tales. Truth is not inferred in the knowledge of the past as this knowledge is still based upon differing opinions and perspectives. Specialization is recommended along cultural lines. The Bard is free to require a significantly convincing argument as to why the player has chosen not to specialize their historical training.

Horticulture
Attribute: Insight **Type:** Daily
Prerequisites: None
Horticulture is the art of cultivating plants on a small scale—typically for beauty. It is the professional skill of gardeners.

Hydraulics
Attribute: Intellect **Type:** Intellectual
Prerequisites: Physics, Mechanic
Hydraulics is the knowledge and understanding of fluid under pressure and the systems powered and controlled by fluid pressure.

Hypnotism
Attribute: Sanity **Type:** Medical
Prerequisites: Psychology
Hypnotism is the ability to induce a suggestive state in a target so as to access the subconscious mind. This can be used for memory recollection, suggestive command implants or behavior modification. Most typically it is used with some kind of focus instrument or vocal calming effects. The ED determines how many hours the implanted suggestions can remain in place. An easy Resolve test is allowed for the hypnotized to avoid performing the suggested action. Without instructing the person to forget the command was given, the subject will have full recollection of the event.

Ido Holding
Attribute: Sanity **Type:** Ido
Prerequisites: None
Ido Holding is the art a Maroc uses to draw Ido into his body and hold it until needed. A maximum amount of Ido equal to the Maroc's Sanity may be held at any given time.

Ido Sense
Attribute: Perception **Type:** Ido
Prerequisites: None
Ido Sense is the art a Maroc uses to sense or detect Ido sources.

Ido Smithing
Attribute: Stamina **Type:** Ido
Prerequisites: Ido Tapping
Ido Smithing is the skill necessary to craft items that use maroc stones in fragment or in whole.

Ido Spinning
Attribute: Intellect **Type:** Ido
Prerequisites: None
Ido Spinning is the art a Maroc uses to spin Ido into a form or a Mahya.

Ido Tapping
Attribute: Stamina **Type:** Ido
Prerequisites: None
Ido Tapping is the ability to use a device powered by a maroc stone through 'tapping' the power as opposed to 'attuning' it.

Ido Theory
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
Ido Theory is the knowledge and understanding of the concepts behind Ido, how it is used, what it can do, what it can affect, etc. This is the basic knowledge and understanding skill and requires no specific ability with Ido whatsoever.

Impersonate
Attribute: Resolve **Type:** Subterfuge
Prerequisites: Bluff
Impersonate is the skill of pretending to be someone or something one is not. Each time the character encounters suspicion, an SV test must be made. Disguise, supporting (typically forged) documentation or other elements may provide a bonus. This skill presumes that the requisite observation of how the impersonated acts or behaves has already been performed.

Incite
Attribute: Charisma **Type:** Social
Prerequisites: Leadership, Persuasion, Psychology
Incite is the skill of spurring or motivating others to a desired course of action (or away from a non-desired course of action). It is the ability to enflame the passions, emotions, feelings of others.

Infiltrate
Attribute: Resolve **Type:** Subterfuge
Prerequisites: Deceit or Con
Infiltrate is used to penetrate an organization by pretending to be a participant in the beliefs or goals of the group. It is used to convince others that you like or agree with their goals and ideals in order to gain more information about the organization.

Innuendo
Attribute: Charisma **Type:** Social
Prerequisites: Gossip, Persuasion, Psychology, Guile
Innuendo is the skill of planting rumors and/or accusations through implication and suggestion without actually stating them.

Instinct
Attribute: Insight **Type:** Social
Prerequisites: None
Instinct is skill of responding to one's gut feelings and intuition. It is that hard-wired something in the soul that reveals a truth no eyes can see and no mind can fathom.

Interrogation
Attribute: Charisma **Type:** Subterfuge
Prerequisites: None
Interrogation is the skill of retrieving information from another person. Various methods can be employed and this skill covers each of them. It is most often used to thwart attempts at Con, Deceit, Fast Talk and Bluff. It is also used to ferret information out of people who do not wish to share their thoughts—sometimes with extreme prejudice.

Intimidation
Attribute: Strength **Type:** Subterfuge
Prerequisites: None
Intimidation is the skill of instilling fear in another person through a formidable presence or direct threat.

Investigation
Attribute: Perception **Type:** Intellectual
Prerequisites: Search
Investigation is the art of collecting evidence for an inquiry.

Irrigation
Attribute: Intellect **Type:** Daily
Prerequisites: None
Irrigation is the skill of planning and building a system for moving water from one point to another. It can be used for irrigating fields, routing sewage, or transferring drinking water through an aqueduct.

Jeweler
Attribute: Insight **Type:** Artistic
Prerequisites: Gemology
Jeweler is the art of setting gems and jewels into intricate settings and artistic designs intended to be worn. Jewelers also make adornments of precious metals, typically carved and designed intricately.

Journalism
Attribute: Intellect **Type:** Intellectual
Prerequisites: Writing
Journalism is the skill of creating a story that appeals to the intellect or base emotions of the reader. This skill conveys the ability to disseminate information in a way that impacts the reader.

Juggling
Attribute: Dexterity **Type:** Physical
Prerequisites: None
Juggling provides the ability to toss various small objects into patterns and loops for the entertainment of others. It also conveys the ability to toss these small items effectively at range. Juggling may be used to throw knives, small axes, or rocks at a -15SV.

Jumping
Attribute: Strength **Type:** Physical
Prerequisites: None
Jumping is the skill of leaping up or across, assisted or unassisted in order to fling the body from one point to another.

Jury-Rig
Attribute: Insight **Type:** Build/Repair
Prerequisites: None
Jury-Rig is the unique ability to make something work with limited available resources. It is typically not pretty—but it functions (at least for now).

Kick
Attribute: Dexterity **Type:** Combat
Prerequisites: None
Kick is the skill of using the feet to inflict a damaging attack on an opponent or object. A kick produces Stun equal to the ED, and Lethal damage equal to the ED-3. If attacking an inanimate object, the damage is equal to the ED-5.

Knotwork
Attribute: Dexterity **Type:** Physical
Prerequisites: None
Knotwork is the skill of tying rope (or other flexible material) into beautiful or functional patterns.

Law (Specific)
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
Law is the knowledge of local codes, customs, laws, ordinances, and rules. It is specific to the jurisdiction or—in complex instances—the specific branch of legal code.

Language (Specific)
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
Each language is a separate skill. Languages are detailed after the Skill section.

Leadership
Attribute: Insight **Type:** Social
Prerequisites: Persuasion
Leadership is the ability to direct the actions of others. It is managing people, coaching a team, leading a military unit, or instructing a fellow party-member.

Leatherwork
Attribute: Perception **Type:** Daily
Prerequisites: Domestics
Leatherwork is the art of making items out of the tanned hides of animals.

Legends (Specific)
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
Legends is the knowledge of the stories, rumors and myths of a specific culture. This is a separate skill for each culture.

Legerdemain
Attribute: Dexterity **Type:** Physical
Prerequisites: None
Legerdemain is the art of stage magician tricks. Sleight of hand, prestidigitation, card tricks, three card monte, etc. This skill may be substituted for pick pockets under certain circumstances.

Lifting
Attribute: Strength **Type:** Physical
Prerequisites: none
Lifting is more than just picking something up—it is using the muscles and the frame of the body to effectively lift a heavy weight without causing injury.

Lip Reading
Attribute: Perception **Type:** Subterfuge
Prerequisites: Observation (must know language)
Lip Reading is the skill of watching someone's lips to know what they are saying without hearing them—but you must know the language that they are speaking or it is useless.

Literacy
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
Literacy is the skill of translating sounds to symbols. Knowing a language and having the skill of literacy allows you to read and write in that language. It is not necessary to have literacy for each language. It is, however, necessary to have Literacy for each alphabet in order to read a particular language.

Literature
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
Literature is the experience of being well read and familiar with many works of writing.

Locksmith
Attribute: Perception **Type:** Build/Repair
Prerequisites: Mechanics
Locksmith is the skill of making and repairing locks. It does convey a general knowledge of the mechanism of locks making them easier to pick.

Logic
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
Logic is the skill of understanding or formulating a thesis and proving it using structured, disciplined thought. Deductive reasoning.

Logistics
Attribute: Intellect **Type:** Intellectual
Prerequisites: Business
Logistics is the knowledge of resource management and theoretical processes for the distribution of items within a specific time frame. It is useful in distribution networks and invasions.

Lurking
Attribute: Insight **Type:** Subterfuge
Prerequisites: Guile, Unobtrusive (Specific)
Lurking is the advanced skill of being unnoticed as you maintain surveillance on a person, place or thing.

Maneuver
Attribute: Dexterity **Type:** Combat
Prerequisites: Instinct, Feint
Maneuver is used in combat to influence the position of an opponent in order to make a subsequent attack more effective. If used to provide a benefit for a subsequent attack, Maneuver provides ED+2 to that attack. It can also be used, however, to maneuver an opponent over a trapdoor, onto the 'X', whatever. Maneuvering in that instance simply provides an effect bonus equal to the ED of the roll for whatever the subsequent action might be.

Manifesting
Attribute: Resolve **Type:** Qai
Prerequisites: Bond, Discern, Transform
This is the skill of shaping and forming Qai into usable tools and weapons.

Map Reading
Attribute: Perception **Type:** Intellectual
Prerequisites: Observation
Map Reading is the ability to determine place, position, relative distance, and general course using a map.

Masonry
Attribute: Insight **Type:** Build/Repair
Prerequisites: None
Masonry is the skill of building with brick, stone, and mortar.

Mathematics
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
Mathematics is the skill of dealing with the higher mysteries of mathematics—algebra, geometry, trigonometry, and calculus. Typically known by those who can read and write.

Mechanic
Attribute: Perception **Type:** Build/Repair
Prerequisites: None
Mechanic is the ability to build, fix, or repair mechanical equipment.

Meditation
Attribute: Sanity **Type:** Intellectual
Prerequisites: None
Meditation is the skill of focused concentration in a peaceful environment.

Melismatic Technique
Attribute: Intellect **Type:** Artistic
Prerequisite: None
Melismatic Technique is the ability to move—or 'slide'—your voice through a myriad of notes.

Merchant (Specific)
Attribute: Charisma **Type:** Social
Prerequisites: Appraise
Merchant is the specific knowledge of an item for the purpose of selling. Here are a few items that would fit: Barber, Bartender, Blacksmith, Butcher, Ceramics, Chandler, Cooper, Paper Maker, Dyer, Embalmer, Fletcher, Furrier, Gardener, Glassblower, Innkeeper, Masseur, Miller, Sail Maker, Scribe, Seamstress, Spinner, Steward, Vintner, Weaver.

Metallurgy
Attribute: Intellect **Type:** Build/Repair
Prerequisites: Geology
Metallurgy is the understanding of ores, metals and alloys and their properties. It is essential to making anything beyond the most basic of tools.

Mimicry
Attribute: Perception **Type:** Artistic
Prerequisites: None
Mimicry is the ability to reproduce sounds. The sounds reproduced can include animal calls, tones, gongs and voices. Must have good hearing in order to effectively reproduce a sound.

Mining
Attribute: Intellect **Type:** Build/Repair
Prerequisites: Geology
Mining is the skill of knowing where to dig, how to support and how to maintain stable mine works.

Misinformation
Attribute: Perception **Type:** Subterfuge
Prerequisites: Innuendo
Misinformation is the ability to plant, foster and grow lies in an effective manner and toward a specific goal. When directed against a person, it is typically an attempt to sway public opinion based upon false information.

Motorcycle
Attribute: Dexterity **Type:** Vehicle
Prerequisites: Balance
Motorcycle is the ability to control a motorized, 2- or 3-wheeled vehicle.

Mounted Archery
Attribute: Perception **Type:** Combat
Prerequisites: Ride Beast or Beast Flight
Mounted Archery is used in place of the Archery or Crossbow skill when firing from the back of a beast or vehicle. If Archery is lower in value than Mounted Archery, then use Archery instead. Always use the lower of the 2 values when in question. If the mount or vehicle is stationary, it is Bard's discretion as to whether to use this skill or the Archery or Crossbow skill.

Mounted Melee
Attribute: Stamina **Type:** Combat
Prerequisites: Ride Beast or Beast Flight

Mounted Melee is the skill of close quarters combat using hand-to-hand weapons from the back of a beast or a vehicle. If the attack skill used is lower than Mounted Melee, then use the lower value attack skill instead. Always use the lower of the 2 values when in question. If the mount or vehicle is stationary, it is the Bard's discretion as to whether to use this skill or a typical attack skill.

Music
Attribute: Insight **Type:** Artistic
Prerequisites: None

Music is the skill of understanding how to make melodious sound and includes the ability to read musical scoring. It is the theoretical understanding of melody, harmony and rhythm and does not confer any particular ability at making music with voice or instrument.

Musical Notation
Attribute: Intellect **Type:** Artistic
Prerequisites: Music

Musical Notation is the literacy of music. You must have this skill in order to write sounds onto paper.

Musician (Specific)
Attribute: Insight **Type:** Artistic
Prerequisites: Music

Musician (Specific) is different for each family of instruments (Strings, Woodwinds, Brass, Percussion, Primitive, Voice). Each skill allows the possessor to make melodious sound with that family of instruments.

Muzzle Loader
Attribute: Dexterity **Type:** Combat
Prerequisites: None

Muzzle Loader is the ability to load, fire, repair, maintain, and otherwise handle a muzzle-loading firearm.

Mysticism
Attribute: Sanity **Type:** Intellectual
Prerequisites: None

Mysticism is the understanding of etiquette and lore or polytheistic mystical thought. It is another perspective in competition with Religion and Philosophy.

Navigation
Attribute: Intellect **Type:** Intellectual
Prerequisites: Map Reading

Navigation is the skill of plotting a course from one place to another using the sun, moons and stars as points of reference—whether over land or sea.

Negotiation
Attribute: Charisma **Type:** Social
Prerequisites: Persuasion

Negotiation is the skill of establishing an agreement between two or more parties.

Nuclear Physics
Attribute: Intellect **Type:** Intellectual
Prerequisites: Physics

Nuclear Physics is the knowledge of advanced physical law, particularly regarding the structure and properties of atomic particles and radiation.

Observation
Attribute: Perception **Type:** Intellectual
Prerequisites: None

Observation is the basic skill of noticing the world around you. The Bard will use this skill to roll covertly in order to determine if you have noticed a secret. You will employ this skill often as your character examines the world around him.

Occultism
Attribute: Sanity **Type:** Intellectual
Prerequisites: None

Occultism is the knowledge and understanding of arcane, secret, and esoteric information including the hidden things within cabals, societies and sabbats. It is knowledge of folk magic and lore—not Ido or Qai.

Oral Traditions
Attribute: Intellect **Type:** Intellectual
Prerequisites: History, Teaching

Oral Traditions are the knowledges—often in minute and painstaking detail—passed down verbally. In most instances, they are more accurate than written history because they are taught word-for-word, as a chant—altering them changes their 'tune.' Rarely does a single person retain the only rendition and too many would notice the error if any changes were made.

Oration
Attribute: Charisma **Type:** Social
Prerequisites: Persuasion, Story Telling

Oration is the art of telling a story, giving a speech, or speaking before others.

Orientation
Attribute: Insight **Type:** Intellectual
Prerequisites: None

Orientation is the skill of knowing where you are, which direction you are facing, and where you are in relation to known landmarks.

Painting
Attribute: Insight **Type:** Artistic
Prerequisites: None

Painting is the skill of transferring images to canvas (or other media) using paints.

Parry
Attribute: Dexterity **Type:** Combat
Prerequisites: None

Parry is the skill of deflecting a directed blow by another weapon. The ED of this SV test is subtracted from the ED of the attack SV test.

Persuasion
Attribute: Charisma **Type:** Social
Prerequisites: None

Persuasion is the art of convincing someone else of your perspective, ideology, opinion, or anything else you wish to convey.

Pharmacology
Attribute: Intellect **Type:** Intellectual
Prerequisites: Chemistry or Herbalism

Pharmacology is the knowledge of how chemicals and herbs react and interact with the body. It is the skill of making medicines from chemicals or herbs.

Philosophy
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
Philosophy is the study of various philosophical concepts including the nature of the soul, ontological perspectives, and the nature of divinity. It is another perspective in competition with Religion and Mysticism.

Physics
Attribute: Intellect **Type:** Intellectual
Prerequisites: Mathematics
Physics is the study of the physical laws of the universe—which are typically broken down mathematically and analyzed minutely.

Pick Locks
Attribute: Dexterity **Type:** Subterfuge
Prerequisites: Guile or Locksmith
Pick Locks is the skill of tripping a lock without a key.

Pick Pockets
Attribute: Dexterity **Type:** Subterfuge
Prerequisites: Guile, Legerdemain
Pick Pockets is the specific sleight-of-hand maneuver to lift a wallet, pouch, or other small item from another person without being noticed.

Pilot (Aircraft)
Attribute: Perception **Type:** Vehicle
Prerequisites: None
Pilot (Aircraft) is the skill of operating and controlling a fixed wing aircraft.

Pilot (Boat)
Attribute: Perception **Type:** Vehicle
Prerequisites: None
Pilot (Boat) is the skill of operating and controlling a small watercraft. This skill is specifically used to direct the course and provides no understanding of sailing or navigation.

Pilot (Rotorcraft)
Attribute: Perception **Type:** Vehicle
Prerequisites: Pilot (Aircraft)
Pilot (Rotorcraft) is the skill of operating and controlling a rotary wing (helicopter) aircraft.

Pilot (Ship)
Attribute: Perception **Type:** Vehicle
Prerequisites: Pilot (Boat)
Pilot (Ship) is the skill of operating and controlling a large watercraft. This skill is specifically used to direct the course and provides no understanding of sailing or navigation.

Pistol
Attribute: Dexterity **Type:** Combat
Prerequisites: None
Pistol is the skill of firing and maintaining small, hand-held firearms. This skill includes slingshot, revolvers and semi-automatic firearms.

Poetry
Attribute: Insight **Type:** Artistic
Prerequisites: Story Telling or Writing
Poetry is the art of expressing oneself through lyrics, prose, or rhyme.

Poisons
Attribute: Intellect **Type:** Medical
Prerequisites: Pharmacology
Poisons is the knowledge of identifying substances that react poorly with the body and their most effective means of delivery. This skill can be used to identify poisons to aid in healing (creating antidotes) or create poisons to aid in killing.

Politics (Specific)
Attribute: Intellect **Type:** Social
Prerequisites: Etiquette (Specific)
Politics is the knowledge of the competing forces and behind-the-scenes relationships in a hierarchy system.

Pottery
Attribute: Insight **Type:** Build/Repair
Prerequisites: None
Pottery is the skill of making containers from clay.

Presentation
Attribute: Charisma **Type:** Social
Prerequisites: None
Presentation is the art of showmanship, hawking, barking, selling, or otherwise catching the attention of onlookers and passersby in order to entice them.

Pressure Points
Attribute: Insight **Type:** Medical
Prerequisites: Physiology
Pressure Points provides the ability to activate the nervous system in a hominid through dermal pressure. Pressure Points can be used to aid the healing process, incapacitate the patient or stimulate specific responses. Consult your Bard on the specific uses of this skill.

Propaganda
Attribute: Intellect **Type:** Intellectual
Prerequisites: Writing
Propaganda is the skill of disseminating information that supports a particular viewpoint. It is the most basic form of marketing.

Psychology
Attribute: Sanity **Type:** Social
Prerequisites: None
Psychology is the understanding of human behavior.

Pugilism
Attribute: Dexterity **Type:** Combat
Prerequisites: Punch
Pugilism is the trained method of hand-to-hand fighting—fisticuffs. Stun damage is calculated as ED+4. Lethal damage is calculated as ED-4. Negative or 0 values causes no damage.

Punch
Attribute: Dexterity **Type:** Combat
Prerequisites: None
Punch is the skill of attacking an opponent using the fists. Stun damage is calculated as ED+3. Lethal damage is calculated as ED-5. Negative values or 0 value causes no damage.

Quantum Physics
Attribute: Intellect **Type:** Intellectual
Prerequisites: Astrophysics, Nuclear Physics
Quantum Physics is the understanding of the Quantum states of atomic particles.

Rappelling
Attribute: Stamina **Type:** Physical
Prerequisites: Climbing
Rappelling is the skill of controlled descent vertically using rope or other line.

Rarities
Attribute: Intellect **Type:** Intellectual
Prerequisites: None
Rarities is the knowledge of rare and valuable items.

Religion
Attribute: Insight **Type:** Intellectual
Prerequisites: None
Religion is the knowledge of various understandings of the nature of the soul, ontological perspectives, and the nature of divinity. It is another perspective in competition with Philosophy and Mysticism.

Research
Attribute: Resolve **Type:** Intellectual
Prerequisites: Literacy
Research is the methodical study of any topic.

Ride Beast (Specific)
Attribute: Resolve **Type:** Animal
Prerequisites: Animal Handling
Ride Beast is a separate skill for each family of animal. Donkeys, horses, and mules; jugal; kamel; bull, cow and ox; phah'lok; drachen. Others exist, and will be covered in more detail in subsequent volumes.

Rifle
Attribute: Dexterity **Type:** Combat
Prerequisites: None
Rifle is the skill of firing and maintaining long barrel firearms.

Rigging
Attribute: Dexterity **Type:** Physical
Prerequisites: Balance, Climbing, Knotwork
Rigging is the skill of rigging sails designed to catch the wind. It is useful in sailing vessels, sailcars, and windtraps.

Riposte
Attribute: Dexterity **Type:** Combat
Prerequisites: Slash, Thrust, Parry
Riposte is the skill of parrying and returning an attack in one motion. When Riposte is used, roll the SV; if successful, compare the ED to your opponent's attack. If your ED is higher, you may take the remainder, after subtracting his ED from yours, and make a free attack. Your free attack is at -30SV, but you may include the remainder of your ED from the previous test.

Robotics
Attribute: Intellect **Type:** Intellectual
Prerequisites: Electronic Design, Hydraulics
Robotics is the skill of creating and maintaining robotic mechanisms. In order to control them, you would use Electronics or Computer Programming.

Running
Attribute: Stamina **Type:** Physical
Prerequisites: None
Running is the skill of endurance running—not speed. The ED from a successful SV test will replenish your fatigue from running. Only one SV test is allowed per hour.

Sail Ride
Attribute: Dexterity **Type:** Physical
Prerequisites: Balance
Sail Ride is the skill of leaping into a wind-filled sail in order to control your descent to a lower level.

Sailing
Attribute: Stamina **Type:** Physical
Prerequisites: Navigation
Sailing is the skill of capturing the wind for the purpose of locomotion. It is also used to catch wind in a wind-trap.

Scavenging
Attribute: Insight **Type:** Subterfuge
Prerequisites: Search
Scavenging is the skill of knowing how to find items of value amidst what others would call 'junk.' This can be used in conjunction with Jury-Rig to return value to a previously useless item.

Scheming
Attribute: Intellect **Type:** Social
Prerequisites: Leadership, Politics
Scheming is the ability to work behind the political scenes to manipulate political events, to create rumors, to seize opportunities and events in order to propel your political agenda. This is usually used to further unpopular or illegal agendas—otherwise, you wouldn't need to scheme.

SCUBA
Attribute: Stamina **Type:** Physical
Prerequisites: Swimming, Diving
SCUBA is the skill of using a Self Contained Underwater Breathing Apparatus.

Sculpting
Attribute: Insight **Type:** Artistic
Prerequisites: None
Sculpting is the art of creating three-dimensional art from any medium.

Seafaring
Attribute: Stamina **Type:** Physical
Prerequisites: Rigging
Seafaring is the knowledge and understanding of water systems (rivers, lakes, seas, oceans) as a dynamic environment. This skill provides an understanding of currents, weather, water movements, migrations, etc. which all fall into the Seafaring category.

Search
Attribute: Perception **Type:** Subterfuge
Prerequisites: Observation
Search is the methodical process of finding items in a specific area.

Seduction
Attribute: Charisma **Type:** Subterfuge
Prerequisites: None
Seduction is the art of convincing, enticing, or otherwise inducing someone to spend time with you solely based upon your preferred vice.

Life is thirst.

—Street Proverb

Siege Weapons
Attribute: Perception **Type:** Combat
Prerequisites: None

Siege Weapons is the skill of placing, firing, building, or repairing a siege weapon. Siege weapons include ballistas, catapults, siege towers, cannons of all types, etc.

Shipwright
Attribute: Intellect **Type:** Build/Repair
Prerequisites: Carpentry, Sailing

Shipwright is the skill of designing, building, repairing, and manufacturing boats and ships.

Shopping
Attribute: Perception **Type:** Social
Prerequisites: None

Shopping is the art of finding good bargains. The actual negotiation with vendors would be covered under Negotiation, but Shopping will identify the best quality for the best price prior to engaging in Negotiation.

Sign Language
Attribute: Dexterity **Type:** Social
Prerequisites: None

Sign Language is specific to the career choice of the character. Not all careers have a form of sign-language. Those that do can communicate silently to another of their cadre in the presence of others while remaining relatively secure that only their compatriot understands their message.

Singing
Attribute: Resolve **Type:** Artistic
Prerequisites: None

Singing is the art of making melodious sound with the voice—it conveys no ability to write or compose.

Skinning
Attribute: Dexterity **Type:** Daily
Prerequisites: None

Skinning is the skill of removing the hide from an animal. This skill also provides the ability to preserve the hide for proper tanning, but Tanning itself is a separate skill.

Slash
Attribute: Dexterity **Type:** Combat
Prerequisites: None

Slash is the skill of swinging a weapon up, down, or side-to-side. Damage inflicted is based upon the ED rolled and the specific damage of the weapon wielded.

Sling
Attribute: Perception **Type:** Combat
Prerequisites: None

Sling is the skill of striking a target with an object launched from a sling-type weapon. Damage is based on the weapon. Note that the slingshot weapon uses the archery skill.

Smithing (Specific)
Attribute: Strength **Type:** Build/Repair
Prerequisites: Metallurgy

Smithing is the skill of creating or repairing tools from metal. Each type of tool is a separate skill: Armor, Weapons, Hand Tools, Farm Tools, General Use Items, etc.

Socializing
Attribute: Charisma **Type:** Social
Prerequisites: Etiquette (Specific)

Socializing is the ability to develop and maintain social contacts. The SEC of your character will modify the SV of this skill whenever you attempt to socialize outside your SEC.

+/- 1 SEC	**-/+ 3**	**+/- 5 SEC**	**-/+ 25**
+/- 2 SEC	**-/+ 7**	**+/- 6 SEC**	**-/+ 33**
+/- 3 SEC	**-/+ 12**	**+/- 7 SEC**	**-/+ 42**
+/- 4 SEC	**-/+ 18**		

Sounding
Attribute: Perception **Type:** Vehicle
Prerequisites: None

Sounding is the skill of judging water depth using a demarcated, weighted rope tossed into the water.

Spelunking
Attribute: Insight **Type:** Physical
Prerequisites: Climbing, Orientation

Spelunking is the skill of exploring caves—squeezing through tight fits, knowing which way leads out, and the general difficulties of maneuvering in tight, dark quarters.

Sprinting
Attribute: Dexterity **Type:** Physical
Prerequisites: None

Sprinting is the skill of running for speed. Add the ED in meters to the distance covered per turn spent Sprinting.

Staff
Attribute: Dexterity **Type:** Combat
Prerequisites: None

Staff is the skill of attacking and defending using a two-handed staff weapon. (One-handed would be a baton—which would be covered with 'Slash' and 'Thrust.')

Stalk
Attribute: Dexterity **Type:** Subterfuge
Prerequisites: Stealth

Stalk is the covert skill of following someone without being noticed. It is an opposed test against their Observation skill.

Stealth
Attribute: Dexterity **Type:** Subterfuge
Prerequisites: None

Stealth is the skill of walking or moving unnoticed. The ED provides a modifier for anyone who is trying to notice you.

Storytelling
Attribute: Charisma **Type:** Social
Prerequisite: None

Storytelling is the art of sharing stories in an engaging and interesting manner to capture attention, whether reciting a yarn to a group of children, or recounting a story for people in a tavern. It can also be used as a form of 'creative test' to see how original the story is. (How 'honest' the story is depends entirely on the storyteller.)

700. For the lady, a special today,
500. Oh! A friend of Sahib! 250.
Wait! Don't go! 100! 100!
—Street Vendor Trying to Make a Sale

Strategy
Attribute: Intellect **Type:** Intellectual
Prerequisites: None

Strategy is the skill of understanding, planning, and maneuvering forces to a goal from the big-picture perspective.

Streetwise
Attribute: Insight **Type:** Subterfuge
Prerequisites: None

Streetwise is the basic knowledge of the streets—who's in charge, who's to be trusted, and who's not to be messed with.

Subdue
Attribute: Strength **Type:** Combat
Prerequisites: Wrestling

Subdue is the skill of preventing someone from acting without directly harming them. It is a series of holds and maneuvers to pin them in place so they cannot harm themselves or others.

Superstition
Attribute: Intellect **Type:** Intellectual
Prerequisites: None

Superstition is the knowledge of superstitious lore, figures, practices, and folk stories.

Once a T'nahran has acquired a supersitition, nothing short of death is ever likely to remove it.

—Sammael Klemins

Surgery
Attribute: Intellect **Type:** Medical
Prerequisites: Anatomy, Diagnosis, Pharmacology

Surgery actually harms the body, through cutting into it in order to repair, remove foreign matter, or restore capability. However, the skill of the diagnosis can help offset this damage.

Surgery can directly repair bone damage, restoring damage equal to ED-2. There is a drawback in that the area to be repaired will suffer an additional 2 points of flesh damage in the process. Surgery can be used a maximum of once per wound in a particular injury zone.

Surgery is also able to restore some functionality to nerve damage. Nerve damage to the head may not be restored. Surgery can restore a maximum of ED-6 nerve damage and causes a minimum of 5 points of flesh damage in the process. Additionally, any negative points from the healing roll of ED-6 are also applied as flesh damage. Only one Surgery attempt is allowed on any nerve damage. Once it has been made, no other healing of that nerve damage is allowed. Ever.

All flesh damage results from surgery are mirrored in blood damage, reducing the character's Consciousness rating. Surgery is incredibly wearying to the body. It takes weeks to heal from surgery.

Survival (Specific)
Attribute: Stamina **Type:** Physical
Prerequisites: None

Survival is a separate skill for each different type of terrain: Coast, Desert, Forest, Mountains, Plains, Wasteland.

Swabbing
Attribute: Stamina **Type:** Physical
Prerequisites: None

Swabbing is the skill of cleaning a ship. Long hours at sea are spent cleaning, re-cleaning and cleaning again. The primary purpose of these long hours are to give lonely people on a long voyage something to do so they don't go stir crazy.

Swimming
Attribute: Stamina **Type:** Physical
Prerequisites: none

Swimming is the skill necessary to move through a liquid medium without drowning.

Swinging
Attribute: Stamina **Type:** Physical
Prerequisites: None

Swinging is the ability to dangle from a cord and swerve accurately across an open space.

Tactics
Attribute: Intellect **Type:** Intellectual
Prerequisites: None

Tactics is the squad counterpart to strategy. Tactics involves a limited force on a limited field for a specific goal. Knowledge of Tactics by the leader of a combat can provide bonuses to the team under his command.

Tailor
Attribute: Perception **Type:** Daily
Prerequisites: Domestics

Tailor is the skill of creating custom fitted clothing.

Tanning
Attribute: Insight **Type:** Daily
Prerequisites: None

Tanning is the skill of preparing leather from hides.

Teaching
Attribute: Insight **Type:** Social
Prerequisites: None

Teaching is the skill of conveying knowledge to another.

Teamster
Attribute: Resolve **Type:** Animal
Prerequisites: Ride Beast (Any)

Teamster is the skill of guiding or controlling animal(s) pulling a cart, chariot, or wagon.

Theology (Specific)
Attribute: Sanity **Type:** Intellectual
Prerequisites: None

Theology is the study of a single deity. This is the professional skill of the Vangel. Each separate deity is a separate skill.

One man's theology is another man's belly laugh.

—Robert A. Heinlein, Philosopher/Author

Theoretical Physics
Attribute: Intellect **Type:** Intellectual
Prerequisites: Anti-matter Physics, Astrophysics

Theoretical Physics is the study of esoteric understandings of Physical law on the cutting edge of technology beyond anything existing in the 21st century (to date).

Therapy
Attribute: Intellect **Type:** Medical
Prerequisites: Diagnosis

Therapy attempts to restore or compensate for that which could not be healed. It is a little different than typical healing in that it restores no life points. Instead, it restores functionality. It is necessary to properly diagnose the problem before effective Therapy can begin.

Most often Therapy is used to restore ability lost through nerve damage, but it is sometimes necessary to repair mobility lost due to improper healing. Due to the vast and myriad variables that could influence this kind of healing, we simply leave it to the Bard to determine when it is necessary.

Nerve damage causes negative modifiers for the wounded character. Therapy offsets those negative modifiers through a process of re-learning the skills involved. One Therapy roll is allowed each week. A particular skill is chosen when the Therapy roll is made. The ED determines the offset modifier that the character has learned in that week. This modifier applies directly to the negative SV from the nerve damage as listed in the Pain Modifier chart.

Example: *Parc has suffered a serious blow to his shoulder that has caused 3 points of nerve damage. Surgery was unable to heal it. He must live with a -21 to all actions with his sword arm for the rest of his life or re-learn how to use it with therapy. First the Therapist diagnoses his injury—rolling a success with an ED of 5, which provides a +28SV to the Therapist. Next the Therapist takes Parc into treatment for a week—Parc chooses to work on his Slash skill. The Therapy roll is successful, with an ED of 9. This provides Parc with a +9SV modifier, making his overall modifier to slash a -12 (-21+9 = -12). All other skills are still at -21, however, and Parc is still noticeably impaired. After a week, he may either continue to work on this skill or choose another.*

Throwing (Specific)
Attribute: Dexterity **Type:** Combat
Prerequisites: None

Throw is the skill of tossing an object at a target accurately.

Thrust
Attribute: Dexterity **Type:** Combat
Prerequisites: None

Thrust is the skill of stabbing a weapon against an opponent. The ED and the weapon damage code determine the damage done.

Tracking
Attribute: Perception **Type:** Subterfuge
Prerequisites: Search

Tracking is the skill of hunting a target based upon markings, scent, laying in wait, etc.

Trail Signs
Attribute: Insight **Type:** Animal
Prerequisites: Search

Trail Signs is the ability to follow something based upon the prints left by it—scat piles, broken foliage, etc. This skill also conveys the knowledge of specific 'footprint' identification.

Transcend
Attribute: Resolve **Type:** Qai
Prerequisites: Bond, Discern, Transform

Transcend is the Qai skill of grand yet subtle changes in the world at large.

Transform
Attribute: Resolve **Type:** Qai
Prerequisites: None

Transform is the Qai skill of altering the normal form and/or function of a living entity.

Traps
Attribute: Perception **Type:** Subterfuge
Prerequisites: None

Traps is the skill of designing, setting, and disarming traps.

Troubadour
Attribute: Insight **Type:** Artistic
Prerequisites: Acting, Oration, Singing

Troubadour is the skill of entertaining using multiple skills and talents, typically melded together into a single performance.

Unobtrusive (Specific)
Attribute: Insight **Type:** Social
Prerequisites: Etiquette (Any)

Unobtrusive is the skill of not being noticed without being hidden—it is a separate skill for each culture.

Ventriloquism
Attribute: Insight **Type:** Artistic
Prerequisites: None

Ventriloquism is the art of speaking without moving your lips and/or making your voice seem to originate from another nearby location. Mimicry is a good counterpart for this skill.

Veterinary
Attribute: Intellect **Type:** Medical
Prerequisites: Animal Handling, Therapy

Treat as the skill 'Doctor' but use it on animals.

Weather
Attribute: Perception **Type:** Intellectual
Prerequisites: Observation

Weather is the ability to determine the likelihood of meteorological events in the very near future. The ED provides a number of hours ahead that the information is probably accurate. It also conveys the ability to determine how severe coming seasons will be based upon experiential understanding.

Withdraw
Attribute: Dexterity **Type:** Combat
Prerequisites: Instinct

Withdraw is the combat skill of the tactical, organized retreat. Using Withdraw conveys a -1 ED to all attacks against your character and all defensive SVs are bonused by +3 times the value of the ED. All attack skills suffer a -33SV modifier.

Wrestling
Attribute: Strength **Type:** Combat
Prerequisites: None

Wrestling is the skill of using physical holds and pins to injure an opponent. Wrestling is an opposed test. The difference in ED determines the damage done.

Writing
Attribute: Intellect **Type:** Artistic
Prerequisites: Literacy, Story Telling

Writing is the ability to convey stories to others through the written word.

Zoology
Attribute: Intellect **Type:** Intellectual
Prerequisites: Biology

Zoology is the study of animals and provides a basic understanding of an animal's needs through observation.

LANGUAGES

Languages are learned in the same way as skills and use Intellect as their base attribute. Skill points must be spent to increase languages in the same way that other skills are increased.

Languages are a means for people to share information and communicate, and are typically the glue that holds societies together. Those who speak a common language gravitate toward one another. The basic attribute for speaking a language is Intellect. All languages use this as their base attribute, and Intellect adds its value to all SV tests for language.

Archaic Tongues

So named because they are thought to most closely resemble the languages of old. Archaic Tongues include the most common language, Rikkan, as well as the languages of the Denizens. All Archaic Tongues make use of the same alphabet, known as Atin. The Atin alphabet consists primarily of vertical strokes and rounded letters and is read from left to right.

Rikkan (Kel, Kheem, Rahn, Shnahn) rick-KAN

Rikkan is, by a large margin, the most widely spoken language in T'nah, and as such is often referred to as Common. The Kel, Kheem, Rahn and Shnahn all speak Rikkan as their first language, although many others speak it as a second tongue. To outsiders, Rikkan sounds like a slurred drawl, spoken with a hard edge to it. It is a very simple language to pick up, for it has no complex sounds. Rikkan bears many similarities to Spanglish and speakers of the two can easily understand one another within a couple of days. It is even easier for native speakers to understand each others' texts.

Names in Rikkan have no discernible meaning, although they are by no means random, instead coming from the long-standing traditions of the Rikkan cultures.

Common Names: Beelee, Hak, Isak, Jolee, Josse, Skot, Tod, Vern

Spanglish (Dry Denizens) sp-ANG-lish

Perhaps surprisingly considering that it is the traditional tongue spoken by the Dry Denizens, Spanglish has many similarities to Rikkan. Spanglish is spoken more quickly and in a more nasal manner than Rikkan. Given a little time, speakers of Spanglish and Rikkan can understand one another. It is even easier for native speakers to understand each other's texts.

Spanglish shares many names with Rikkan, and in much the same manner names have little meaning.

Common Names: Barssalo, Farrinand, Madra, Maree, Sanata

Deutshan (Wet Denizens) DOY-shan

The language of the Wet Denizens, Deutshan shares an alphabet with the other Archaic tongues but has a completely different set of sounds. Deutshan has a partly nasal, sing-song quality and partly a somber, deep sound, an odd combination which makes Deutshan sound strange to the ear. Deutshan is also strange in that it makes use of many very long words, each made by combining shorter words. Although at first this practice can seem daunting, it does mean that the vocabulary is much smaller, as longer words are simpler constructed out of smaller ones.

Although it shares an alphabet with the other Archaic languages, Deutshan is significantly different. Speakers of Rikkan and Spanglish are not able to understand it without instruction.

As with the other Archaic tongues, Deutshan names are traditional but with meanings long since forgotten.

Common Names: Albert, Briggitta, Jurgana, Marcus, Rikehart, Steffano

Renizant Languages

The languages once spoken throughout the Renizant Empire still exist in varying forms. All Renizant languages share the same alphabet, an elegant script perfectly suited to writing with ink.

Dihl (Noma, Renizant) DILL

Once the common tongue of the Renizant Empire, Dihl is still spoken by the Noma and the Renizant. By native speakers, Dihl is spoken rapidly, with words often running into one another. To a non-native this can make comprehension difficult. Dihl has a very songlike quality to it and is ideal for musical performance. The meaning of many words in Dihl can vary depending on the pitch at which they are spoken.

Dihl makes use of the Renizant alphabet, a beautifully flowing script read from right to left. Calligraphy and illumination are both highly prized art forms amongst the Renizant.

Dihl is descended from Surrawl, a much older and more archaic tongue little used today. Speakers of Dihl have difficulty understanding the complexities of Surrawl, although speakers of Surrawl have little problem understanding Dihl.

Names are given to a child at birth, although a child can choose a new name for himself upon reaching adulthood.

Common Names: Abbad, Asha, Allur, Hasmin, Momad, Samwar, Zoan

Surrawl (Renizant) sore-ROR-ul

The old official language of the Renizant Empire little used in everyday speak. Surrawl is still used as the language of academics, bureaucrats and priests. Many Renizant books are still written in Surrawl, and to be able to read it is considered the mark of an intellectual. It is a much more awkward and unwieldy language when compared to Dihl, altogether impractical for day to day speech. Whereas Dihl is very song like, Surrawl is much more somber. Perhaps through long associations with the ruling class, Surrawl has a very commanding sound to it, conveying respect and authority. With a little effort a speaker can make his voice boom, carrying with it an air of authority and command.

Scratch Languages

Named for the distinctive, scratch-like alphabet used by these languages, the Scratch Languages are predominantly spoken by the cultures of the Andw'ahr and Syl.

Danaic (Skulae) DA-nay-uk

Spoken only by the Skulae, Danaic is a tongue as harsh as their wasteland home. Danaic is a language of few words, or rather there are many words, but few are rarely spoken at any one time. For the Skulae, there are far more important things to be doing rather than unnecessary talking. Danaic is therefore spoken in short, abrupt sentences with conversations a minute at most. To compensate for this, many words in Danaic can mean more than one thing at the same time depending on what other words they are spoken with. In its written form Danaic is slightly more expressive, and less compressed, but not overly so. The Skulae have little patience for writing. The Danaic alphabet comprises short sharp lines and it is often referred to as 'scratching.'

Danaic shares the same alphabet and sounds with Equalan. With a little perseverance speakers of Danaic can understand Equalan, although it is unlikely they would attempt to reply in it. Danaic is an abrupt language, almost jarring to the ear. It consists of many syllables pronounced from the back of the throat, as if one were coughing or clearing his throat. Such syllables are denoted by a kh or gh here.

As an example, the word alakh typically means hello, a needless word rarely expressed amongst the Skulae. When coupled with the speaker's own name, alakh means far more. Thus, Alakh-Moshama means Hello, my name is Moshama. If combined with the word gharum, Danaic for house, the phrase becomes welcoming. Thus, Alakh-gharum means Hello and welcome to my home.

As befits the rest of their tongue, names in Danaic are short and to the point. They often describe the person as well, to save time and words. Until maturity, Skulae take the name given to them by their parents. Upon reaching maturity, Skulae choose a new name, although they may change it again at any time. A Skulae often has a number of different names at any one time, each one dependant on where he is and how he is feeling.

Common Names: Alba (angry), Ebogh (strong), Efar (truthful), Elgh (tall), Gha (pained), Ioen (true-shot), Kho (vengeful), Soem (beautiful).

Equalan (Sylvan) eck-KWA-lan

Like its sister language, Danaic, the Sylvan tongue of Equalan is harsh and rasping, often sounding like wood being cut or bone being scraped. Unlike Danaic, which is rarely spoken for long, Equalan seemingly goes on forever, its sentences flowing into one another and its speakers rarely pausing for breath. In Sylvan lands the sounds of Equalan form a constant, droning background noise as natural as birdsong or the rustling of leaves. In its written form, Equalan is considered particularly disdainful by other cultures, for the Sylvan make exclusive use of their enemies as writing material. Parchment is made from the flayed skins and hides of fallen foes, with their bones saved for scrimshawing—it is on the bones of their enemies that the greatest Sylvan poetry and literature is written.

Equalan shares the same alphabet and sounds with Danaic and with a little perseverance speakers of Equalan can understand Danaic. The Sylvan think the laziness of the Skulae with their language to be distasteful and only reluctantly attempt to condense their own tongue to make it more understandable. Equalan is a longwinded language and makes no use of anything so contrived as punctuation. For ease when read, Equalan does separate words by using a hyphen (-). It is a harsh sounding language, consisting of many syllables produced from the back of the throat. Such syllables are denoted by a kh or gh here.

Sylvan names are often long and unwieldy, comprising flowery descriptions and detail. Sylvan are given names at birth and keep them throughout their adult lives. Sylvan names are a source of great pride and it is considered a great offence for anyone—Sylvan or otherwise—to shorten them.

Common Names: Antathaghia (an-ta-THAG-gear), Betheghellem (BETH-ghel-lem), Efarathania (eff-ar-ATH-an-near), Ghariallana (GHAR-rear-larna), Jerequie (JER-re-kwee), Sellemogh (SAY-lem-och), Yollestere (yoll-les-TIER)

Gahl (Dyevan, Kon'ahr) GAH-ul

Spoken by the subterranean cultures of the Dyevan and the Kon'ahr, Gahl is a quiet language and its speakers always sound as if they are whispering. Gahl is unusual in that it sometimes makes use of environmental effects as part of speech, such as the acoustics of a particular cavern. Thus words spoken can include echoes and vibrations to affect their meaning. Whilst being undeniably impressive, it does mean that Gahl is a language which does not work especially well beyond the subterranean. This, coupled with the weighting of words and meanings almost entirely towards underground life, has lead to the appearance of a large number of new words—some entirely invented, others taken from other tongues, especially Tchin. This approach has been ad-hoc and often leads to confusion amongst groups from different areas, who may all speak subtly different variations of Gahl.

Gahl uses the scratch alphabet alongside Danaic and Equalan, although the actual sounds and language are completely different. Speakers of Gahl have enough trouble communicating nuances and meanings with others speaking their own language, let alone with other cultures. As such, Gahl is not intelligible by speakers of these tongues. They may be able to read their script, but not to understand the meanings behind the words.

The relationship between Tchin and Gahl is much closer, however. The two are nearly identical with regards to sounds, grammar, and alphabet, although their vocabularies differ significantly with very little overlap. With study and time, speakers of the two languages can understand one another with relative ease.

Common Names: Alliss, Ellissier, Essara, Mews, Pariss, Psorum, Valassarol

Tchin (T'Vahr) tuh-CHIN

A sister tongue to Gahl, Tchin is the language of the sedentary T'Vahr. In theory Tchin is the same language as Gahl, for they both make use of the same sounds, the same sentence structures and grammar and the same scratch-like alphabet. Despite this, the two languages have their own discreet sets of words and meanings, traditionally with very little overlap. In recent years Gahl has borrowed words from Tchin, bringing the two tongues a step closer. Tchin is also a quiet language and its speakers always sound as if they are whispering. The T'Vahr are very poetic about the things dearest to them, most notably farming, and when talking about such things their language is capable of a stupendous degree of detail.

Tchin and Gahl are closely related tongues and the two are nearly identical with regards to sounds, grammar and alphabet, although their vocabularies differ significantly with very little overlap. With study and time, speakers of the two languages can understand one another with relative ease. Tchin makes use of the scratch alphabet alongside Gahl, Danaic and Equalan. Beyond that, Tchin is unrelated to Danaic and Equalan, although it is relatively straightforward for speakers of these tongues to learn the others.

Common Names: Bowtiss, Cerulon, Ellyss, Mowus, Queill, Wellis

Unique Tongues

There are a number of languages which bear no relation to any other found on T'nah. Where these have come from or how they originated is unknown to the scholars of the world.

Ebo (Ch'ak) ee-BOW

Spoken exclusively by the Ch'ak, Ebo is a very odd language to hear, sounding akin to a mixture of dogs barking and choking. Ebo is noisy, crude and very guttural with many sounds produced from the back of the throat. Other peoples often look down on Ebo, considering it a primitive tongue. Few other than native speakers deign to learn it, although the Yethites occasionally pick it up through extended contact.

Ebo makes use of a strange glyph-like alphabet, consisting of borrowed symbols and letters from other alphabets—predominantly Atin—but used entirely out of context.

The Ch'ak like epithets and their names often read as a long list of worthy achievements and honors. Bad epithets stick just as readily as good ones and part of a shamed warrior's dishonor is that he must proclaim it as part of his name. Ch'ak names make use of the glottal stop a lot, designated through use of the apostrophe.

Common Names: B'arak, Chalam, Fo'lin, G'hor, Kia, Ma'slen, Orra

Prinr (Myrshal) purr-RIN-ur

Spoken exclusively by the Myrshal, is a language made up of alien sounds akin to the purring and meowing of lesser cats. It is often derogatorily referred to as mewling, especially by the Equin. In a similar vein to the language of the Equin, Prinr makes extensive use of body language and the raising of hackles, the swishing of the tail, and the flattening of the ears all convey important nuances and meanings. Prinr is a language divided in two, one part dominant, the other fawning. In any given conversation one participant will be dominant and make use of the superior motions and sounds associated with that role. The other participants will use the fawning part of Prinr, comprising of flattering, subservient and sycophantic noises and gestures. Basic words are the same in both halves, but their sound, tone and very meaning changes depending on the role of the speaker.

The sounds of Prinr are impossible for a non-Myrlihk to replicate because of the anatomy of their mouth and throat. This is a point of great pride for the Myrshal, who are content that their language is superior to all others. It is exceptionally difficult for a Myrlihk to speak other languages, though it is at least possible.

Prinr has a basic alphabet, superficially resembling the scratch alphabet because it is written using the Myrlihk's claws. Prinr is usually written on sheets of thin wood or bark, although Myrshal writing rarely conveys anything more complex than lists or simple notes.

Myrshal typically have two names—one dominant, one subservient—and use the two interchangeably depending upon to whom they are talking or referring. Myrshal are given their subservient name upon birth and it is always used by their parents or guardians, often to the cause of much embarrassment. Upon reaching maturity a Myrshal is given the right to earn a dominant name, usually through a great hunt or ritual combat. A dominant name is a source of great pride to the Myrshal and they will use it whenever they can. Among outsiders, a Myrshal's dominant name is always used.

Common Names: Alewa, Cirun, Merrewn, Minr, Qenner, Senere

Arbanese (Equin) AR-ban-ees

The Loshad of the Equin speak a complex language known to them as Arbanese, literally meaning 'truth spoken.' Arbanese has no written form, and Equin history and tradition is passed down orally by the story-keepers of the Pen Do. The language is spoken from the throat, rather than from the front of the mouth and is composed of many subtle nuances and sounds undetectable to outsiders, yet which can completely change the meaning of the word. Loshad body language plays an important part in the meaning of sentences as well, with facial expressions, tail and mane movement, and the action and position of hooves all affecting the meaning and intent.

Needless to say, it is very difficult for a non-Loshad to speak Arbanese, and almost impossible for him to express anything but the simplest of sentiments. He must continually be wary of his own body language so that his meaning is not altered and misunderstood.

Conversely, Loshad have few problems speaking other languages, although they are often confused by the lack of nuance or innuendo present in other tongues. Misunderstandings often arise when a Loshad says one thing, but means another, expecting the listener to understand his body language.

Quinay bears no relation to any other language spoken on T'nah, although its extensive use of body language bears similarities to their ancient enemies, the Myrlihk.

Names in Equin society are not deemed especially important and are chosen by Loshad as they see fit. A Loshad may be known by many different names to different people. Amongst the Equin this rarely causes problems as Arbanese body language makes it clear who is being addressed at any given time.

Common Names: Arras, Di-Ho, Inita, Haggar, Logun, Kirran-Ti, Oshor, Shiara, Yendur

Example: *The word eyhek, which means hello when spoken flatly. If a slightly stronger syllable is applied to the beginning of the word, Eyhek, the meaning is reversed, meaning farewell. If eyhek is accompanied by the speaker placing one hoof further back than the other, the meaning shifts to welcome. If, however, the speaker bares his teeth and swishes his tail when speaking, the word takes on an aggressive meaning—who are you? Likewise, if the speaker bares his teeth, swishes his tail, and throws his head back, the word becomes more aggressive still—you should not be here! Finally, if the speaker begins to stomp his (left) hoof at the same time, the word becomes a challenge—you will pay for your trespass!*

Trune (Yethite) TROO-un

Spoken by the pacifistic Yethites, Trune is an odd sounding language resembling the slurred baby talk of the young of many races. Trune is a very calming language to hear, its sounds instantly putting the listener at ease and at peace. Whether this is a defensive mechanism of the Yethites has never been clarified. Trune is sometimes learned by the most pious and important of the Ch'ak, although the language does not have the same reassuring effect when issued from their lips.

Trune is not the easiest of languages to learn, simply because its sounds are so strange to others. However, through long years of contact, the Ch'ak and the Yethites generally understand one another, each knowing enough of the other's language to get by. Trune makes use of an alphabet loosely related to the scratch alphabet of Danaic, amongst others. The Trune alphabet is a lot softer and not as harsh as scratch, and is more suited to being written with ink.

Yethite names are generally short yet profound in meaning. They are chosen shortly after birth by the Yethite's parents and it is thought that the given name will mark the path that the Yethite will walk in life.

Common Names: Alawin, Cerecabar, Deo, Fione, Jobe, Nawa, Papar, Win

Hybrid Languages

There exist a number of languages not fitting any of the above categories, not because they are completely unique but because they are made up by a combination of different languages. Such languages often arise along the borderlands between different cultures or amongst settlers living within the lands of another people.

Kharne (Aij'ak) KAYRN

Spoken by the Aijak, Kharne is understandably close to Ebo. Kharne comprises many words borrowed from Rusarin, softening its sound and lessening the jarring noise associated with Ebo. Rather than the confusing glyphs of Ebo, Kharne makes use of the hybrid alphabet of Rusarin consisting mainly of vertical strokes and horizontal scratches.

Many words in Kharne are instantly familiar to speakers of Ebo, but because of its hybrid nature a speaker of Ebo would require an understanding of Rusarin as well to comprehend Kharne. With a little time and perseverance, speakers of Rusarin and Kharne can understand one another.

Kharne names are borrowed entirely from its shared parents of Ebo, Danaic and Rikkan.

Rusarin (Aijak, Jaan) roo-SAR-in

A deep sounding tongue comprising many long, drawn out sounds, Rusarin is spoken by the Jaan and the Aijak. Rusarin originated as a mixture of Danaic and Rikkan and its alphabet is a combination of the Atin and scratch alphabets, consisting mainly of vertical strokes and horizontal scratches. Rusarin is more suited to being written on paper than wood or stone, a leaning towards its Rikkan ancestry. Because of its hybrid nature, many words in Rusarin are readily identifiable to speakers of both Rikkan and Danaic, and their related languages. However, in order to be able to understand Rusarin fully, a listener would need an understanding of both Rikkan and Danaic. Kharne draws heavily on Rusarin and many of its words are borrowed. With a little time and perseverance, speakers of Rusarin and Kharne can understand one another.

Rusarin shares names with both Danaic and Rikkan, although it has many unique names as well.

Common Names: Anara, Boorus, Konor, Mickel, Nillas, Valad

FAMILIARITIES

Familiarity is different than proficiency, but they are related. Familiarity with a particular class of weapons allows a bonus to the SV. There is a maximum of +25 SV for this bonus. It is increased only through use.

While this bonus adds to the SV, it does not increase the value of the skill level or the value of the Attribute. It is a bonus only and not part of the SV. This bonus is only applicable when using the weapon with which the character is familiar.

Familiarity is broken down in fairly broad categories:

Small blades: Up to short-sword in length.



Long blades: Includes light, long-bladed weapons.

Heavy blades: Anything that allows the use of two hands, including hand-and-a-half swords.

Axes: All axes except those mounted on poles.

Spears: Any lightly-tipped polearm.

Pole Arms: Any heavy-tipped polearm (halberd, poleaxe, horseknife, etc.)

Clubs: Includes anything from a light cudgel to a mace.

Flails: Any weapon with a haft and rope or chain with weighted striker on the end.

Example: *Marda draws her qatar. The guard smirks and draws his short sword. Marda throws her qatar at him to gain some time—she rushes forward while he is dodging and removes the short sword from the stand. She has just enough time to grab the sword and block the attack made by the guard. She still receives the Familiarity Bonus for "small blades" when using the short sword—whether for attacking or defense.*

PROFICIENCIES

Proficiency is different than familiarity, but they are related. The Proficiency Bonus is for a specific weapon and adds its value directly to the ED. There is a maximum of +3 ED for this bonus. It is increased only through use.

While this bonus adds to the ED, it only applies when using the specific weapon with which the proficiency was gained. Using a similar weapon is not enough. It is the specific weight, dimensions and particular qualities of the unique weapon. It is left up to the Bard for the details, but in general, even a replica of a particular weapon would be considered a separate proficiency.

Example: *Marda has a proficiency of +1 with the qatar that her father left her. However, in the midst of the battle, it is knocked from her hand. She pulls a second qatar from her belt and strikes with it. This is a different qatar—she will not receive the +1ED when using this blade.*

At the end of each adventure, you may inform your Bard that you wish to try for an increase in Familiarity or Proficiency. You may increase only one of them at a time—and the Bard must rule that you used the item enough to warrant the test.

IDO

It is the Breath of the gods. It is the Voice of the Elements. Once heralded as a succor in dark times, now regarded with fear and dread, the mysterious power of the Maroc has borne many names, but the wise that dare speak of such things call it 'Ido'.

It is a truism that no power comes without a price, and the force that is Ido makes no exception. To wield Ido, one must embrace the batteries of mystic power known as 'maroc stones,' an ordeal that has left more than a few corpses on the sand. Maroc Stones seemingly tune themselves to the spirit of one that dares wield them, and meld seamlessly into their flesh. When an individual survives the ordeal of bonding to a stone, and some say this can only occur if the stone wills it so, they are said to 'Become Maroc'.

There are rumors of individuals that have managed to tap the power of Ido without bonding to a maroc stone though they, too, are said to use the stones in some manner. If so, they are wisely secretive, as the Maroc are fanatical in regards to their source of power and would consider such use to be inappropriate and 'fatal,' or at least it would be once they were through with such a transgressor.

Maroc Stones & Bonding

The stones pulse with a life of their own, though there is no known incident of a maroc stone acting without a sentient guiding it. They vary wildly in color, ranging across the spectrum from brilliant crimson to dark violet. Their shapes vary as well, though most resemble uncut gems. Maroc lore holds that patterns sometime move across the surface of the stones...but a watched stone changes not.

Maroc can feel the energy within a stone, some claim that it actually calls to them. When an individual decides, or perhaps is compelled, to become a Maroc, they must attune to a stone. This process can take anywhere from an hour to a year. Those with strong wills seem to align with a stone quicker, but even then, there is no set measurement for how long it will take. When the would-be Maroc has, at last, attuned to their stone, they have a difficult decision to make: where to accept it into their flesh?

A maroc stone links itself to the nervous system of its host. The closer a maroc stone is placed to the pituitary gland, the stronger the flow of Ido becomes for the Maroc, but the danger also increases—for any wielder of Ido will eventually experience a 'surge' which can damage or alter the flesh surrounding the stone. Younger Maroc, or perhaps wiser, tend to bond their stones to less vital areas, whereas older and more powerful Maroc dare to bond their stones directly to their heads, sometimes even replacing an eye.

The Maroc loses 1 permanent life point in the injury zone that their stone is bonded to. Said point will only recover with the removal of the stone. In addition, the rating of the stone will provide additional damage to the Injury Zone. A bonded Maroc Stone will provide an amount of Ido equal to its rating, modified by the location it was bonded to.

Once bonded to a stone, an individual has become Maroc and begins to sense the swirl of Ido about and through them. If their stone is ever removed, their ability to influence Ido completely disappears until they achieve another bond. That, however, is a sparse description for what the loss of a stone does to a Maroc. No drug can replicate the raw power of Ido coursing down one's veins. Maroc crave the bonding with an intensity that makes the most psychotic junkie's urge seem like simple longing. A Maroc will always know exactly what direction and approximately how far away any stone that was ever bonded to him resides. They will never give up the pursuit of what they've lost. Take a Maroc's stone and you have an enemy for life.

On Channeling Ido

Ido is released into the world by means of calling upon a series of symbols named Mahya. A Maroc directs the flow of Ido into and through these metaphysical patterns in a process known as spinning. Mahya can be thought of as iconic representations of the various Elemental Knowledges that the Maroc have identified as being the building blocks of T'nah. Less experienced Maroc tend to spin Fixed Mahya, which have the benefits of being long established and therefore, predictable. Additionally, a Maroc doesn't need to know the Elemental Knowledges upon which a Fixed Mahya is based to spin one. This can allow a seemingly weak Maroc to wield power far beyond his abilities, if he manages to find the formula for one of the more powerful Fixed Mahya. However, the would-be mighty Maroc may well be destroyed by the 'surge' or backlash that accompanies such powerful effects.

More experienced Maroc spin Freeform Mahya, which is a far more powerful, flexible, and risky way of utilizing Ido. Freeform Mahya draw directly on a Maroc's lore of Elemental Knowledges to create effects on the fly, with often unpredictable results. Maroc learn a series of Ido 'verbs' that, when spun with the appropriate Elemental Knowledge 'nouns,' produce effects.

Ido Bonus by Location

Location	Spin	Sense	Hold
Limb:			
Shoulder to Wrist	—	—	—
Crotch to Foot	—	—	—
Hand	+1	—	—
Torso:			
Neck to Groin	—	—	+2
Forehead	+1	+1	+1
Eye Socket	+1	+2	—

The Elemental Knowledges

Full descriptions of the Elemental Knowledges are listed below. Maroc start with a number of points in various Elemental Knowledges at character creation.

Spinning Mahya

Spinning a Mahya, whether Fixed or Freeform, begins with a simple SV test using the Ido Spinning skill. Once the Mahya's 'pattern' is formed, the Maroc must channel energy into it to generate the desired effect. The energy comes from their maroc stone and drawing on their various Elemental Knowledges. This is called the Flow.



Flow

A Maroc's Flow is variable, depending on how well they did on their Mahya spinning SV test. Flow is equal to the rating of the Maroc's stone + the ED value of their spinning test + the totaled values of all related Elemental Knowledges.

If this number is lower than the Flow requirement of the Mahya they have chosen to spin, then the energy begins to swirl around the Maroc—visibly—and he must continue to spin or allow the energy to dissipate. On subsequent combat actions, he may continue spinning and adding value to the total. If he fails a roll, the amount of the ED is deducted from the total power built up.

For each combat action that the Mahya is channeling Flow, 1 point of power is lost for each Elemental Knowledge involved in spinning. The power of the Ido is visible as a swirling of energy around the focal point of the Ido spinner's maroc stone. The energy is often colored in a way that is symbolic of the energies involved.

Experienced Maroc learn to conceal this telltale build up of energy by using the skill, Ido Holding. At significantly high levels—particularly where the power stored exceeds the Sanity Attribute of the Maroc—there is a visible warping of vision around the maroc stone. This warping looks much like the effect of a mirage, causing a wavering, flickering disturbance in concentric rings around the stone.

Interrupting a Maroc in the midst of spinning can cause a spontaneous dissipation of energy, which is painful for the Maroc and potentially fatal. A Maroc takes 1 point of lethal damage equal to every 10 points of power lost to such a distraction. These points will first effect the injury zone where their stone is bound, traveling on from there to the next injury zone on a path toward the head. If multiple Maroc Stones were being used for the spinning, then the dissipation damage is distributed as equally as possible. Experienced Maroc try to keep their spinning times as short as possible for this reason.

Effect and Surge

Every Mahya, Fixed or Freeform, is made up of a series of commands, called Pattern Verbs, which are then affixed to the iconic symbols of the Elemental Knowledges. Some Pattern Verbs are far more difficult to use than others, but all of them have two numbers involved with them: The amount of Ido Flow required for using them to 'Effect,' and the extra amount of Flow needed to properly control them so as to not be warped and/or burned, known as the 'Surge.'

One action is required to feed Ido into a given Pattern Verb / Elemental Knowledge statement before the actual Mahya is released. In other words, a Maroc can place one statement per action into his Mahya spinning, storing them until the power is ready to be released. The more statements a Maroc holds ready, the stronger and more visible the energy around him becomes.

Once the Maroc is ready to release his Mahya, its effects are determined by the Flow amount that exceeded the required Flow for the Pattern Verb(s) being used. However, the Maroc should have also generated enough Ido to properly control the Surge that each Pattern Verb carries with it.

All Flow beyond that which was required for the Pattern Verb is divided between Effect and Surge as the Maroc sees fit. Releasing the Ido into the Mahya must be declared prior to the final power-building roll—or the power continues to build into the next action.

The Effect chosen by the Maroc is then used or it is compared to the Ido ED Table—depending on the wording of the Mahya. If the Ido ED Table is indicated, then the die value that is determined by this table is rolled to determine the final consequence of the Mahya.

The released Ido always has a certain amount of residual interaction with reality. This interaction can be devastating to an ill-prepared Maroc. Once activated, the Surge from a Mahya will suck power into the vacuum created by the release of Ido. If the Maroc has not saved enough power to fill this void, then his own life force will be altered by the energy swirling about the Ido Surge.

For each point of Flow less that that which was required to properly control a Surge, a Maroc suffers a 'Warping Point.' The Warp starts at the injury zone where the Maroc's stone is bound. Warping is invariably tied to the Elemental Knowledges that were being drawn upon by the Mahya that caused it. If say, Lightning or Fire were involved in the Warping, the points translate directly into lethal damage on a one-for-one basis. If the injury zone suffers complete damage from this, the Maroc Stone is no longer bound to the Maroc as the blasted remnant of his body crumbles to ash. The stone is completely used up and useless in this event.

However, if Steam or Plastic were the Elemental Knowledges being drawn upon, the Warp will be very different. The effected flesh transmutes into the substance in question though, incredibly, remains alive. Occasionally, there is no visible effect, but the Bard will smile grimly at the Maroc's Player and take notes.

Holding it All In

There is a limit to the amount of power that a Maroc can manage. This limit is identical to the Consciousness rating of the character. Every point of power that the Maroc stores above this number inflicts fatigue on a 1-for-1 basis.

Example: *Daltron the Maroc chooses to respond to a charging Djezin with the full fury of his ability. He decides to unleash a Fixed Mahya called the Rain of Death upon the huge creature. Daltron has two maroc stones. One is embedded in his left hand and the other is embedded in his chest.*

Both Stones provide Daltron with 3 units of Flow a piece. Daltron has the knowledge of Rock: 5 and Fire: 4. Daltron didn't need to know either Rock or Fire to spin this Mahya, as it is Fixed. The fact that he does know both, however, gives him a higher Flow, thus a faster casting time. The other Elemental Knowledges that Daltron possess do not affect this Mahya because their elements are not utilized. His base Flow is 15 for this Mahya.

Because time is of the essence, Daltron chooses to spin and release on the same combat action. He rolls against his SV of his Ido Spinning skill (78). The roll is [07:8]. It is a critical success!

With 15 units of power from his power pool and the 8 from the ED roll, Daltron has 23 units of power. He devotes 17 to activate the Mahya—leaving him 6 units for Effect and Surge. Since Rain of Death has a Surge of 15, Daltron already knows that he is in trouble. Since he doesn't have enough for the Surge, he chooses to add all 6 remaining points of Flow into the Ido ED Table result—providing him with a D8 of damage which will be applied directly to the Djezin's head according to the Mahya description.

But, first, let's see how Daltron fares with the Warping.

With two Maroc Stones, the Warp affecting Daltron is divided into two locations—his left hand and his chest. He rolls randomly to determine which one takes 8 and which takes 7—his hand takes 8. Since the Mahya used both Fire and Rock, the Bard decides that after taking a full 8 points of Warp, Daltron's hand turns to immobile stone, his chest is then severely scorched by 7 points of fire damage, which all but kills him.

The Bard rolls for the damage to the Djezin and generates 7 units of damage. All this damage is applied to the head of the Djezin as fiery stones streak out of the clear sky. He is severely dazed, his skull fractured, and he fails his consciousness roll—

skidding into the ground at Daltron's feet. However, the critical effect of the Ido Spinning has called four more stones. The Bard rolls randomly to see where they strike and two more hit the Djezin, while two others slam into the Djezin's bloodkin and Daltron's jugal.

After all is said and done, this Mahya—probably a little too potent for Daltron to have released in a single combat action—caused 15 units of damage to Daltron, killed his jugal, killed one Djezin and hurt another severely. Daltron will be out of action for weeks as his burned chest heals. He has acquired a hand of stone to remind him of the price of hubris. But he is alive and hopefully, he has learned.

Freeform Mahya

The rules for creating Freeform Mahya are intended to be somewhat fluid. We encourage Bards to use highly 'interpretive' results when determining exactly what a Maroc can or cannot accomplish. If it works for the story, allow it. Bards should also decide just how powerful Ido is going to be in their world. If the concerns of Maroc aren't going be taking center stage, then the power of Ido should probably be somewhat diminished—or, conversely, wildly unpredictable.

Pattern Verbs

The verbs are listed below with their respective energy needs for success and surge. The number listed before the slash is the Ido Flow necessary to accomplish the task. The number listed after the slash is the Ido Flow necessary to avoid the Surge.

Tune (0/0): Tuning is how the Maroc draws energy from his bonded maroc stone(s) for a later use. A successful Ido Holding roll is required in order for the Maroc to store the energy within himself. Tuning requires a bonded maroc stone. There are no Flow requirements to tune Ido. A source for the power must be stated, however, therefore a noun is necessary. Tuning into a particular element or energy can also be done using the skill of Ido Sensing and using the verb/noun combination 'Tune (element/energy).' A successful roll will provide the Maroc with information as to the local ambient Ido energy. If seeking a particular element, like precious metals, a Maroc could make an Ido Sense roll to 'Tune Precious Metal.' A successful roll will provide the Maroc with the knowledge of the general composition of the precious metals in the local environment. No specific information is ever provided. This is not a substitute for mining. A Maroc will simply know that there are precious metals nearby and their general composition. A focus may not be tuned.

Tap (0/1): Tapping is how the Maroc retrieves energy from an unbonded maroc stone. A successful Ido Holding (or Ido Tapping) roll is required in order for the Maroc to draw energy from unbonded stones. It should be noted that a maroc stone can only be tapped if it is unbonded. Tapping power from someone else's bonded maroc stone is not possible. Tapping can also be used with Ido Sense in order to gain information about nearby elements—much like Tuning. The difference between these verbs is the fact that Tapping has a small Surge cost that must be absorbed by the Maroc. Also a tapped Maroc Stone does not provide as much power as a bonded stone. A focus may not be tapped.

Manipulate (1/1): Manipulation is any kind of change performed on an element or energy that simply influences it. This would include changing facing, direction, or otherwise moving an element or energy; causing minor effects like a spark within a fire moving in a particular pattern, a flame taking a particular shape, a piece of jewelry changing shape. These are examples of minor changes. Major changes would require the use of the verb 'Alter,' see below.

Increase (3/1): Increase changes the size or potency of an item by pumping raw Ido into it. A fire grows in power. A wind increases intensity. A ring grows in size. A canteen is filled with more water. Energy based Elemental Knowledges can be increased in a significantly more powerful way than the more physical elements. In other words, using this Pattern Verb, a Maroc may not increase a drop of water to fill a canteen—but he could use a single spark to ignite a blaze (presuming there is fuel for the fire). In general, a single verb/noun use of Increase provides a multiplier to energy equal to the power expended. Elements receive a bonus of only 10% of the power expended. Distance is increased a number of centimeters equal to the additional power. There is a limit. Increase may only be used on a single energy or element once. After this, it must be allowed to return to its natural state before another use may be applied. A focus may not be increased.

Example: *The Maroc chooses to increase the potency of a campfire; he rolls a Freeform Ido Spinning to Increase Fire (6/5). His flow totals out at 23 Ido, which gives him 12 to safely direct towards increasing without risking Warp. He invests 10 to increase the area and the remaining 2 to increase the power. The fire bursts into an area 10 centimeters larger in radius with double the effect. The Bard rules that it is enough to cause the fire to ignite the blankets of the nearby sleepers who face double the normal fire damage.*

Example: *The Maroc comes across a man dying of thirst. He looks into his canteen and realizes he has only half a liter of water—enough water to survive for another day. Using Increase Water (5/4) the Maroc generates 17 Ido. He uses the 8 points that remain after powering and Surge to increase the amount of water in his canteen. The water increases from half a liter to .9 liters. He slugs back half the liquid, steps over the dying man and continues on his journey.*

Decrease (1/3): Decrease is exactly the opposite of Increase. It reduces the amount of energy, elements and effects of Ido. The Maroc is reducing the elements and energy by taking Ido out of them and into himself and then dissipating it. This energy is not in a useable form, however, so no benefit is gained toward storing or holding the Ido. A focus may not be decreased.



Maintain (2/2): Sometimes it is necessary to maintain an element or energy without fuel or other source of power, in order to obtain the desired result of a Mahya effect. Maintain is used to pump raw Ido into the target to prolong the effect and keep it going. Maintain could be used to keep a fire burning in the absence of fuel (or even air). Maintain can be used to prolong a Mahya that caused a wind to continue to blow. Each element or energy used in the Mahya must be maintained individually. The target element or energy will be maintained for a number of combat turns equal to the amount of Ido pumped into it. A focus may not be maintained.

Create (4/2): Create is exactly what it sounds like. In the absence of an element or energy, the source can be spontaneously created using this verb. A fire could be created without a spark or fuel. An air bubble could be created underwater. Precious metal could be created. The amount of energy created is equal to the power beyond the Flow. The amount of element created is equal to 1/100kg of the power beyond the Flow. Again, energy is much easier to work with than elements. A focus may not be created.

Alter (3/3): When changing the basic nature of something, Alter is required. It is a more potent form of Manipulate. Alter can change one substance to another, change the nature of the substance itself, or animate an inanimate object. There are few limits to the ability to Alter something. Yet again, we see the nature of Ido more in tune with energy than matter. Altering a lead bar into gold would not be as easy as altering the motion or inertia of an object.

Destroy (2/4): Destroy is the direct opposite of Create. An object or energy is completely annihilated, converted into Ido, and funneled through the Maroc into the world. It is always easier to destroy than create—but the surge is much worse.

The Elemental Knowledges

There are three types of nouns—element, energy, and focus. Elements contain matter. Energies are made up of power and force. Ido far more easily influences energy. A focus is simply a target. It is neither an element nor an energy—though it can have elements of both.

Firm: The solid, tangible forms of matter fall into this category. Anything that is not a liquid or vapor will fit into this subdivision.

Earth: This is the basic building block of all things terrestrial, however, in this context, it is specifically dirt, dust, rock, metals, etc. It is a component of our mother planet.

Dust (1/1): This includes any small, particulate matter. Each grain of sand would constitute 'dust.' Treat as an element.

Dirt (1/2): Packed dust, solid ground, or larger piles of smaller particulate matter. Dirt can be sifted into dust. Element.

Rock (1/3): Hard packed, solid and typically chunky pieces of earth. Gravel falls into this category. Any rock large enough to be seen without effort or hard enough not to be ground into dirt by someone of average strength fits into this category. Rock can be ground into dirt or dust. Element.

Metal: Metals are those portions of the earth that have a crystalline or lattice makeup. Whether in base form or worked and refined by humanoid hands does not matter.

Precious (2/1): This is any kind of precious metal—typically soft, highly conductive metals—including copper, bronze, nickel, silver, gold, platinum, etc. There is no basis for refinement and more refined metals do not factor into this element. Blood Copper is a member of this category. Treat as an element.

Iron (2/3): Specifically any type of ferrous metal fits into this category including iron and steel. Blood Iron is a member of this category. Treat as an element.

Alloy (2/5): Alloys include such things as most non-ferrous, non-precious metals—aluminum, zinc, titanium, etc. Alloys are also typically much harder metals than iron. Life Metal (Blood Zinc) is a member of this category. Treat as an element.

Tech: When humanoid hands refine the earth into highly specialized form that do not occur naturally (or commonly) in nature, this constitutes enough of a significant change to categorize separately.

Glass (3/2): Melted sand or silicon produces glass. It is most typically refractive in nature—light tends to pass through it, sometimes it is reflective. Treat as an element.

Plastic (3/4): Made from petroleum, plastic is beyond the manufacturing capacity of most cultures on T'nah—when it is encountered, it is typically otec or in the possession of a Denizen. Treat as an element.

Elemental Knowledges

Firm	Earth	Dust	Dirt	Rock
	Metal	Precous	Iron	Alloy
	Tech	Glass	Plastic	Rubber
Fluid	Air	Smoke	Sound	Wind
	Flood	Rain	Water	Steam
	Life	Insect	Plant	Animal
Vapor	Inertia	Mass	Motion	Gravity
	Electric	Static	Light	Lightning
	Fire	Heat	Flame	Lava

Rubber (3/6): Also made from petroleum, rubber is beyond the manufacturing capacity of most cultures on T'nah—when it is encountered, it is typically otec or in the possession of a Denizen. Treat as an element.

Fluid: That which is not solid but also not imbued with energy fits into this category. While it may seem strange that air is listed as a 'fluid,' it is not an energetic form, therefore it is 'fluid.'

Air: Air is a bit of a misnomer; it is everything from the air you breathe to the vibrations carried by the air. It is the medium through which other elements are manifest.

Smoke (1/1): If you don't know what smoke is, go to a tavern and try to breathe. When you fail, you will understand. Now that you know what it feels like, it is more formally known as microparticulate matter trapped in the air. Treat as an element.

Sound (1/2): This is the stuff that assaults your ears when the thunder rolls. Treat as energy.

Wind (1/3): The movement of air contains a certain amount of energy itself. Treat as energy.

Flood: This is the liquid aspect of our world, anything based upon water is found here.

Rain (2/1): Particulate water condensed out of the air—mist, rain, cloud, etc. Anything larger than a large raindrop would be treated as Water, below. Treat as an element.

Water (2/3): Water gathered in pools or containers. Treat as an element.

Steam (2/5): Sometimes steam takes the form of a cloud, sometimes mist. It is both an element and energy, depending upon how it is used.

Life: Life that is affected by Ido must be physical in nature and cannot be sentient. While it is possible for the effects of Ido to touch a sentient, Ido itself does not have that capability.

Insect (3/2): Insect life. Includes arachnids. Treat as a focus.

Plant (3/4): Plant life. Includes bacteria. Treat as a focus.

Animal (3/6): Any non-sentient, non-plant, non-insect life forms. Apes, dolphins and whales are considered non-sentient unless otherwise stated. Treat as a focus.

Vapor: Vapor is the energy of the universe. It is the non-tangible, non-fluid substance that makes everything happen. It is how matter and energy interact with each other.

Inertia: Inertia is the desire, if you will, of an object to keep on doing what it is doing. It is momentum and is broken down into its components below.

Mass (1/1): This is the mass of an object. Treat as an element.

Motion (1/2): This is the velocity and direction of an object. Treat as energy.

Gravity (1/3): This is raw gravity itself. Treat as energy.

Electricity: Electricity is the energy of magnetism manifested in a visible form. Electricity is very potent and volatile.

Static (2/1): A minute amount of electricity. Treat as energy.

Light (2/3): Remember that tavern? Remember those things flashing above the dance floor? That's light. There is no such thing as dark—only absence of light. Treat as energy.

Lightning (2/5): This is raw, massive electrical discharge. Treat as energy.

Fire: This is the basic energy of heat and flame. In its most intense form, fire manifests as molten rock.

Heat (3/2): Heat is the temperature of an item. There is no such thing as cold—only absence of heat. Treat as energy.

Flame (3/4): Open flame is different than light and heat—it has pieces of both and is, therefore, its own elemental knowledge. Treat as energy.

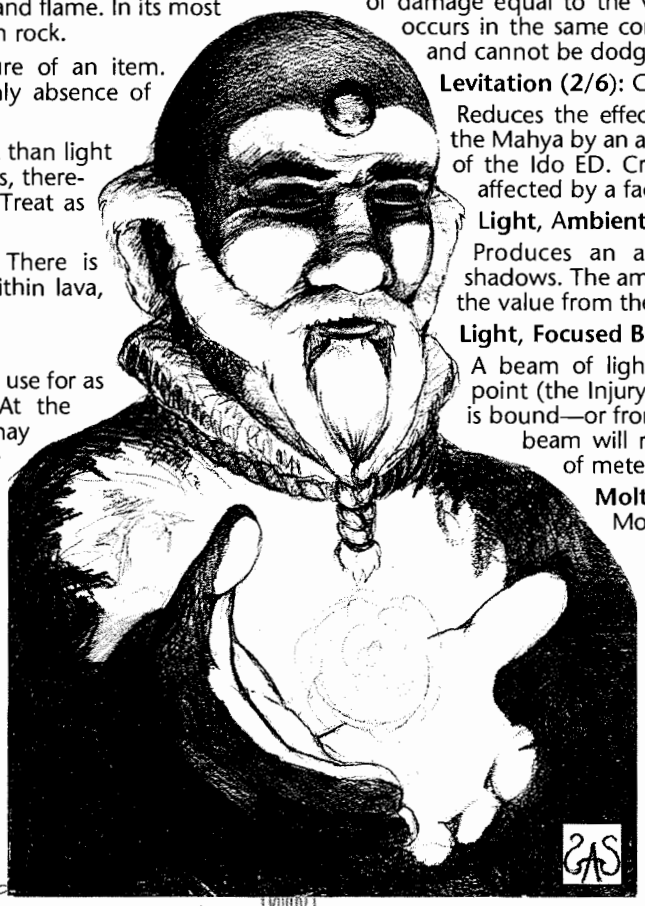
Lava (3/6): Lava is melted rock. There is tremendous trapped heat energy within lava, yet it is an element.

Fixed Mahya

The following Mahya have been in use for as long as there have been Maroc. At the Bard's discretion, beginning Maroc may take points away from their base Elemental Knowledges in order to 'know' some of these Mahya at Character creation.

Fireball (9/7): Fire, Motion

A ball of fire appears before the Ido Spinner, which then launches at his target striking the combat action following its release—it can be dodged with ED 7 or higher. Its damage is equal to the value from the Ido Effect applied randomly to the target. Anything combustible is ignited and must be extinguished or it will continue to inflict damage (D4) as it burns.



Firestorm (31/27): Fire, Motion, Air

Calling upon the elements to create a swirling storm of fire around a target, this is one of the most potent forms of attack. Firestorm inflicts three types of damage: fire, impact, and penetrating. Fire damage is equal to the value found on the Ido Effect. Impact damage is equal to the actual value of the ED for the roll. Penetration damage is equal to the ED roll -4. Anything flammable within a number of meters equal to the ED is ignited. Each unit of damage is distributed randomly.

Anyone or anything within this range is also affected, though the effect diminishes for each meter away from the target. Consider the effect for each meter away from the target to be -1 ED.

The Firestorm diminishes in power for every combat action after it was spun, -1 ED. In order to keep it at full power, the spinner must sustain it with a Mahya called Sustain Firestorm (13/15).

Hungry Earth (4/5): Earth

Must be spun on area of dirt. Changes the earth in the target area into viscous mud. Depth of the mud is equal to the value from the Ido Effect x 10cm. On the following Combat Action, the earth is returned to its previous consistency. Critical success causes a suction that pulls anything standing in this area to the full depth. (Note this Mahya can be modified to be another element—changing where it is spun to that element and changing the Elemental Knowledge to match.)

Laser (11/9): Heat, Light

An intense beam of light erupts from the focal point (the Injury Zone where the maroc stone is bound—or sometimes the maroc stone itself). Anything touched by or touching this light will be sliced through with the light—facing an amount of damage equal to the value of the ED. This damage occurs in the same combat action that it is released and cannot be dodged.

Levitation (2/6): Gravity

Reduces the effect of gravity on the subject of the Mahya by an amount in kg equal to the value of the Ido ED. Critical success increases the kg affected by a factor of 5.

Light, Ambient (3/4): Light

Produces an ambient glow that casts no shadows. The amount of space lit up is equal to the value from the ED in cubic meters.

Light, Focused Beam (5/6): Light

A beam of light is produced from the focal point (the Injury Zone where the Maroc Stone is bound—or from the Maroc Stone itself). This beam will remain cohesive for a number of meters equal to the ED.

Molten Spray (12/12): Lava, Motion, Rock

Molten rock sprays from the hand(s) of the Mahya spinner to a range equal to the ED in meters. Anything flammable will ignite when it comes into contact with this molten rock. Damage done to a character by the molten rock is equal to the value found on the Ido ED. Damage is continuous, however, reduced by 2 every Combat Turn until it is 0 or less.

Rain of Death (17/15): Fire, Motion, Rock

A chunk of rock falls from the sky and strikes the target with a crushing impact equal to double the value found with the Ido ED. This damage is applied to the head. Critical success calls five stones which each cause this damage. There is a 25% chance these additional stones will strike the same target. Roll for each stone, beginning with the first target. If the roll fails, move to the next closest person, animal or structure and roll again applying a +15% modifier; continue to roll in this manner until a target is struck.

Shadow Form (5/6): Light

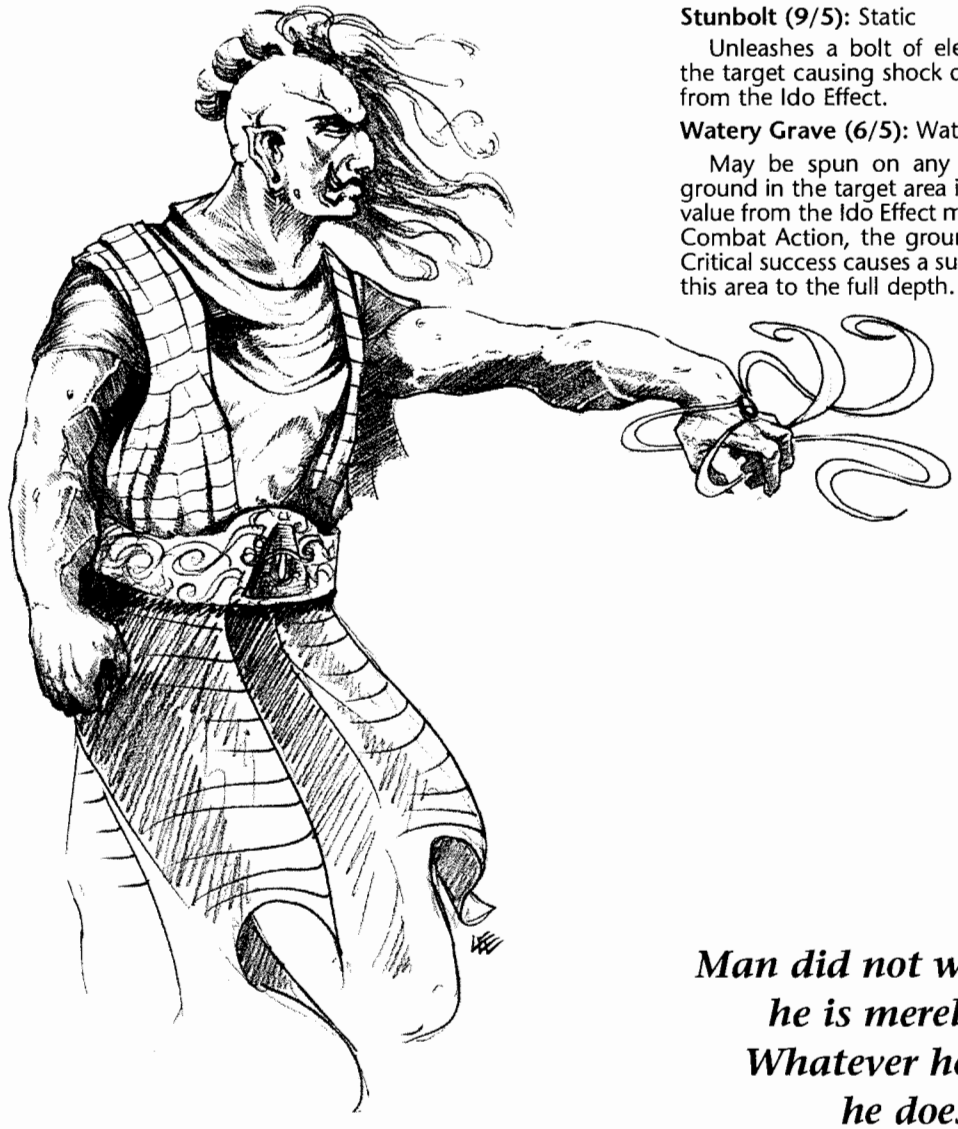
Light does not affect the subject of this Mahya as directly. Difficulty of perceiving the subject of a shadow form is increased by double the value of the ED. Critical success multiplies the ED by 5.

Stunbolt (9/5): Static

Unleashes a bolt of electrical energy which grounds into the target causing shock damage equal to the value obtained from the Ido Effect.

Watery Grave (6/5): Water

May be spun on any surface of any kind. Changes the ground in the target area into water with a depth equal to the value from the Ido Effect multiplied by 10cm. On the following Combat Action, the ground is returned to its previous state. Critical success causes a suction that pulls anything standing in this area to the full depth.



Man did not weave the web of life,
he is merely a strand in it.
Whatever he does to the web,
he does to himself.

—Seahtelle, Wandering Maroc

QAI

Life has a certain quality that perpetuates itself. Some call it the 'will to live,' others consider it an ever-renewing cycle. It defies quantification or pigeonholing. It is emotional and wild. Philosophers throughout history have tried to clarify what this urgency to continue could be—for some it is more than a philosophical question. It is a constant battle.

There are two aspects of Qai: pure and tainted. Pure Qai flows freely and is resplendent with the desire to heal, develop, and enhance. However, when one tries to twist Qai and bend it too far from its innate purpose, to live and promote life, it becomes tainted. Tainted Qai is the opposing aspect of life—death. When tainted Qai is used, the taint affects everything it touches, but centers on the user. It twists, bends, and pollutes the character of the user into a defective version of his former self.

Normally Qai can only affect something with an organic existence. But often, inanimate objects and places will have a residual impression, which can affect or be affected by those who can smell the sweet, rich aroma of Qai. This is particularly true if the item was the focus of significant emotional attachments.

Expressions

Individual applications of Qai are called the Expressions of Qai. These forms are dependent upon specific skills that Qai users (trained or not) must learn in order to control Qai.

Those who are able to express Qai are called Rusahn (plural Rusahni). Many types of Expressions exist. Some allow the Rusahni greater or deeper levels of sensing and understanding the world around them. Others allow communication over vast distances, in some cases permitting the Rusahn to force his will upon another. There are Expressions that aide the Rusahni in altering life forms (including themselves) physically, even to the point of transcending their normal state of existence. Expressions are broken down into specific categories—each of these is controlled by a particular skill: Discern, Bond, Transcend.

Other skills exist and other Expressions manifest themselves as the understanding of Qai grows. These are by no means a limitation to the Rusahn.

The Dream

Those who have advanced into the more esoteric arenas of Qai are able pass beyond, into an alternate realm, of immense beauty or darkest horror. Through this realm, Rusahni are able to touch the consciousness of others who may be trapped here. Many healing techniques, particularly for those who are lost to mental illness, begin in the Dream.

Initially, the first steps taken into this are merely perceptive alterations that allow the Dreamer to observe what is happening in the Dream. With more training the Dreamer is able to make minor alterations to the Dream, though these must be done delicately and with great care. Eventually, the Dreamer is able to fully enter the Dream and alter the perceived reality therein.

Those trained in Dreaming are rare. Even more rare are the masters who are able to Stride into the Dream physically. Some claim to be able to cover vast distances by Dreamwalking their way to where they wish to go. Others have been lost and never heard from again. Some Striders have claimed to encounter these lost ones trapped in Nightmare. To perceive, alter, and enter the Dream requires an incredible degree of training and development. Few are able to handle the reality-bending understandings required to Stride into it.

The Dream is a dangerous place, filled with raw emotions, where the thoughts and passions of the mind infuse reality with their whims. Only the most stable and resolute of wills and minds are able to safely traverse the Dream—and few attempt more than a short journey.

Qai Mechanics

The power of life is one of continuous change. Control is the constant focus necessary in the life of a Rusahn. Trying to shape Qai into an expression is like trying to mold too-soft clay; it wants to return to its own shape, and a moment's inattention can have devastating effects. In most cases, actually manipulating your hands as though physically molding the expression is helpful. A Rusahn is constantly riding this balance of chaos versus purpose. For this reason, the activities of expressing or sustaining Rusahni are severely limited. In most cases, they are restricted to simple actions such as walking or talking, while shaping or holding their expressions.

Expressing Qai

All expressions are tied to one of the Qai skills. To determine the effect of an expression, make a skill roll against the SV of one of the Qai skills, minus the activation modifier for that expression. If the Rusahn does not gesture as he shapes his expression, he suffers a -12 modifier to his skill value. Other situational difficulty modifiers can, and usually do, apply.

If the SV roll is successful, then compare the ED with the threshold to determine the degree of success. Meeting the threshold or greater means that the expression was formed perfectly, achieving the desired result. If the ED roll is less than the threshold, but greater than 2, then you achieved a partial success as described for that expression. If your ED was 1, you still succeeded, but you only created the minimal effect listed.

Unless otherwise stated, Expressions will usually dissipate immediately upon being dropped. However, there some that will have lasting effects on the environment long after having been dropped, as well as some that, once set in motion, must unfold to their natural conclusion before they can dissipate. Furthermore, there are those that can be sustained in order to keep their effects going continuously.

The exceptions to these rules are critical failures (which can be rolled at any time) and critical successes (which can only be generated at the initial forming). These are handled within the descriptions of each Expression.

Sustaining an Expression

Once an Expression has been successfully formed, sometimes there exists the opportunity to sustain it. If this is the case, the Rusahn must continue to make SV rolls each duration that he wishes to keep it going. However, since sustaining is easier than creating a new Expression, the Rusahn gets a +40 bonus modifier to his initial SV to sustain it.

Assuming that the sustaining roll is successful, the ED is then compared to the Sustaining Threshold number. If the ED generates that number or higher, the Expression is sustained at its previous level of effectiveness. If the Sustaining Threshold number is not met, the Rusahn's control over the it has slipped, and the Expression's effectiveness drops to the next lower level. This continues until the effectiveness drops below the minimal effect, at which time the Expression falls apart and dissipates.

If a sustained Expression slips down in effectiveness, it can be restored to its previous level with a successful roll on both the SV and the ED. So, if an optimally successful Expression slipped twice down to the minimal effect, it would have to recover twice in order to be back at optimum. Furthermore, if an Expression is formed at less than optimum, it will never rise above that level while it is sustained.

Activation

Every life form resists the effects of Qai to some degree. This innate resistance has already been calculated into the Expression cost and the threshold. But there are some Expressions that allow the subject to resist through sheer force of will. The Expressions that can be resisted in this manner will have the Attribute listed that is used to resist. However, simply because an expression may be resisted doesn't mean it must be resisted. With these Expressions the subject always has the option not to resist, and allow the Expression to take full effect.

In order to resist, the subject must make a successful SV roll against the appropriate Attribute including any modifiers that may apply.

Activation Time and Durations

The activation time of an Expression describes how much time a Rusahn must spend forming it. This can be a second, a pass, a combat turn, an hour, a day, etc. When an Expression roll is made, it usually begins taking effect right away. But it must continue to unfold for the entire activation time in order for those effects to take hold. If an Expression is not allowed to unfold for the full activation time, what little effects have taken place will quickly reverse themselves so that it will be as if the Expression never occurred.

The duration of an Expression represents how long it will remain in effect and how often it must be sustained. Unless stated otherwise, this will be in the same increments as the activation time.

Example: *Invisibility has an activation time of three passes, therefore sustaining rolls must be made every pass, as opposed to every minute or hour.*

Taint

Taint may (and usually does) exist in all sentient creatures, but Rusahni are generally the only people who are overly concerned with it. When a Rusahn's aura, or 'Qai body', which is based upon his Resolve attribute, becomes filled to capacity with taint, the world changes for that Rusahn. They begin to slip away from the familiar aromas of their Qai world and plung into the cacophony of Ido.

Once lost in this way, the character cannot smell Qai or touch his Rusahni expressions. They are lost to what Qai sensitives sometimes call the Inner Abyss. They lose the ability to smell and utilize Qai, and now hear the siren call of Ido. They have become a 'darkling' and are now aware of the tempting tones and dazzling brilliance of Ido—while blocked to the soothing sensations of Qai.

In order to use Ido, the darkling must first bond a maroc stone. If there was any extra taint left over when the Rusahn 'crossed', it is manifested into a maroc stone that must be passed from his body by whatever orifice is available. (Note that the stone will not bond until it has been expelled from his body.) This will probably be the first stone that the darkling must attempt to resist.

The stone he ejects is rated at 1 point. However, any points in excess of this 1 point are treated as Elemental Knowledges locked into this stone. These Elemental Knowledges are available to whomever first bonds this stone. Additionally, these points represent a negative modifier to the Consciousness check to resist attempting to bond the stone. As a darkling, the character must make a Consciousness check whenever he encounters an unbonded maroc stone in order to resist the urge to bond the stone. This will continue until the darkling either purges all taint and crosses back to Qai, or stops resisting the stones, embraces Ido, and becomes a Maroc.

Whether darkling or Maroc, it is always possible to come back—it just gets harder over time. Every stone that the character bonds while Maroc must be purged from his body. Each of these purged stones create a 'hole' in the Rusahn's Qai body when he crosses back to Qai. The character loses 1 point of Qai body for each point of stone he has purged. The stones are still viable, they will still call to the darkling, and they will still call to anyone else who hunts them.

Absolving Taint

Most Rusahn prefer to absolve their Taint rather than cross over. Spending a number of Wisdom points equal to ten times the amount of Taint to be removed will cleanse the Rusahn's aura. It will also cost 1 point of 1 attribute's current level. This reflects the rigors that absolution places on the body, mind, and soul. But this does not affect the maximum possible value for that attribute, and it may be recovered through a normal expenditure of Wisdom points. The Rusahn may pick which attribute is diminished in absolution.

Absolution may be done to remove all or part of a Rusahn's taint (depending on how many Wisdom points are available at the time), but each time it is used results in the loss of another attribute point.

There is one other way that a Rusahn may purge himself of taint. Another Rusahn can buy off his taint through the MetaQai expression 'Absolution.' The hard part lies in finding another Rusahn who can and will take his taint into their own aura.

Example: *Jobe, through an unfortunate turn of events, has taken a total of 20 points of taint, but he only has an aura of 18. These remaining 2 points of taint manifest into a 2-point maroc stone that Jobe coughs up into his hand. Although the allure of Ido is very strong right now, he wants to return to Qai. He rolls against his Resolve to resist the song of Ido. He fails his resistance roll and immediately bonds the stone.*

Despite this failure, he still wants to return to Qai. He doesn't have any Wisdom points to spend at this time, and he doesn't believe that he will be able to resist the call of the stones long enough to get the Wisdom he needs. In desperation, he turns to his old mentor and friend, Fahr.

Fahr has been leading a pretty good life for a Rusahn, and is very close to being able to absolve herself of the 4 points of taint she took when one of her expressions worked just a little too well. But, she has always liked Jobe and still feels some responsibility for him. She agrees to take the risk to help him.

She expresses her Taint Transfer successfully and gets a 4 on her ED. This allows her to overcome his 2-point maroc stone and take 2 points of his taint into herself. With the 1 point for the expression itself, this gives her a total of 7 points of taint to absolve.

Jobe now has 16 points of taint to absolve, but he no longer hears Ido ringing in his ears, and now can once again taste the sweet aroma of Qai. The process of his conversion alters his maroc stone and turns it into just another rock. However, even after he digs it out of his skin, he still has a 2-point 'hole' in his aura, not to mention his skin. (His aura has been permanently reduced by 2 points.)

Qainos

A qainos is a focus for the power of Qai. There are essentially four types of qainos. Raw or cut crystals come in two varieties; white (resembling a large quartz crystal of exceptional clarity), and the much rarer dark (resembling a large amethyst of exceptional clarity). The other two qainos will only be found in the hands of the Qyen or the Azili respectively. They are crystal knives grown from raw crystals by a means known only to them. The Qyen carry the white knives as a badge as well as a focus for their expressions. The Azili do the same with their dark blades.

Qainos are purifiers. When shaping an expression with the aid of a Qai crystal, the cleaner Qai is reflected as a boost to the power (ED), and it is easier to work with (bonus to SV). In the case of crystal blades, the rating of the focus is determined by a meditation role, negatively modified by the Wisdom of the character. This reflects the skill, focus, and dedication applied in shaping your qainos.

Unless otherwise indicated, the qainos has a rating of 1.

Crystal Blades

Any Rusahn can carry a shard of Qai crystal for use as a qainos, but anyone caught with a Qai crystal in the shape of a blade had better be Qyen or Azili...or else.

At the heart of every Qyen or Azili mission, the resident Sentinel plants a small crystal shard. Slowly and with great care, this crystal shard grows into something vaguely resembling a bush or small tree. The Sentinel assigns a branch of the tree to each new Pledge. They, in turn, carefully nurture their portion of the 'plant.' They will meditate and focus upon their crystalline twig. Over several years of nurturing cultivation, the Pledge urges the limb to grow into a particular shape. When the shaping is complete, the young Rusahn is ready to graduate to the Adept Plateau. At that time, the branch will fall off into his ready hands. It is now his most cherished possession—a crystalline blade.

Every blade is as unique in size and shape as its wielder, though the blades are never longer than the length of the wielder's forearm. Its color ranges from clear to milky white. Some are streaked with colors based upon the mineral content of the soil in which they grow. The blades have variant forms according to the desires and skills of the Pledge. Some are smooth and slender, others jagged and bent, and still others are patterned and variegated.

Each blade is a reflection of its user's innermost psyche. The sharpness of the blade is significant, but it is far too fragile to be used as it is. If it were dropped, the blade would probably shatter. However, when used as a subject for certain Qai expressions such as Qai Blade, it is virtually unstoppable. If it were used against another weapon or armor—without expenditure of Qai to protect it—it would shatter.

At the apprentice level, Qyen and Azili are given 'apprentice blades'. They use these for training purposes until their own blades finish growing. Grown blades will only work at full capacity for the grower. In anyone else's hands it will only function as a level one qainos.

There are stories of Travelers or Watchers picking up the qainos of their fallen mentor and avenging his death. But then again, there are a lot of legends and stories about the Rusahni.

QAI EXPRESSIONS

The expressions listed below are based upon the specific skills listed. Each expression's effects are broken down into five degrees. These reflect:

0) Critical failure: Can only occur on the roll of [00:0].
1) Minimal success
2) Partial success
3) Optimal success
4) Critical success

Critical success can only be achieved if you roll below 10% of your SV and roll a 10 on the ED. Please keep in mind that 'critical success' simply means that you over-succeeded. This is not always a good thing.

Explanation of expression traits:

SV Mod: The modifier to your Skill Value.

Threshold: The number required on your ED for an optimal success. Your ED also represents the amount of Qai drawn for this expression.

ST: Sustaining Threshold. The ED number for sustaining rolls.

AT: Activation Time. The amount of time necessary for the expression to unfold.

Difficulty: Self-explanatory.

Special: Specific traits of the expression.

Range: The distance from the expressing Rusahn the expression may be centered.

Effect Area: The radius of the effects of the expression.

Subject: Specifically what the expression affects.

Resistance: The attribute used to resist the effects of the expression, if possible.

DISCERNING

Appeal: Allows the Rusahn to make his subject or himself seem much more socially appealing than he really is. The subject must be aware of the expression and desire its effects. Otherwise, all that extra charisma just sits there unused.

SV Mod: -25 **Threshold:** 6
ST: 4 **AT:** Minute
Difficulty: Moderate **Special:** Sustainable
Range: Resolve Meters **Effect Area:** Single Subject
Subject: Sentients Only **Resistance:** Automatic

0) Nice going, Quasimodo. +30 to social interaction skill rolls. (Yeah, right, like you're to use this on anybody else.)
1) "There's...something about you. I can't put my finger on it. Have we met?" -7 to social interaction skill rolls.
2) "Excuse me, are you busy this weekend? I have tickets to this play..." -15 to social interaction skill rolls.
3) "Excuse me, are busy right now? Can I buy you a drink?" -21 to social interaction skill rolls.
4) "Excuse me, are you busy for the rest of your life? Can I get you a kingdom?" -30 to social interaction skill rolls.

Bad Vibes: The Rusahn can permanently leave tainted Qai or 'bad vibes' on a place or object. These 'vibes' are best perceived by the use of Psychometry, but can be casually felt as well. Once successfully planted, the only way to remove them is to Sterilize the object or location.

SV Mod: -21 **Threshold:** 7
ST: None **AT:** Hour
Difficulty: Moderate **Special:** Causes Taint
Range: Touch **Effect Area:** Close
Subject: Qai **Resistance:** None

0) Qai sensitive beings can tell that 'Bad Vibes' has been attempted.
1) Qai sensitive beings will feel uncomfortable in the presence of the place or object.
2) Qai sensitives will feel compelled to leave the place or object as soon as possible, non-sensitives will feel as sensitives do in #1.
3) Qai sensitive beings must overcome a Resolve check in order to approach the object or place. Non-sensitives will feel as sensitives do in #2.
4) The bad vibes cause Qai sensitives to become violently ill in the presence of the place or object; non-sensitives will respond as sensitives do in #3.

Break Illusion: This expression allows the Rusahn to enhance his senses in a way that allows him to sense the truth beneath an illusion, regardless of whether the illusion is visual, auditory, or tactile. It does not matter whether the illusion is Qai, Ido, or technological in nature.

Once the expression is dropped, the illusion will reassert itself upon the Rusahn's senses.

SV Mod: -3 **Threshold:** 7
ST: 5 **AT:** 2 Passes
Difficulty: Moderate **Special:** Sustainable
Range: Self **Effect Area:** Self
Subject: Self **Resistance:** None

0) You are absolutely convinced beyond a shadow of a doubt that what you perceive is real and will behave accordingly, regardless of the truth.
1) You can tell whether an illusion exists in the immediate area, but nothing beyond that.
2) You can see the illusion for what it is, an illusion.
3) As above, plus you can sense the reality beneath the illusion.
4) As above, plus you are able to determine the nature of the illusion. (Qai, Ido, technology)

Combat Edge: Subconscious scanning of an opponent's mind allows the Rusahn to anticipate a foe's next action. This expression can be maintained while engaged in physical combat. The modifiers for this have already been calculated in.

SV Mod: Subject's Resolve -19 **Threshold:** 6
ST: 4 **AT:** Pass
Difficulty: Easy **Special:** Sustainable
Range: Close **Effect Area:** Single Subject
Subject: Animals, Sentients **Resistance:** SAN

0) You subconsciously transmit your next actions to your opponent(s), giving them the edge over you.
1) All you can determine is the general intent your opponent has in attacking you (Murder, fear, delay, robbery, etc.).
2) You gain -7 to your roll to hit or parry (not both) in combat with another sentient being.
3) You gain -15 to your roll to hit or parry (not both) in combat with another sentient being.
4) Total combat awareness. This means 'blind fighting' (360 degree awareness) plus a -21 bonus to hit and parry in combat with a sentient opponent.

Detect Life: This expression allows the Rusahn to detect the presence of living things of animal intelligence or higher (other than himself) within the Effect Area (in meters) even if they are hidden or buried.

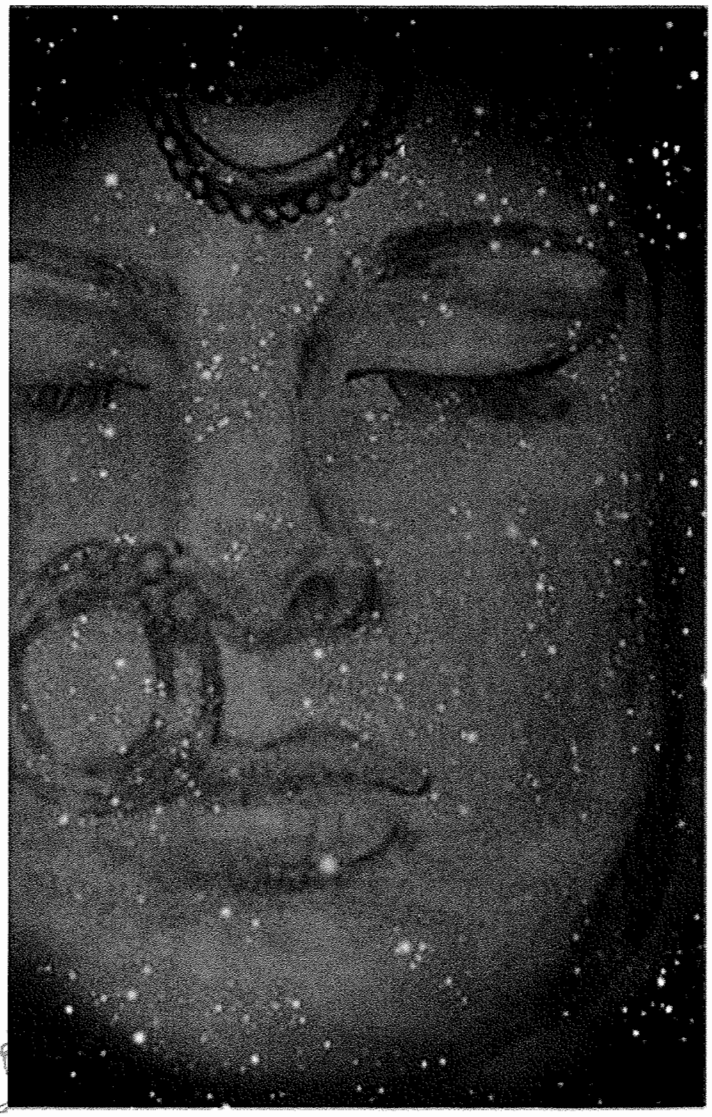
SV Mod: -13 **Threshold:** 6
ST: 4 **AT:** Minute
Difficulty: Easy **Special:** Sustainable
Range: Self **Effect Area:** 2xRES
Subject: INT **Resistance:** Resolve

0) You get false readings. 'Phantom' impressions.
1) You can sense whether or not life forms are present, but you cannot tell where.
2) You can sense the general direction of the nearest life form in your area.
3) You can sense the presence and location of all life forms in your area.
4) As above, plus you can tell the nature of the life forms. (Humanoid, mammalian, avian, reptilian, ichthyian, etc.)

Detect Qai: Allows the Rusahn to detect the presence of Qai use and Qai-active beings within the Effect Area (in meters).

SV Mod: -6 **Threshold:** 6
ST: 4 **AT:** Pass
Difficulty: Easy **Special:** Sustainable
Range: Self **Effect Area:** Resolve
Subject: Qai **Resistance:** Resolve

0) Feedback! You are overwhelmed by the pervasive presence of Qai. You are stunned, possibly unconscious.
1) You can smell that Qai is being used or that Qai-active beings are nearby, but you cannot determine location, nor the expressions being done.
2) You can sense the general direction of the nearest Qai-active being in your area.
3) You can sense the presence and location of Qai-active beings. You can also sense the use of Qai as well as who (or what) is using it, but you can still not determine the expression of the Qai.
4) As above, but now you can also determine how the Qai is being used.



Empathy: Allows the Rusahn to smell the emotional state of a particular humanoid (Andw'ahr, Syl, Rolen, etc) or animal within the Effect Area.

SV Mod: Subject's Sanity -15 **Threshold:** 7
ST: 5 **AT:** Minute
Difficulty: Moderate **Special:** Sustainable
Range: Self **Effect Area:** Single Subject
Subject: Animal, Sentient **Resistance:** Charisma

0) You incite fear and/or rage in all humanoids and animals in a 15-meter radius.
1) You are able to detect only strong emotional aromas in a given humanoid or animal.
2) You are able to detect any emotional scent of a given humanoid or animal.
3) You are able to detect the emotional scents of all humanoids and animals in your area.
4) You are able to encourage an emotion that a given humanoid or animal is already experiencing (make a hungry animal hungrier, an angry person angrier, etc.).

Enhanced Sense: This expression allows the Rusahn to temporarily improve one of his senses either in terms of range, acuity, or other. (Type of enhancement must be stated, and approved by the Bard, when this expression is formed.)

SV Mod: -3 **Threshold:** 7
ST: 5 **AT:** Pass
Difficulty: Moderate **Special:** Sustainable
Range: Self **Effect Area:** Self
Subject: Self **Resistance:** None

0) Feedback! You are rendered temporarily unconscious as your selected enhancement goes out of control. No information is gained. Consciousness will return in 24 hours minus your Resolve.
1) Information gleaned from the enhancement is garbled and/or unclear. You get only the most rudimentary information.
2) Your enhancement only works half as well as you had hoped. (Half range, or whatever is appropriate.)
3) Your enhancement works as expected.
4) The enhancement will remain in effect for a period of time not less than your Resolve in hours.

Ignore Pain: Allows the Rusahn or his subject to temporarily ignore pain, although the injuries still exist. Impairment of abilities due to injury (lost limbs, crawling through a small tunnel with a spear through your head, etc.) must still be taken into consideration, but fatigue or impairment strictly due to pain can be ignored as described below. Once the expression ends, you feel the full effects of your injuries.

SV Mod: -24 **Threshold:** 6
ST: 4 **AT:** Pass
Difficulty: Moderate **Special:** Benefits Life
Range: RES **Effect Area:** Single Subject
Subject: Sentients Only **Resistance:** RES

0) Feedback! Pain receptors all over your body are activated all at once. You lose half of your original life points. If you are already suffering from injuries (and why would you use this if you weren't?) this may be enough to render you unconscious or dead. You may recover from this injury as with any other physical damage.
1) Only slight wounds can be ignored (minor cuts, bruises, etc.). Once you exceed 25% of your original life points, you will feel the effects of your injuries minus that 25%.
2) You are able to ignore up to 50% of original hit points in injuries. After that, you begin to suffer the effects of your injuries minus that 50%.
3) Ignore all effects of pain, although injuries still remain.
4) The pain centers of your brain are blocked as above, plus your pleasure centers are activated. You feel euphoric and maybe a little giddy. (-15 to all Will- or Intellect-based SVs)

Inflict Pain: This is a dangerous expression for any Rusahni. It allows the Rusahn to cause his subject to experience pain by stimulating the pain receptors in the subject's brain. Optimal use of this expression can cause psychosomatic wounds to appear as muscle tissue pulls and tears. Since causing physical injury is contrary to the promotion of life, optimal and critical successes will result in taint. Once the expression runs its course (the end of the pass), the only pain remaining will be that from actual wounds.

SV Mod: -29 **Threshold:** 9
ST: None **AT:** Pass
Difficulty: Hard **Special:** Harmful
Range: LOS **Effect Area:** Single Subject
Subject: Animal, Sentients **Resistance:** None

0) Feedback! Pain receptors all over your body are activated at once. Your subject is not affected. Treat this as an optimal success with you as the subject. All Qai used in this expression has been tainted. Consider this your own personal definition of 'a bad day.'
1) Your subject experiences slight twinges of pain. These can be distracting, but not much more. All skill tests requiring focus or concentration are at a +7 penalty.
2) Your subject experiences spasms of pain that can be irritating. All skill tests requiring focus or concentration are at a +15 penalty.
3) Your subject experiences jolts of pain as if he had been struck by a knife (take damage equal to the ED of the Expression roll). Half of this damage is psychosomatic, the other half is actual tissue damage as your subject's muscles pull and tear themselves apart. All Qai used for this expression is now tainted.
4) Your subject screams in agony and dies as his body pulls itself apart. His bones break and his skin splits open in dozens of places. Don't even bother rolling damage. All Qai used in this expression is tainted, you sick bastard.

Overwhelm: This is a variant of sensory enhancement. It allows the Rusahn to heighten the awareness of a given subject to the point that the subject cannot block out any of the stimulus he is receiving. The subject becomes overwhelmed by all the visual, audio, tactile, olfactory, and taste data around him and 'trips the breakers' in his brain. This Expression can stun, disorient, distract, or render unconscious the intended subject, if done correctly.

Note: Due to the confusion of the sensory input, the subject gains no additional data from his heightened awareness.

SV Mod: -27 **Threshold:** 7
ST: 5 **AT:** 2 Passes
Difficulty: Moderate **Special:** Sustainable
Range: Resolve Meters **Effect Area:** Single Subject
Subject: Sentients Only **Resistance:** Sanity

0) Backlash! Treat as an optimal success with you as the subject.
1) You heighten your subject's awareness of his environment to the point that he is distracted and maybe confused by all that is going on around him, but nothing more. (The subject suffers a +7 penalty to all skill rolls.)
2) You heighten your subject's awareness of his environment to the point that he is confused and disoriented by all that is going on around him. (The subject suffers a +15 penalty to all skill rolls.)
3) You heighten your subject's awareness of his environment to the point that he is stunned and possibly rendered unconscious by the sensory overload. (The subject suffers a +21 penalty to all skill rolls, assuming he resists unconsciousness.)
4) Overstimulation of the subject's senses results in unconsciousness followed by the permanent loss of one sense (Bard's choice), and permanent impairment of the remaining four senses.

Psychometry: Excessive Qai use and strong emotions will leave a residue in the very fabric of a location or object. This expression allows the Rusahn to read that Qai residue.

SV Mod: -9 **Threshold:** 4
ST: 2 **AT:** Hour
Difficulty: Moderate **Special:** Sustainable
Range: Touch **Effect Area:** Resolve
Subject: Qai **Resistance:** None

0) Your botched attempt to read the Qai residue has actually wiped it clean. Treat as an optimal success on the expression, Sterilize.
1) You can tell whether the location or object has been Sterilized or not. Nothing more.
2) You can determine whether the strongest portion of the Qai residue is from strong emotions or Qai use.
3) You can read the read the psychometric residue to 'witness' the most Qai intensive or traumatic event in the history of the location or object.
4) You can 'witness' the entire Qai history of the location or object, or as far back as the release of the Grove, whichever is most recent.

Qai Tracking: Allows the Rusahn to sample a particular Qai scent and follow it as a bloodhound follows normal scents.

SV Mod: -14 **Threshold:** 7
ST: 5 **AT:** Minute
Difficulty: Difficult **Special:** Sustainable
Range: Self **Effect Area:** Close
Subject: Qai **Resistance:** Resolve

0) You have confused the scent you sampled with another. Can you say red herring?
1) You can tell that your sampled scent has passed this way, but you can't tell which way it went.
2) You are able to follow the trail of your sampled Qai like a trail of breadcrumbs, but you can't tell how old the trail is.
3) As #2 above, plus you can tell how old the trail is.
4) As above, plus you now have the scent memorized. If you ever come across this scent again, you will recognize it.

Sense Dreamgate: Allows the Rusahn to detect the presence of an opening into the Dream.

SV Mod: -18 **Threshold:** 6
ST: 4 **AT:** Pass
Difficulty: Easy **Special:** Sustainable
Range: Self **Effect Area:** 4x Resolve
Subject: Qai/Dream **Resistance:** None

0) You sense an active Dreamgate in a random direction, at a random distance (within range). Of course, this gate does not actually exist, so good luck finding it.
1) You can tell whether or not an active Dreamgate is within range, but you cannot tell where.
2) You can tell whether or not an active Dreamgate is within range, and the direction of that portal, but you cannot sense its actual location.
3) You can detect precise location of any active Dreamgates within range.
4) As above, plus you can tell if there have been any Dreamgates here within the last 24 hours.

BONDING

Command: Through subtle use of Qai, the Rusahn can open a subject's mind, making them susceptible to the insertion of hidden commands. With this particular expression, the command is to be carried out only once it has been activated by a predetermined stimulus or circumstance. This is a one-shot command. The command will remain hidden until activated if done correctly. Once activated, your subject is released from the command and will remember everything unless other measures have been taken to affect his memory. Furthermore, the command will remain active only for a number of hours equal to your Stamina. At the end of that time, the command simply wears off.

SV Mod: -36 **Threshold:** 6
ST: None **AT:** Minute
Difficulty: Difficult **Special:** Delayed Effect
Range: Close **Effect Area:** Single Subject
Subject: Sentients Only **Resistance:** Sanity

0) You have rendered your own mind open to suggestion. Your intended subject is aware of your attempt (and failure) and may now send a command to your eager and willing mind. Treat as an optimal success with the roles reversed. ("When you next hear the phrase, 'Your Majesty', you will uncontrollably cluck like a chicken.")
1) Only the verb, noun, and trigger of your command took root in your subject's mind.
2) Your command and its trigger are successfully planted in the mind of your subject, but your duration has been halved.
3) Your command and its trigger are successfully planted in the mind of your subject, and will remain there until activated by the trigger.
4) Your command has become a permanent part of your subject's psyche. He will continue to act out your command every time he encounters the trigger. ("I don't know why, but every time I see an emerald, I have this weird compulsion to take off my pants and sing 'Mary Had A Little Lamb'." "An emerald? You mean like thi...? Oh, my.")

Detect Lie: The Rusahn can detect attempts at deception.

SV Mod: -19 **Threshold:** 8
ST: 6 **AT:** 2 Passes
Difficulty: Moderate **Special:** Sustainable
Range: Self **Effect Area:** Single Subject
Subject: Sentients Only **Resistance:** Charisma

0) You get definite feelings of truth or falsehood, which of course, have no bearing in reality.
1) You get a general sense of falsehoods, if they are offered, but you can't isolate the truth from the lies.
2) You can only feel outright lies.
3) You can feel any and all attempts at deception, whether by omission, half-truths, or outright lies.
4) Same as above, plus you can sense the truth behind the lies.

Dormancy: The Rusahn may place himself or his subject in suspended animation. This expression is more like entering a state of stasis than hibernation. Bodily functions and rhythms are reduced to almost nothing, but they do still occur. The need for air, food, water, etc. still exist, but are greatly diminished. Diseases and poisons affecting the body will continue to do so, but at a much slower rate. The heart rate drops to one beat every hour. And the rate of bodily decay (aging) slows similarly. The body ages roughly one second for every hour. While Dormant, the subject is not aware of what is going on around him. Dormancy does not count as normal sleep and does not provide rest.

SV Mod: -9
ST: None
Difficulty: Easy
Range: Touch
Subject: Sentients Only
Threshold: 6
AT: Minute
Special: None
Effect Area: Single Subject
Resistance: Resolve

0) You drop the biorhythms too far. Your subject is dead. Even if you were the subject. (If your friends act fast, you could still be revived. What? No friends? Tsk. Tsk.)
1) You only succeed in putting your subject into a deep sleep. Your subject may be awakened, but will not do so on his own for 1-5 hours. The biorhythms are not slowed.
2) Your subject goes into suspended animation, but will come out of it in a number of hours equal to your Resolve.
3) Your subject successfully goes into suspended animation for a predetermined period of time not to exceed your Resolve in days.
4) You transcended mere dormancy. Your subject leaves his body and enters the Dream. Unfortunately, you now only have a number of hours equal to his Sanity to get him back into his body or it will die. While unoccupied, the subject's body will function at the slowed rate and diminished needs as described above.

Fortify: This expression allows the Rusahn to restore the vitality of a fatigued creature. This does not heal wounds, nor regenerate tissue. Since the expressing Rusahn is imparting and amplifying a small part of his own Qai, he cannot use this on himself.

SV Mod: -6
ST: None
Difficulty: Easy
Range: Touch
Subject: Animal, Sentient
Threshold: 6
AT: Pass
Special: Benefits Life
Effect Area: Single Subject
Resistance: Stamina

0) Your flow of Qai reverses itself. Redo this expression as Qai Drain. (Yes. Including the taint. Deal with it.)
1) You succeed in removing 1 point of fatigue. Thanks. I feel so much better now.
2) You succeed in restoring half of the fatigue points lost.
3) You are able to restore your patient to full vitality.
4) Revitalizing your subject, you have also managed to heal all soft tissue damage. Any Blood or Flesh damage your patient had suffered is gone.

Keep the ramparts,
watch the way,
make thy loins strong,
fortify thy power mightily.
—N'hum, Ch'ak Rusahn

Invisibility: Allows the Rusahn to render himself invisible by convincing all intelligent creatures (including animal intelligence) within the area (except for the expressing Rusahn) that they cannot see him. In just a matter of seconds, his image fades from their consciousness. And if none of the subjects were focusing directly at him, they probably will not notice his fade-out. (Difficult observation roll to catch his disappearing act.) This is not true invisibility, and it has no effect on the other four senses. Also, it will not work against unintelligent creatures or technological devices.

SV Mod: -23
ST: 6
Difficulty: Moderate
Range: Self
Subject: Animal, Sentient
Threshold: 8
AT: 3 Passes
Special: Sustainable
Effect Area: 2x Resolve
Resistance: Sanity

0) You are convinced that no one can see you, but your mis-manipulation of Qai has made you a beacon. All intelligent creatures in your area cannot help but notice you. (You stand out like a Troog in a stockyard.)
1) Your subjects can see you, but they won't remember seeing you. If you can get out of their direct line of sight, no one will remember what you look like (not even in the vaguest of terms).
2) You can only be seen in peripheral vision. People may react to your presence, but as soon as they look your way, they will lose track of you. (Things like that can make a guard very edgy.)
3) You are invisible.
4) You convince all intelligent creatures in the Effect Area that you never existed. None of them will be able to recall your name, what you look like, nor anything else about you. If any of these creatures formerly knew you, you will have to be re-introduced. (This includes loyal or dedicated mounts and pets.)



Mental Barrier: Allows the Rusahn to create a wall of Qai around his mind as a defense against Qai attacks on the mind, intellect, or personality. It is an ugly, brutish, and obvious use of Qai (easily sensed by all Qai-actives in a [Resolve] meter radius), but it is also quite effective.

SV Mod: -3 **Threshold:** 7
ST: 5 **AT:** Pass
Difficulty: Moderate **Special:** Sustainable
Range: Self **Effect Area:** Self
Subject: Self **Resistance:** None

0) Ooh! Your Barrier failed, you are defenseless, and your enemy knows it. Mental Barrier will be beyond your ability to express until you get a chance to calm your panicked mind (three passes of inactivity and rest). If you know any non-Qai disciplines for defense, this would be a good time to use them.
1) You are able to build a wall that can be sensed by any Qai-sensitive within a radius equal to your Resolve. It seems solid enough, but it will only hold against the first assault made upon it, whereupon it immediately crumbles, leaving you defenseless. (All those Qai-sensitives we mentioned will know when the walls come down too.)
2) You are able to build a moderate wall around your mind that confers +15 resistance to any mental attacks.
3) You are able to build a wall around your mind that confers +21 resistance to any mental attacks.
4) Your mind is armor-plated. +35 resistance to all mental attacks.

Mind Reading: This expression allows the Rusahn to create a short-term bond between himself and his subject that allows him access to his subject's surface thoughts. Since Qai is emotional in nature rather than cognitive, interpreting this input is a lot harder than it seems.

SV Mod: -35 **Threshold:** 8
ST: 6 **AT:** Minute
Difficulty: Hard **Special:** Sustainable
Range: Resolve Meters **Effect Area:** Single Subject
Subject: Sentients Only **Resistance:** Resolve

0) Instead of listening in on your subject's thoughts, you broadcast your thoughts to your subject. (Treat as optimal success with the roles reversed.)
1) The thoughts you hear are garbled and not entirely clear. You receive only the most rudimentary information.
2) You are able to hear one surface thought from your subject.
3) You are able to hear the surface thoughts of your subject, so long as you sustain this expression.
4) Your subject's mind is an open book for you. You may telepathically ask any question of the subject and receive an answer that is accurate to the best of their knowledge. This includes things that the subject doesn't realize that he knows. (It may be necessary for the Bard to play the role of the subject's subconscious knowledge if the subject is a PC.) Furthermore, your subject cannot hear your question, so it may make him curious as to why certain thoughts and memories are suddenly coming to mind.

Mindwipe: This expression allows the Rusahn to eliminate the personality and knowledge of his subject. This reduces the subject to a vegetative state, unable to do more than perform autonomic functions. The victim has no language skills, so he can't accept commands, and he has no skills, so he couldn't obey even if he could understand. Since a living organism does not need intellect in order to exist, there is normally no taint with this expression.

SV Mod: -34 **Threshold:** 7
ST: None **AT:** Hour
Difficulty: Hard **Special:** None
Range: Touch **Effect Area:** Single Subject
Subject: Animal, Sentient **Resistance:** Sanity

0) Feedback! Qai can be a tricky thing. You have Mindwiped yourself. Treat as optimal success with you as the subject.
1) You are able to remove the most recent 1d10 days worth of memories. The subject is aware of what you've done, but not what he's lost.
2) You are able to induce a state of amnesia in the cinematic sense. In other words, your subject doesn't remember who he is or where he is. He doesn't remember his childhood, but he does still have full functionality and he retains knowledge of literary and social skills. The only thing affected is identity and motivation.
3) You successfully Mindwipe your subject. All knowledge is lost including language and motor skills. The subject now has the functionality of a 6-month-old child. Autonomic abilities (breathing, heartbeat, etc.) are unaffected.
4) You have wiped your subject's mind of everything, including how to breathe. Because you have killed him, the Qai you used is tainted.

Probe: This is mental rape. It is very painful to the subject. The Rusahn forces a bond with his subject, and then gouges and tears through the subject's mind ripping open and laying bare all his secrets. Despite its brutal nature, Probe does not cause taint. However, it does tend to upset the victims of this expression.

SV Mod: -42 **Threshold:** 9
ST: 7 **AT:** Minute
Difficulty: Difficult **Special:** Harmful
Range: Close **Effect Area:** Single Subject
Subject: Sentients Only **Resistance:** Sanity

0) Backlash! Your mind is ripped wide open for any Qai sensitives within range. You have no secrets anymore.
1) You are able to hear only one surface thought. Your subject feels like a cat has used his brain as a scratching post, and will recover in two passes. Put the head start to good use.
2) You are able to hear only surface thoughts. Your subject's brain feels like you just dragged a garden rake across it, and will recover from your attack in five passes.
3) You are able to dig deep into the subject's mind and pry out his secrets. His brain feels like it has been wrung, beaten, stomped upon, and stretched like saltwater taffy. (This is not far from the truth.) Your subject will recover in one minute or as soon as he makes a successful Stamina roll, whichever comes first. (You don't want to be here when that happens.)
4) Your probe slices through almost all of your subject's defenses as well as their brain. Due to the speed and razor-like sharpness of your probe, your subject is reduced to a vegetative state before any pain can register. You are able to access whatever information you want...once. Your subject now has the functionality of a 6-month-old child.

Project Emotion: This is the opposite of Empathy. This Expression allows the Rusahn to cause any given sentient subject within range to take on the same emotional state that the Rusahn himself is experiencing.

Note: The Rusahn may be required to make a difficult Acting roll in order to induce a particular emotion within himself.

SV Mod: -25 **Threshold:** 7
ST: 5 **AT:** 2 Passes
Difficulty: Moderate **Special:** Sustainable
Range: Resolve Meters **Effect Area:** Single Subject
Subject: Animal, Sentient **Resistance:** Resolve

0) You have managed to snuff the flames of passion in your subject. Until he is beset by some other stimulus, your subject is devoid of all emotion.
1) You are able to project your emotional state to the degree that your subject is aware that someone nearby feels as you do, but he won't be able to tell who it is, and it won't affect his emotional state.
2) You are able to make a slight shift in the emotional state of your subject that brings it closer to your own emotional state, but unless his emotions were close to your own to begin with, they will probably not match.
3) You are able to foist your emotional state onto your subject, causing him to experience the same emotions as you for as long as you maintain this expression.
4) You have complete control over your subject's emotions so long as you maintain the expression, regardless of your own emotional state.

Shared Senses: This is a mild bonding that allows the Rusahn to hear through someone else's ears or see through their eyes. The Rusahn must state what sense he is sharing at the time of expression. The subject must be within visual range when this bonding is initially expressed. However, once bonded, the subject will remain bonded so long as the expression is maintained. Except in the case of a critical failure, the subject is unaffected and unaware of being used by the Rusahn.

The Rusahn's own sense is severely diminished while this expression is in effect. (-40 to SV for Perception-based skill checks.)

SV Mod: -30 **Threshold:** 7
ST: 5 **AT:** Minute
Difficulty: Moderate **Special:** Sustainable
Range: LOS **Effect Area:** Single Subject
Subject: Animal, Sentient **Resistance:** Resolve

0) Feedback! Your bonding reverses itself and sends your visual or auditory data to your subject.
1) The data you receive is muted. You are able to tell the nature of the sounds your subject hears (voices, laughter, an animal's roar, etc), and you are able to receive visual impressions from your subject (colors, vague shapes) but you cannot make out details.
2) The information you get from your subject is garbled. You can only make out half of what is heard or seen.
3) You can hear through your subject's ears or see through his eyes as though you were him.
4) You can perceive beyond your subject's normal range. You can hear and see Ido, even if your subject cannot.

Stimulate Growth: Similar to Rapid Aging but more specific, this expression allows the Rusahn to accelerate the growth rate of living flora in a given radius. This causes the plant life to become thick and lush. However, once the expression is no longer being sustained, the plant life becomes subject to normal environmental conditions. If the land is capable of supporting this plant life, it will thrive. If not, it will die off quickly.

SV Mod: -30 **Threshold:** 7
ST: None **AT:** Minute
Difficulty: Difficult **Special:** Promotes Life
Range: 4x Resolve Meters **Effect Area:** 4x Resolve
Subject: Flora Only **Resistance:** None

0) Similar to over-watering, you've over-Qai'd the plant life. Leave it alone and it will probably return in full health next spring. For now, there's nothing you can do.
1) The hardiest (and greediest) of plants respond to your ministrations, by doubling their growth cycle for the duration of this expression. (You just grew a bunch of weeds... quickly.)
2) You are able to stimulate the growth of the plants, but in the process you deplete the soil. These plants are going to starve out and die soon. However, since their starvation is not directly due to your expression, you receive no taint. Merry Christmas.
3) You succeed in stimulating the growth of the plant life in this area as described above. Congratulations!
4) Not only do you succeed in promoting the growth of the plants, you have infused the soil with enough Qai to maintain a doubled growth cycle for the next ten years. The farmers can expect two harvests a year off of these crops. I'll leave it to your Bard to decide how the farmers express their gratitude.

Taint Transfer: With this expression, the Rusahn is able absorb some or all of the taint residing within another Rusahn's aura. As usual, while it is possible for the subject to resist this expression, he is not required to do so, and probably would not want to.

If this expression is being used to recover a darkling, it is first necessary to overcome any maroc stones he has bonded. Any successes beyond that go toward removing taint from the subject's aura.

The process of transferring the taint creates an extra point of taint that settles on the aura of the expressing Rusahn. No good deed ever goes unpunished.

SV Mod: -29 **Threshold:** 2
ST: None **AT:** Hour
Difficulty: Moderate **Special:** Taint, Benefits Life
Range: Touch **Effect Area:** Single Subject
Subject: Specific-Rusahni Only **Resistance:** Resolve

0) Your expression inverts itself at the last moment, transferring all of your taint to your subject (including the extra point generated by the expression). You are clean, but your subject is probably trying to void a maroc stone the size of a bruckbird's egg. I hope you got paid in advance.
1) You were able to remove only 1 point of taint from your subject. As long as he had not bonded any maroc stones, this should be enough to bring him back from the dark side, if he had already crossed over. You, however get 2 points of taint for your trouble.
2) There is no partial effect.
3) You are able to remove (ED) or all points of taint (whichever is less) from your subject's aura as described above. Your ED determines your degree of success. You cannot modify this beyond normal die roll conversion rules.
4) Wow! You drew off all of your subject's taint into your own aura! What a friend! Hope you can handle it. (And don't forget the extra point.)

Wither: This expression is just like Stimulate Growth, but with one exception. You do not allow the plant life to germinate and procreate. You cause it to accelerate through one life cycle without allowing it to go on into the next cycle.

SV Mod: -35 **Threshold:** 8
ST: None **AT:** Minute
Difficulty: Moderate **Special:** Harmful
Range: 4x Resolve **Effect Area:** 2x Resolve
Subject: Flora Only **Resistance:** None

0) You fail to stop the germination part of the life cycle. Redo as Stimulate Growth.
1) You only succeed in rendering the plant life sterile. It will eventually grow old and die; leaving no little plants to carry on after it's gone.
2) You are able to accelerate the plant life into the next seasonal stage of its life. If it is just blooming, you push it into full bloom. If it is in full bloom, you push it into harvest. And if it is in harvest, you push it into decay or dormancy; whichever is appropriate for this type of plant. The flora is also sterile as with a minimal success.
3) You accelerate the flora's life cycle to its end.
4) Optimal success with the Effect Area radius doubled.

TRANSFORMING

Adaptation: Rusahni can adapt their bodies to a single extreme environmental condition (breathe noxious gases, resist arctic temperatures, withstand the music of Michael Bolton, etc.). Please note that this adaptation only applies to the Rusahn's body, not his clothes or equipment ... or friends.

SV Mod: -18 **Threshold:** 6
ST: 4 **AT:** Minute
Difficulty: Hard **Special:** Benefits Life
Range: Self **Effect Area:** Self
Subject: Self **Resistance:** None

0) You develop a severe (and permanent) vulnerability to the very condition you were trying to resist.
1) You are only able to develop a mild resistance to your desired condition, not any actual immunity. Reduce your damage taken by 25%, or increase your maximum exposure time by 25% whichever is appropriate.
2) You are able to partially adapt to one environmental condition. The damage caused by this condition is halved or your maximum exposure time is doubled, whichever is appropriate.
3) You have adapted your body in such a way as to be completely adapted to one environmental condition. However, this may create other problems. For instance, if you adapt to breathing water, you may not be able to breathe air until you drop the expression. If you adapt to extreme heat, you may become vulnerable to cold attacks or your increased body temperature may have adverse affects on some of your equipment.
4) Your adaptation is permanent. If your adaptation has rendered your normal environment hostile to you, you may use this expression again to adapt to it.

Bone Armor: Allows the Rusahn to overstimulate his calcium production in a manner that causes it to ooze quickly from his pores. By plating the joint areas, this will create armor that is anchored directly to his own skeletal system. For all the strength and protection of this armor, it is very light and only minimally hinders movement.

Once the expression is no longer being sustained, the calcium becomes extremely brittle and begins to flake or break away. (It will fall off in five passes.) Additionally, this expression can only be used once a week (assuming no other calcium-based expressions are used), during which time the Rusahn has an intense craving for calcium and will consume it in virtually any form. (A side-effect of the expression allows the Rusahn to process the calcium consumed rather than be poisoned by it.) If the Rusahn attempts to create bone armor more than once a week, or is unable to begin replenishing his calcium supply sometime within that week, his bones will become brittle and fragile as described in the critical failure section below. Unlike the critical failure, this loss can be restored by consuming copious amounts of calcium.

SV Mod: -28 **Threshold:** 7
ST: 5 **AT:** Minute
Difficulty: Hard **Special:** None
Range: Self **Effect Area:** Self
Subject: Self **Resistance:** None

0) You have actually managed to void the calcium from your bones. A thin milky fluid pours from your pores, soaking your clothes, and pooling at your feet. Your bones are extremely brittle right now and subject to easy breaking. This condition will remain until you spend a week replenishing your calcium, or you can have another Rusahn successfully Calcify you. I think I'd withdraw from that phah'lok roundup tomorrow if I were you.
1) Your bone armor is weak and brittle. It offers minimal protection, and it will only protect you for one blow, after which, it disintegrates into powder. It is also inflexible and will disintegrate once you start to move.
2) This armor covers only your vital areas (torso, groin, head) effectively. All other areas have only token coverage. (They look armored, but the calcium provides no appreciable protection.) All of your armor's joints form properly, so you can move without it falling apart on you. However, it is still quite brittle and will only take damage equal to one-quarter your Stamina before disintegrating.
3) Your bone armor is fully functional, and it has plates in all the right places to allow you to move. It will remain firm so long as you maintain this expression.
4) Your bone armor is exceptionally well formed. When you drop the expression, only the calcium that anchors the armor to your skeleton disintegrates, the plates remain intact. In fact, it may become necessary to cut your armor in certain places so it can be removed. If this is done properly (make a successful armoring skill check), your armor may have straps and buckles added so you can use it again. Armor created in such a fashion will only fit the person who created it.

Bone Weapon: Similar to bone armor, this expression allows the Rusahn to overstimulate his calcium production causing it to ooze from his pores. By shaping the calcium as it forms, the Rusahn may create crude tools and/or weapons that remain attached to his body, anchored to his own skeletal system.

Once the expression is dropped, the bone weapon becomes increasingly brittle and will either flake away or break away in five passes.

This expression can only be used twice a week. (Assuming no other calcium-based expressions are used.) Attempting to use this expression more than this will result in a brittle bone condition like that described in the critical failure below. Unlike the critical failure, consuming large amounts of calcium can restore this loss.

SV Mod: -30 **Threshold:** 8
ST: 6 **AT:** Minute
Difficulty: Hard **Special:** None
Range: Self **Effect Area:** Self
Subject: Self **Resistance:** None

0) You manage to void the calcium from your body. A thin white fluid seeps from the pores of your weapon hand/arm, and pools on the floor. This makes your grip very slick until you have a chance to clean yourself up a bit. Also, your bones are now very brittle and prone to breakage. Padded cotton armor is making a lot of sense to you right now. This condition will remain until you can spend a week replenishing your calcium or have another Rusahn can successfully Calcify you.
1) You are able to coat your hand in calcium, effectively armor-plating your fist. However, your 'bone fist' is very brittle and will shatter after the first impact. It will do 2 points additional crushing damage.
2) You are able to put a rough edge on your 'bone fist' allowing it to do slashing damage. It is not very sharp, though. Its dull edge will do +2 points of slicing damage to your strike. You gain virtually no additional reach with this weapon.
3) You are able to form a crude, large bone knife or bone hatchet around your hand. In knife form, it will be not longer than your forearm. In hatchet form, the blade will be approximately the size of your open hand. The edge will be rough, but sharp. It will inflict a number of points equal to the ED of the Expression in slashing damage. The prying strength of the knife is roughly 50 pounds.
4) You are able to form your calcium seepage into a sword-length blade or a large double-bladed axe of half that length. It will do damage appropriate to that type of weapon. This weapon will not disintegrate when you drop the expression. Instead, only the portion that bonds the weapon to your skeleton dissolves. This weapon will have to be broken in order to free your hand. However, a weaponer may then add a handle or grip to the weapon and make it fully functional again.

Calcify: This allows the Rusahn to overstimulate the calcium production of a single subject in a manner that causes it to ooze from the subject's pores. Each pass, the subject's Dexterity attribute drops by half until it reaches less than one, at which time, immobility occurs. At this point, unless measures have been taken, the subject can no longer breathe and will die in three to five minutes unless their air passage is cleared. If this expression results in lethality, it will result in taint.

If the subject survives, he will be suffering from severe calcium depletion and will be extremely susceptible to bone damage until a Rusahn can successfully calcify him again (restoring his calcium levels) or he has spent one week trying to satisfy his craving for calcium-rich sustenance).



Once the expression is no longer being sustained, the calcium will become brittle and break away in five passes.

SV Mod: -44 **Threshold:** 8
ST: 6 **AT:** Pass
Difficulty: Moderate **Special:** Harmful
Range: Touch **Effect Area:** Single Subject
Subject: Animals, Sentients **Resistance:** Stamina

0) You increase the subject's calcium production, but not to the point that it expresses through his skin. Instead, you increase the subject's bone density, providing him with doubled resistance against bone damage. This alteration is permanent.
1) The subject's increased calcium production does not express through the skin, but it does build up temporary calcium deposits around his joints, impairing his movement and flexibility for a number of hours equal to your Resolve.
2) The subject's increased calcium production does not express through the skin, but 1D6 of your subject's joints (determined randomly) develop massive calcium deposits and become immobile. These deposits are permanent and can only be removed by some type of surgical procedure.
3) Calcium flows from your subject's pores and hardens almost immediately. Good job, Medusa.
4) Your subject becomes calcified like fine porcelain. His skeletal structure is also extremely fragile. You can break him like a jar of jelly. (That paints a pretty picture, doesn't it?)

Camouflage: Allows the Rusahn to control his pigmentation to the degree that he can vary his color and possibly even create patterns on his skin. These colors are not limited to the normal skin tone range. This expression does not affect clothing or items carried by the Rusahn. Nor does it affect beings with little or no pigment (i.e. albinos, subterranean dwellers, etc.).

Coloring quickly returns to normal once the expression is no longer being sustained.

Note: Careful application of this expression may allow the Rusahn to create temporary tattoos or body paint effects.

SV Mod: -1 **Threshold:** 6
ST: 4 **AT:** Minute
Difficulty: Moderate **Special:** Sustainable
Range: Self **Effect Area:** Self
Subject: Self **Resistance:** None

0) You 'burn out' your pigment. You are now an albino. All the hair you grow from this point on will be white, and your eyes will fade to a light-sensitive pink by the next sunrise. This expression will never work on you again.
1) You are able to affect overall changes in skin tone. You can cause yourself to appear more or less tan, but little beyond that.
2) You have a full range of colors to choose from, but your control is weak. You can make broad patterns that will serve to aid you in camouflage, but you do not have the fine control needed to make tattoos or body paint designs.
3) You now have full (visual) spectrum color control as well as fine detail pattern ability. You can paint yourself plaid, if you really want to.
4) As above, plus you have the ability to go beyond the visible spectrum in choosing your colors. (Consider the possibilities of making ultraviolet or infrared tattoos.)

Destroy Pathogens: With this expression the Rusahn is able to actually destroy invading viruses. Technically, this is contrary to promoting life and against Qai. Therefore all Qai used in this expression is tainted.

SV Mod: -38 **Threshold:** 8
ST: None **AT:** Minute
Special: Lethal, Delayed Effect **Difficulty:** Easy
Range: Close **Effect Area:** Close
Subject: Specific (Viruses) **Resistance:** None

0) The true nature of Qai wins out against your desires. The pathogens you were attempting to destroy have had their growth rates doubled. For example, your patient now has one day to live instead of two. No taint.
1) You were able to weaken the pathogens. With proper medical attention, the patient will probably pull through. You quack!
2) You have significantly impaired the pathogens' growth rate. You have slowed the disease by half. This gives you a little more time to find a real cure.
3) You have destroyed the pathogens and cured the patient! Hooray! However, from the Qai perspective, you have just murdered millions of little germs who were just minding their own business and not doing anything but trying to survive, you heartless bastard.
4) You have helped the patient develop antibodies to this particular disease. This means that not only does the patient now have resistance to this disease (-40 bonus to resist infection), but also with the proper medical skills, the patient's blood can now be used to create a vaccine. Good job, Doc. (You still get the taint, though. Sorry.)

Killing Field: Killing Field allows the Rusahn to intentionally taint all the Qai he is channeling, and then release it in a way that 'poisons the well.' This is a sudden and violent release. All plant life within a radius of Sanity in meters immediately wither and die. All animal and humanoid life in the area may attempt to resist. If the resistance fails, the subjects take damage equal to your Charisma. If the resistance succeeds, the subjects only take half that damage. (The expressing Rusahn is, of course, unaffected.) The effects are unmistakable and permanent until Sterilized. Anything that grows in this tainted zone will be a twisted, perverted, and tainted version of itself.

This expression leaves taint in the system of its subjects until they can be Sterilized or purged.

SV Mod: -48 **Threshold:** 8
ST: None **AT:** Pass
Difficulty: Easy **Special:** Lethal
Range: Self **Effect Area:** Resolve
Subject: Qai **Resistance:** Stamina

0) You are unable to release the tainted Qai. The poison turns in on you. Resist or die. (Since you were perverting Qai, you were no doubt a twisted and sick individual and no one is likely to miss you. Consider yourself lucky if someone decides to bury you without defiling your corpse first.)
1) You are only able to make everyone violently ill. Your victims will function at a +15 penalty to all skill rolls until Sterilize can be expressed on them to clean your poison out of their aura.
2) Your poison is a bit more subtle than you intended. Treat as an optimal success on the expression 'Poison Minds.'
3) You poison every living thing (animals, plants, people, etc) as described above.
4) As above, except that you overcome your victims' resistance. (Don't even bother rolling, folks.)

Knit Flesh: This expression allows the Rusahn to knit together the soft tissues of the body. (Skin, muscle, cartilage, etc.) This form of healing will only work on flesh and/or blood damage. It will not work on bone or nerve damage. It also tends to result in very heavy scarring.

SV Mod: -18 **Threshold:** 6
ST: 4 **AT:** Minutes
Difficulty: Difficult **Special:** Benefits Life
Range: Touch **Effect Area:** Single Subject
Subject: Animal, Sentient **Resistance:** Resolve

0) You cause the tissue of your subject to unravel. Essentially, this means that your subject begins to dissolve starting at the wound site you were working on. You cause 5 points of flesh damage before you are able to stop the unraveling. You cannot attempt this expression again until you have had one full night of normal sleep. You have also tainted the Qai used in this expression.
1) You only succeed in stanching the wounds. The subject suffers no more recurring damage, but the wounds are not healed, and the damage remains. If there was no recurring damage, then your expression has no effect.
2) You are able to repair half of your subject's flesh damage up to a maximum of half your Resolve.
3) You are able to repair soft tissue damage (flesh and blood) in your subject up to a maximum equal to your Resolve. However, the process does result in some nasty scarring. Your subject takes a permanent loss of 2 Charisma. (This loss also affects the subject's maximum possible Charisma rating.)
4) You successfully healed all of your subject's soft tissue damage and managed to do it with minimal scarring.

Repair Body: This expression allows the Rusahn to not only stimulate and accelerate the body's natural healing factors, but also to cause flesh and bone to knit itself together. This causes wounds and broken bones to heal quickly, and it can even reattach freshly severed limbs. But it will not regenerate lost limbs or tissue. The side effects of this type of healing include heavier than normal scarring, and extreme fatigue. All wounding damage gets turned into fatigue. This fatigue may be removed in the same manner as normal fatigue (Fortify, sleep, or pharmaceuticals).

SV Mod: -29 **Threshold:** 7
ST: None **AT:** Minute
Difficulty: Hard **Special:** Benefits Life
Range: Touch **Effect Area:** Single Subject
Subject: Animal, Sentient **Resistance:** Stamina

0) You cause the tissue of your subject to unravel. Essentially, this means that your subject begins to dissolve, starting at the wound site you were working on. You cause 5 points of flesh damage and 5 points of bone damage before you are able to stop the unraveling. You cannot attempt this expression again until you have had one full night of normal sleep. You have also tainted the Qai used in this expression.
1) You only succeed in stanching the wounds. The subject suffers no more recurring damage, but the wounds are not healed, and the damage remains. If there was no recurring damage, then your expression has no effect.
2) You only succeed in restoring half of the subject's lost life points. The rest of the damage will have to be healed by natural means. (No help from Qai or Ido.) Also, the scarring is extremely severe. The subject loses 2 points from his Charisma.

3) You heal all the physical wounds of your subject within the parameters described above. But in the process, your subject loses 1 point of Charisma.

4) Magnificent, Doctor! You not only healed the subject as above, but you sculpted the flesh and bone perfectly! Your subject still receives some scarring, but it is minimal and actually adds an air of distinction. No adjustments to Charisma required.

Restore Health: Specifically speeds up the healing processes of the body through the infusion of Qai itself. This expression can heal flesh, bone, nerve damage, and even replenish blood damage. The Rusahn may only care for one patient per day, and must be personally caring for them during that time. This is because the rate of Qai-accelerated healing must be monitored frequently (usually not more than three times an hour), in order to make sure that the cellular mitosis does not accelerate out of control and begin to cook the patient from the inside out.

Each time the Rusahn misses a check on his patient, there is a cumulative 10% chance that runaway will occur. If runaway is allowed to occur, the patient will lose half of his remaining life points every 20 minutes until the expression can be stopped via Qai Drain as in the critical failure below. All Qai used in this expression is tainted.

SV Mod: -8 **Threshold:** 4
ST: None **AT:** Day
Difficulty: Difficult **Special:** Benefits Life
Range: Touch **Effect Area:** Single Subject
Subject: Animal, Sentient **Resistance:** Stamina

0) You have lost all control of your Qai infusion. Your Qai is cooking your patient. His life points will halve on every pass until he is dead. Your only chance is to neutralize the runaway via Qai Drain before it is too late. You may not try this expression again until you've had one full night of (natural) sleep. Note: in this instance, Qai Drain will not actually take Qai from your subject, but rather from the runaway infusion. Therefore, you do not take taint from this application of Qai Drain. But your runaway infusion was harmful and you do receive taint from that.

1) Your Qai infusion is far too subtle. You are only able to double the normal healing rate (2 life points per day). However, the danger of runaway still exists and you must continue to monitor the healing process until your patient is healed, or those 2 life points are restored, whichever comes first.



A Rusahn healing an injured companion.

2) Your infusion is working, but not as well as you'd hoped. Your healing rate is half of what it should be (according to the description above). Of course, runaway is still a danger, and yes, you are going to have to continue monitoring your patient until you reach the end of the day, or your patient is restored to full health, whichever comes first.

3) Your infusion was perfect. Everything is working just as described above and your patient should be restored to full health this time tomorrow. Now all you have to do is make sure it stays perfect and doesn't cook your patient. Enjoy your day.

4) At first, this looks like a runaway, but in the next heartbeat, you realize that you have accidentally doubled your healing rate. This means that you will have to double your monitoring checks. Your patient will run a high fever while the healing occurs, but that in itself is nothing lethal. He will require time to recover from the effects of the fever, but once the healing itself is done (about 12 hours), you are free to pursue other activities. You do not have to monitor his recovery from the fever.

Sterilize: This expression allows the Rusahn to remove Qai residue or psychic impressions from a place or object and allow it to be filled with clean ambient Qai. To those who are Qai sensitive, the place or object affected by this expression has obviously been Sterilized.

This expression can also be used to remove taint from the aura of mundanes, as long as there are no harmful expressions currently at work on the subject. If the success generated is more than minimal, the ED will represent the maximum amount of taint that can be purged. A critical success means a total purge.

If there are any harmful expressions at work in the subject's aura (Rusahn, mundane, or otherwise), this expression will remove them with anything higher than a minimal success.

SV Mod: -15 **Threshold:** 7
ST: None **AT:** Hour
Difficulty: Hard **Special:** None
Range: Touch **Effect Area:** Single Subject
Subject: Qai **Resistance:** Resolve

0) Are you trying to get famous? Your mud-fingered mismanagement of this expression has left your Qai-scent all over the place. Any Qai sensitives who come across the object of your expression, will become so familiar with the scent of your Qai that they will recognize it anywhere. And, yes, the Sterilizing failed.

1) You haven't removed the bad Qai; you've only placed it in remission temporarily. The bad Qai or taint has been suppressed for a number of hours equal to your Resolve. After that time, the bad Qai will reassert itself as strong as ever. Whether you reveal this to your subject is up to you.

2) You have succeeded in removing some or all of the taint attached to the subject. The maximum amount of taint that can be purged is shown on your ED. If you are removing psychometric residue, you wipe away the most recent month's worth of residual impressions.

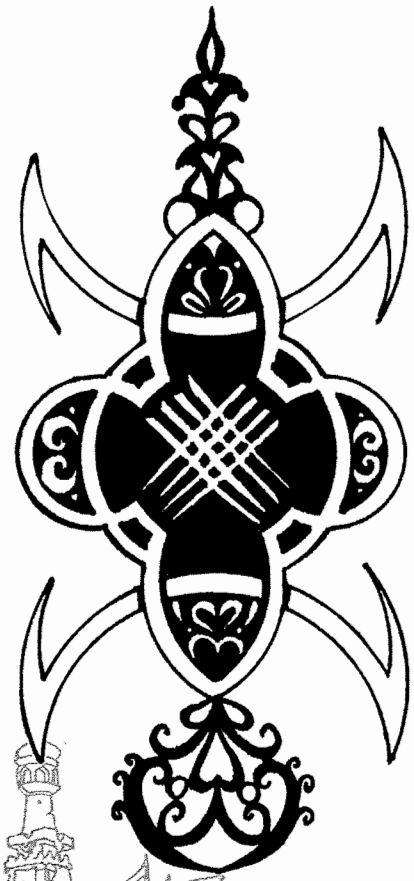
3) *Can you say Tabula Rasa? Very good. Now, do you know what it means? The object of your Sterilization has been wiped completely clean of all old Qai residue, and filled with clean ambient Qai.*

4) Not only have you cleaned the residual Qai out of the object or place you were working on, you have in effect 'Teflon coated' it against psychometric residue for a number of hours equal to your Resolve. Also, Qai cannot be expressed on the object or place until that time passes.

Synaptic Discharge: This expression amplifies the electrical activity of the Rusahn's body, and allows him to discharge this electricity through his skin. The Rusahn builds up a charge and then releases it when he completes a circuit by touching a conductor (usually another body). If he is unable to release the charge, it will dissipate over the next two passes.

SV Mod: -30 **Threshold:** 7
ST: None **AT:** Pass
Difficulty: Moderate **Special:** Harmful
Range: Touch **Effect Area:** Touch
Subject: Qai **Resistance:** Stamina

0) Misfire shorts out all of your synapses. You are paralyzed for a number of turns equal to your Resolve.
1) You release a spark exactly like normal static buildup. This will serve as a mild distraction, nothing more.
2) You create a kind of 'joy buzzer' effect. Mild pain, reflexive jump, but no damage. No effect on nonliving material other than a brief, visible arc.
3) You release an electric discharge from your synapses. It is released through dermal contact, whether you touch someone, or they touch you. The discharge can also be felt through any conductive materials you and your subject are touching at the same time. This causes half of your Resolve in (round down) electrical damage, mild burns, and stun to your subject.
4) Once you complete your circuit by touching your subject, you bypass your own body and convert ambient Qai energy directly into electricity. This charge passes through your subject and is immediately released into the nearest conductor (whether it be friend, foe, or otherwise) that is not part of the immediate circuit. This arc does damage equal to your Resolve to both the subject and the ground of the arc. The expressing Rusahn takes no damage or taint.



METAQAI EXPRESSIONS

MetaQai is those skills by which the Rusahn goes beyond dealing with the world that most people perceive, and interacts with forces and worlds that only he has access to. These expressions touch on other realms, affect the world at large, or affect the force of Qai itself. There are few expressions here that have any effect on the physical world.

There are a few rules to keep in mind when preparing to enter the Dream. In order to access the Dream, one must be whole and pure in spirit. This means there can be no taint in your aura, and any damage (such as holes created by maroc stones) must be repaired before attempting entry.

To try to enter the Dream in an impure state would shunt you directly into Nightmare. Nightmare is a sickening, horrific, chaotic presence within the Dream. Not much is known about Nightmare, because while rumors abound, no one has ever claimed to have returned from there.

What is known is that when normal sleepers touch Nightmare, they are usually insulated from it by virtue of only touching the Dream and not being in it. When a Strider encounters Nightmare, there is no insulation against, no protection from, and no resistance to its sanity warping effects.

DREAM

Control Dream: This expression allows the Rusahn to wrest control of a dream away from the dreamer. Once the Rusahn has control of a dream, he can orchestrate how the dream plays out. The player simply describes to the Bard what he wants to happen, and the Bard will describe exactly how it plays out.

The subject's innate resistance to this has already been calculated into the expression, so no further resistance is allowed.

Note: It is only possible to take control of a dream if the Rusahn is actually in the dreamsite.

SV Mod: -40 **Threshold:** 7
ST: 5 **AT:** Pass
Difficulty: Moderate **Special:** Sustained
Range: LOS **Effect Area:** Dreamsite
Subject: Sentients **Resistance:** None

0) Not only are you unable to wrest control of the dream from the dreamer, but you are now trapped in it. You are also a part of it. You will not be able to escape or otherwise leave this dream until the dreamer awakens.
   Until that time, you are subject to the subconscious desires that the dreamer has toward you. If you are in the dream of an enemy who wishes you dead, this is going to be a very bad night for you. If he just wants you to suffer, it's going to be much worse.
   Conversely, if the dreamer is harboring a secret crush on you, this could be a very exhausting night for you.
   You may not attempt to control this dream again. You'll have to ride it out, and try again tomorrow night.
1) You have become part of the dream. You have control over what happens to you, but nothing else. You cannot act here, only react.
2) You are engaged in a battle of wills with the dreamer. Each pass that you sustain this expression, you must make a contested Resolve roll against the dreamer to determine who's in control for that pass. (Ties go to the dreamer.)

3) You now have control of this dreamsite. You can determine what happens here as in the description above...within limits. You are still inside the dreamer's mind, and therefore, anything you introduce has to come from his memories or subconscious. For example, if you are in the dream of a Troog, you could not introduce the taste of blood into his dream because that would (should) be beyond his range of experience.

4) This is now your dream. You have exerted your reality over that of the dreamer's. This dreamsite and its contents are now based on your memories and subconscious.

Dream Form: This allows the Rusahn to take a 'half-Stride' into the Dream, thereby making himself insubstantial and ghost-like in appearance. While in dream form, the Rusahn may see into both realms at once. He is also vulnerable to attacks from the Dream. He can pass through solid objects so long as those objects do not have presence in both realms. (Such items are very rare.) Since he is still partially of the material world, passing through solid matter is like passing through a wall of molasses. The biggest hazard of this is losing control of the expression while sharing space with something else. If this happens, it will immediately kill the trapped Rusahn.

SV Mod: -23 **Threshold:** 8
ST: 6 **AT:** Pass
Difficulty: Hard **Special:** Sustainable
Range: Self **Effect Area:** Self
Subject: Self **Resistance:** None

0) You have thrown yourself out of 'sync' with the Dream. You cannot access the Dream in any fashion, not even through normal sleep. Any attempts to do so will automatically fail until you can get one full night of normal sleep.

1) You make your half-Stride into the Dream, but you are unable to sustain it. You will slide back into the physical world at the end of the pass.

2) You are able to attain your dream form, but you are unable to rationalize the two realms of existence, geographically. In other words, you cannot move.

3) You attain your dream form as described above. Try not to lose it at some unfortunate moment.

4) You slide past Dreamform and enter the Dream completely. Treat as an optimal success on Stride.

Dream Walk: Since the only known references in the Dream are the minds that occupy it, navigation can be tricky. This expression is the Rusahn's ability to navigate the Dream in a manner that allows him to enter the Dream at one point on T'nah and emerge at another. The Rusahn must Stride in order to access the Dream to begin with, and then express Dream Walk to navigate the Dream.

SV Mod: -28 **Threshold:** 5
ST: None **AT:** Pass
Difficulty: Hard **Special:** None
Range: Self **Effect Area:** Self
Subject: Self **Resistance:** None

0) You have made a dreadful mistake in your navigation! You are headed directly for Nightmare! Make a Resolve roll to shunt yourself out of the Dream before its too late! If you succeed, you will return to the physical world at a completely random location. No, really. Completely random. Your Bard had no intention of using your failure as a launching pad for a side adventure before returning you to your regular campaign. Honest.

1) The nearest dreamer you can find to your desired location is roughly 100 kilometers from it. You brought your comfortable shoes, didn't you?

2) The nearest dreamer you can find to your desired location is 1d100 kilometers away from it. You weren't in a hurry were you?

3) You are able to find a dreamer within 1d100 meters of your desired location.

4) If you are looking for a particular person, he just happens to be asleep and dreaming right now. You can step out of the Dream right at his elbow. If you were not looking for a particular person, but rather a place, the expression acts as an optimal success.

Enter Dreamsite: This allows the Rusahn to enter a dreamer's dreamsite from the Dream. It is important to remember that the Rusahn is in someone's dream. Unlike the dreamer, what happens to the Rusahn in that world, really happens. The Rusahn, of course, are free to react as he sees fit.

Note: No dreamsite can be directly accessed from the material world. One must first enter the Dream, and then he can enter the dreamsite.

SV Mod: -25 **Threshold:** 4
ST: None **AT:** Pass
Difficulty: Moderate **Special:** None
Range: Touch **Effect Area:** Dreamsite
Subject: Dream **Resistance:** Resolve

0) Your attempt to enter this dreamsite has awakened the dreamer. The dreamsite vanishes. Better luck next time.

1) You are only able to perceive what is going on inside the dreamsite, you can not actually gain entrance. The effect is similar to looking through the wall of a glass house. You have no influence over this dreamsite.

2) You are able to enter the dreamsite, but your presence here is wraithlike. You are a ghost within a dream. You can communicate with the dreamer by making a successful Charisma roll each time. But to his mind you are part of his dream, and a small part at that. You may exert no influence over this dreamsite.

3) You have entered the dreamsite completely. You may freely interact with the dreamer. With a successful Insight roll, he may be able to tell that you are a Strider and should not be part of his dream. Otherwise, he will believe you to be merely an important character in his dream. From here, you have the option of expressing Control Dream if you so choose.

4) You enter the dreamsite with such force that it instantly becomes your dream, and the dreamer is trapped within it until you release him.

Stride: Using this expression, the Rusahn can open a passage, or Dreamgate, into the Dream. He can then Stride physically into the Dream. From here, the Rusahn (or Strider) can enter sleepers' dreams, or travel quickly to far-off parts of T'nah, among other things.

SV Mod: -31 **Threshold:** 7
ST: None **AT:** Pass
Difficulty: Hard **Special:** None
Range: Self **Effect Area:** Self
Subject: Self **Resistance:** None

0) You have thrown yourself out of 'sync' with the Dream. You cannot access the Dream in any fashion, not even through normal sleep. Any attempts to do so will automatically fail until you can get one full night of normal sleep.

1) You stride into the Dream, directly into Nightmare. It was nice knowing you.
2) You are only able to take a half-Stride into the Dream. Treat as an optimal success on the expression 'Dreamform.' (Including the sustaining rolls.)
3) You successfully Stride into the Dream. You are now in a whole different universe than the one you are familiar with. This universe has its own set of laws, its own dangers. Learn them fast...or don't. It's your funer-...er, choice, really.
4) As this expression unfolds, you realize that the Dreamgate you are opening is stable enough to allow you to take one sentient with you. Don't worry about getting him back. He doesn't belong in the Dream any more than you do. All he has to do is desire to return to the material realm, and he will. (Whether you want him to stay or not.)

MANIFESTING

Qai Blast: An explosion of Qai energy. Affects all living things in the Effect Area. This expression does not affect non-living subjects and ignores the effects of armor and cover. The focus of the expression (ground zero) is unaffected by the blast.

SV Mod: -38 **Threshold:** 8
ST: None **AT:** 2 Passes
Difficulty: Moderate **Special:** Harmful
Range: 2x Resolve Meters **Effect Area:** Resolve
Subject: Qai **Resistance:** Stamina

0) Implosion! The Qai blast goes off as planned, but imploding toward you rather than exploding outward. Treat as an optimal success with you as the subject.
1) The blast is the Qai equivalent of a flash grenade, very pretty, but only does 1 point of actual damage.
2) The blast goes off as planned, but only at half strength.
3) An explosion of Qai energy causes damage equal to your Charisma rating to all living creatures within range.
4) The blast goes off as planned except that the damage is doubled.

Qai Blade: Qai blade is one of the few expressions that can be channeled through a qainos (such as a crystal knife). Expressing Qai Blade through a qainos will allow it to affect non-living matter as well as living. There are few defenses against an empowered qainos. Some of these take the form of a physical manifestation of Qai such as Qai Shield, or another Qai Blade (with or without a qainos).

When expressed through a qainos, the Rusahn is insulated from the taint of using the Qai Blade.

SV Mod: -33 **Threshold:** 7
ST: 5 **AT:** Pass
Difficulty: Hard **Special:** Req Qainos
Range: Self **Effect Area:** Touch
Subject: Qai **Resistance:** None

0) Your qainos does not absorb the Qai you have channeled into it and shatters. You need a new qainos.
1) You are able to reinforce your qainos so that it does not shatter, but you gain no other advantages.
2) You provide your qainos with the strength it needs to keep from shattering, plus it does additional damage to living subjects equal to 1/4 your Resolve.
3) Your qainos will slice through just about anything without suffering so much as a scratch. Stone and steel part in its wake. Even manifestations of Qai will feel its bite, although they may be able to resist the damage. You do additional damage to living subjects equal to half your Resolve.
4) Your expression of Qai Blade has only served to open a channel within the qainos. Instead of utilizing the Qai you provide to it, the qainos drains Qai from the subject. Your qainos now exudes the coppery sweet aroma of blood. This scent will fade over the next few days...at least to mundane senses. To Qai sensitives, your qainos forever reeks of blood scent. This is bound to get you talked about.

TRANSCENDING

Luck: This expression bends Qai to the Rusahn's will in a very subtle and general way. Not only is he more in tune with his environment on a subconscious level, but also the entire living world seems to be trying to help the Rusahn in almost imperceptible ways. This allows his educated guesses to be slightly 'more educated' than other people's, and random chance seems to work slightly in his favor where living things are concerned. In game terms, while this expression is in play, the Bard is allowed to either give the Rusahn a hint as to which course of action would be most desirable according to the Rusahn's desired goals, or cause one random event to fall in the Rusahn's favor. Sometimes, the Rusahn will not be aware of how his Luck has been fulfilled until long after the fact, if ever. He must simply trust Qai (and his Bard) that it has done its work.

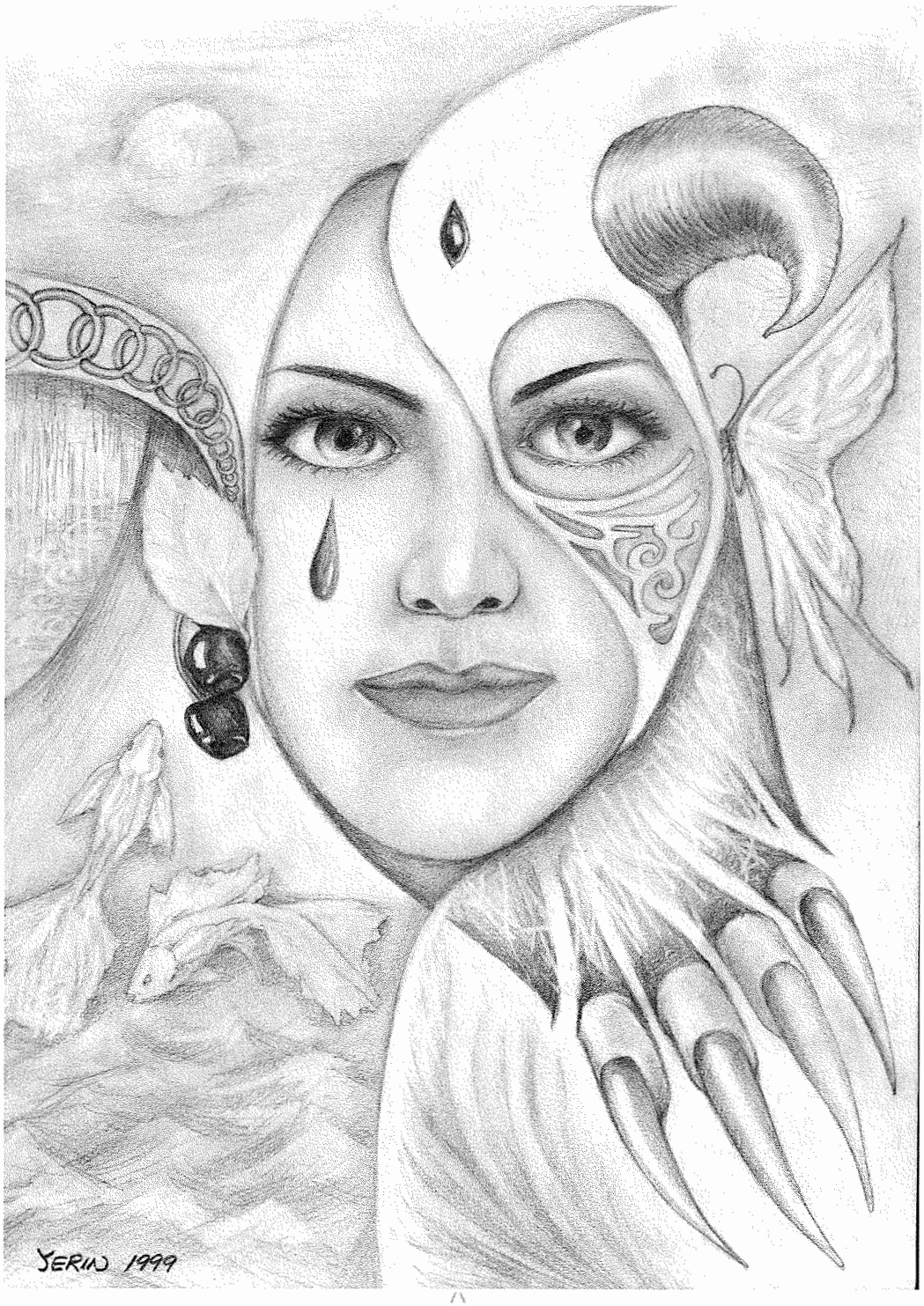
Note: Bards beware! The Rusahn's goals are probably going to be contrary to yours. Be ready to deal with this.

Note: Rusahni beware! The path to your desired goal will probably not be what you expected.

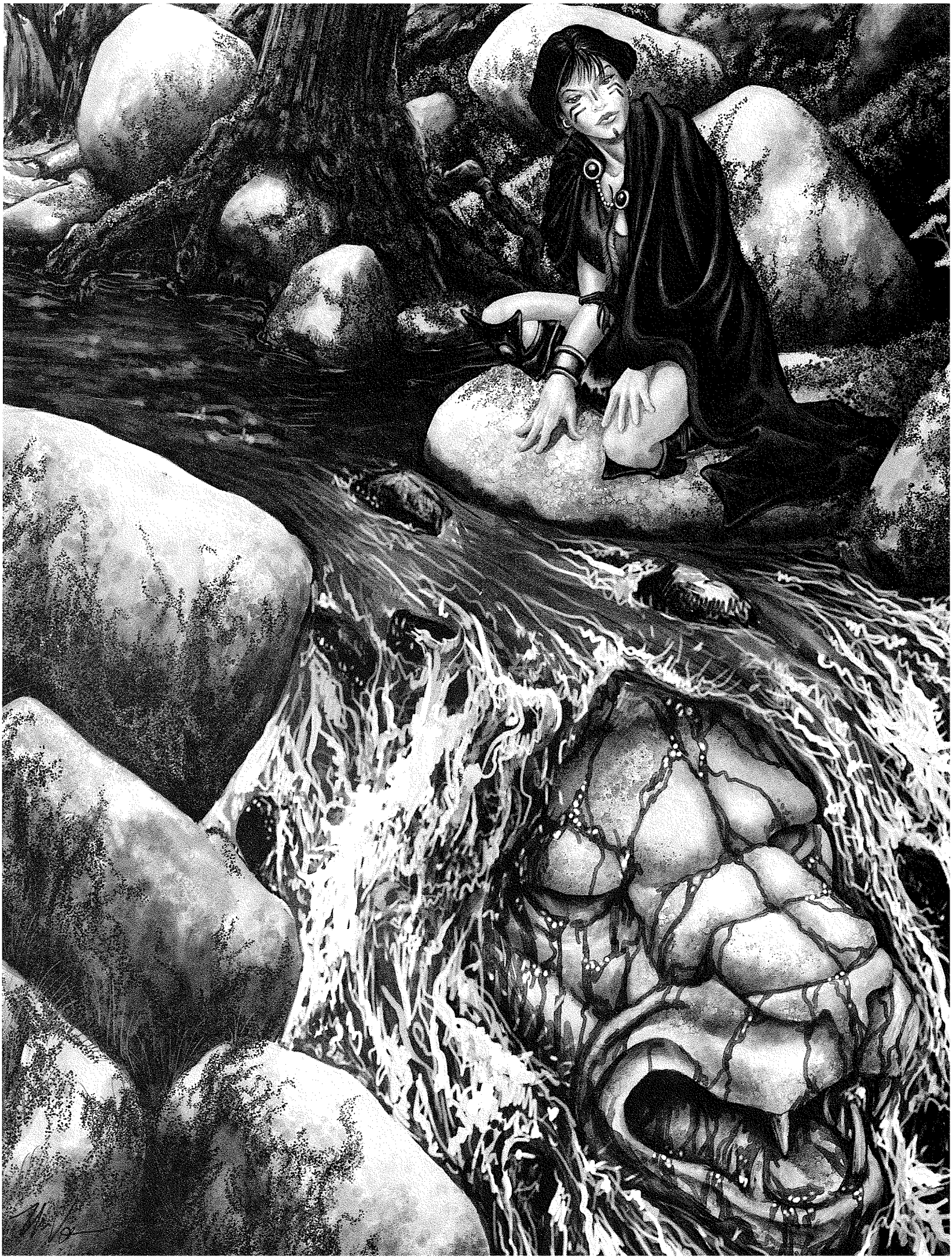
Please keep in mind that Qai's natural inclination is to live and promote life. Therefore, any random events that may occur will not be harmful to living things.

SV Mod: -13 **Threshold:** 8
ST: None **AT:** Minute
Difficulty: Easy **Special:** None
Range: Self **Effect Area:** 4x Resolve
Subject: Qai **Resistance:** None

0) There is a flip side to luck; most people call it bad luck...this is yours. You've pushed your luck right over the side of a cliff. The Bard will still give you a hint as above, but this hint will probably lead you to some catastrophic event. (If he does it properly.)
1) Hey! You found a quid that fell out of someone's pocket! Well, isn't this your lucky day! (Minor, if not minimal, effect.)
2) You have narrowed your options down to two (or rather your Bard has). Now its up to you.
3) The expression works as expected. The Bard is allowed to give you one comprehensible hint to guide you to your desired goal.
4) As above, the Bard is only allowed to give you one hint that will guide you to your desired goal. However, that hint will normally take the form of, "Go to the right, stupid!" or something like that.



Not everyone dreams the same...



Chapter 4:

ON THE CARE AND TRAINING OF YOUR T'NAHRAN



Healing

There are several different methods of healing used in the Trinary System with as many variations as there are situations that require them. Healing is restoring normal function from impairment. That impairment can be through physical damage, invasive biology, overuse-and many other sources. Some philosophies, however, view healing from a preventative perspective-choosing to prevent disease and infection rather than heal the effects.

How a character heals depends not only upon the healing resources available, but also the philosophy in ministering to the impairment—not only the methods used in the healing, but also the thought behind the methods. Each approach heals differently, and the body responds differently—to the philosophies as well as the methods.

Self-Healing

Healing is a survival mechanism built into the basic design of the humanoid body. The immune system works overtime to repel diseases, infection, and damage. It is a slow but thorough process, but certain measures must be taken to ensure that the body heals accordingly; setting broken limbs, separating damaged tissues, sealing wounds, etc. The immune system is blind. It only knows to repair. Basic First Aid will assist in this type of healing. The philosophy at work is one of non-interference. Guide the body into healing in the right way—but don't invade or alter the natural mechanism. Aside from First Aid, with a basic understanding of Biology, this method leaves the body to heal itself.

The body will normally heal one life point per week in up to 10 different areas. This presumes the character is resting and otherwise healthy. Characters who exert themselves will receive only half this healing (5 points in two weeks or 2 points per week). This healing cannot be 'doubled up.' That is, if your character has only three wounded areas, then the maximum natural healing will be 3 points per week.

Specific Care

This is like the modern, scientific, medical perspective. The body does heal itself, but it needs help through serious problems. Specific Care typically focuses on relieving the symptoms while the body heals. If you have a headache, you take aspirin. If you gash your leg, sew it up. There is a lot to be said for Specific Care. It has provided amazing insight into the functionality of the body. Indeed, many diseases, through careful study and understanding, can be eradicated through the measures taken under this approach. Severe injuries can be repaired and the body—through invasive measures such as surgery—can be rebuilt even when the immune system is unable to function. The philosophy operates from the basic premise that the body, on its own, is able to handle minor problems. Major problems, however, require the assistance of a skilled practitioner. Sometimes the body's natural methods are even suspended to allow alteration to occur before they are allowed to continue repairing. The use of instruments, tools, chemicals, and drugs is typical.

Skills associated with this philosophy include Diagnosis, Doctor, Surgery, and Therapy. Focus is upon knowing the operation of the body through Anatomy, Physiology, Chemistry and Biology. In addition to normal healing, each skill can provide additional healing or reconstruction.

Holistic Care

This is a more natural method of healing, typically associated with lower technology. Few tools are used in the practice of this method. Much of the methodology is from knowing the person to be healed through long-term exposure. The practitioner of Holistic Care uses this vast background of information about the individual to color and guide his healing methods. It is a philosophy that examines the whole of the body in applying care. A headache is not treated with medication, it is treated with a change in behavior—take a nap. A gash in the leg is covered with a leaf coated in an herbal cocktail to seal the wound from the outside while the body repairs itself.

Invasive methods are never used. Wounds tend to scar—though they scar much less than through Self-Healing. This is seen more as an art form than a science. Practitioners concern themselves with assisting the body. They perceive the body as their 'instrument' and their primary practice is in the maintenance of the body. Indeed, the most important techniques used in this philosophy are daily maintenance through nutrition. In a world like T'nah, exercise is a given!

Skills associated with this philosophy include Herbalism, Examination, and Healer. Focus is upon knowing the person, though an understanding of Biology and Physiology is also important.

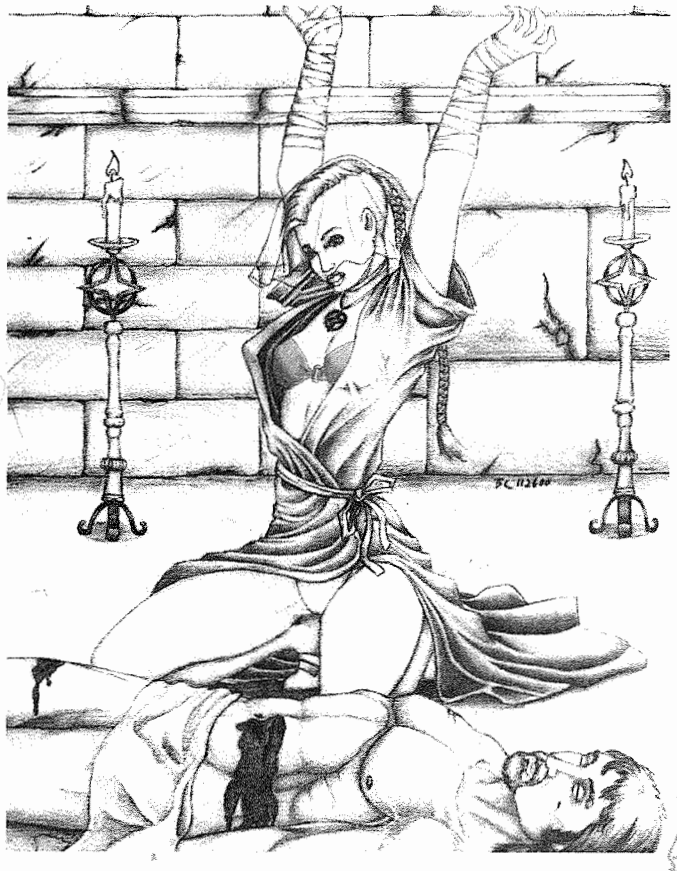
Enhanced Healing

This is not a philosophy so much as an application of a technique. It can be done in two ways: direct application of Qai or Ido. Qai is—by far—more potent at healing. Qai infuses the body with life energy, accelerates the natural healing of the body and actively attacks that which would harm the life-force of the character. Qai practitioners tend to lean toward the Holistic Care philosophy. Ido uses the method of destroying invasive particles—summoning fire to cauterize the wounds, destroying the wood fragments thrust into the body, etc. Ido is not truly a healing force, but it can be used in a way that would heal. Ido practitioners tend to lean toward the Specific Care philosophy.

Illness and Diseases

Illnesses and diseases are long-term conditions that require more continuous remediation. In the case of most illnesses or diseases, there will be a listed base time for recovery. This base time is the amount of time to pass from one threshold of the condition to the next. Most often conditions are broken down between minimal, moderate, serious, incapacitating, and deadly.

Rest and good nutrition are the most important aspects of healing from illnesses and diseases. Sometimes herbs or drugs can assist the healing process. Each illness and disease will list the specifics for effect, healing and care—as well as any conditions for reinfection, recurrence, or relapse.



There are many methods of healing on T'nah. Some work better than others.

In very general terms, it should take a number of days or weeks as a base time for healing from illnesses and diseases. The healing process is completely different than healing from wounds and damage. Do not expect your character with malaria to get back into action after a visit from the local Rusahn healer. Expect a recovery time of several weeks, with regular relapses over the course of his lifetime.

Mental Illness

Mental illness is usually considered a Detriment. Each individual illness has its own effects. In order to remove the illness, the Detriment must be paid off. In most instances, this requires both an expenditure of Wisdom and a story event. See "Detriment Removal" below.

Crippling

A character is considered 'crippled' in any area where the numeric value of that attribute has dropped below 3. Even if the character later grows and develops his crippled attribute above 3, he will still face a permanent disadvantage suitable to the cause of his crippling. He may forever walk with a limp, stutter, slur his speech, lose the ability to move the muscles in half of his face, etc. This is best determined between the Player and the Bard.

Remember that a crippling injury gives a character a certain challenge and a boost to his moral fiber and his disposition. In fact, it can have the effect of turning a sheet of paper with words and numbers on it into a real person the mind of the player—and thereby give him a true character—who has flavor, uniqueness and personality. So, we urge you, player, do not toss out your crippled character due to an injury or a diminished ability. Play, nurture, and grow the character beyond the injury. It is in overcoming the difficulties of life that we, ourselves, find character.

An attribute reduced to 0 (or less) is rendered useless until it can rise above that number. Depending on the attribute, this may incapacitate the character for this time period. Attributes can also have negative values. A negative attribute, however, subtracts that much from the character's maximum attainable value in that attribute.

Example: *Due to a severe injury, a character's Dexterity is reduced to -3. If the character could normally raise his Dexterity to 18, this injury would limit him to 15 for the remaining life of the character*

If the maximum value attainable for the attribute is reduced to zero or below, the character is unable to recover in that area at all. He is forever crippled beyond healing. Depending upon the attribute, this may be grounds for the character to come face to face with the ultimate statistic: 10 out of 10 die.

Spending Wisdom

Wisdom is awarded when a character learns, grows, matures, develops and advances through his experience. Sometimes the experience is good and sometimes it is bad. But, in both cases, the character learns.

Wisdom is awarded in points and is spent for such things as skill advancement, attribute advancement, and increases in status or fame.

Skill Advancement: Each skill has a numeric Skill Level. When added with the controlling Attribute value—and any other modifiers through Qualities or bonus modifiers—it produces a Success Value (SV), as previously mentioned. Bettering a character's Skill Level will provide an overall increase to the SV for that skill, thereby making the skill roll easier to achieve.

Each incremental level of advancement to a skill requires the expenditure of Wisdom. Philosophically, your character has focused into learning the skill. This increase is made to the Skill Level, not to the SV. Don't be confused between the two. The point cost of Wisdom for this advancement depends upon the current Skill Level without taking the Attribute value or any other modifiers into consideration.

An initial cost of 10 Wisdom is required to learn a skill. Any value of a skill higher than zero adds the value of the controlling Attribute to obtain a SV—hence the high cost for the initial skill as a matter of game mechanics. Philosophically, it requires more expenditure of Wisdom to construct the foundation of knowledge and experience upon which the rest of the training shall be built.

Example: *Increasing a skill from 10 to 12 would require the expenditure of 20 Wisdom. Increasing the skill from 10 to 11 costs 10 Wisdom, increasing the skill from 11 to 12 costs 10 more*

To increase the skill further, consult the Skill Advancement chart. It is fairly straightforward. The cost listed is the Wisdom cost for each, incremental Skill Level. It should be clear that the initial skill levels are much easier to gain, with the higher values of skill advancement more and more costly.

Example: *Learning a new skill up to a skill level of 20 would cost 155 points of Wisdom:*

10 to learn the skill initially	*10*
5 points for each level between 2 and 10	*45*
10 points for each level from 11 to 20	*100*
Total Wisdom cost	***155***

Wherever you see a line on the chart or a change in cost per incremental increase, it is a new threshold. In general, the threshold cost doubles for every 10 Skill Levels. However, at the threshold value of 90, the cost begins doubling for every individual increase. That is, increasing the Skill Level above a value of 90 doubles the cost of the previous level for each point of increase.

Skill Advancement	
Level	Cost
1	10
2-10	5
11-20	10
21-30	20
31-40	40
41-50	80
51-60	160
61-70	320
71-80	640
81-90	1280
91-95	2660
96	5320
97	10640

It is up to the individual Bard to decide, but we recommend that a skill only be allowed to pass a single threshold between play sessions. This keeps the character developing at a steady pace and avoids unrealistic sudden increases in ability.

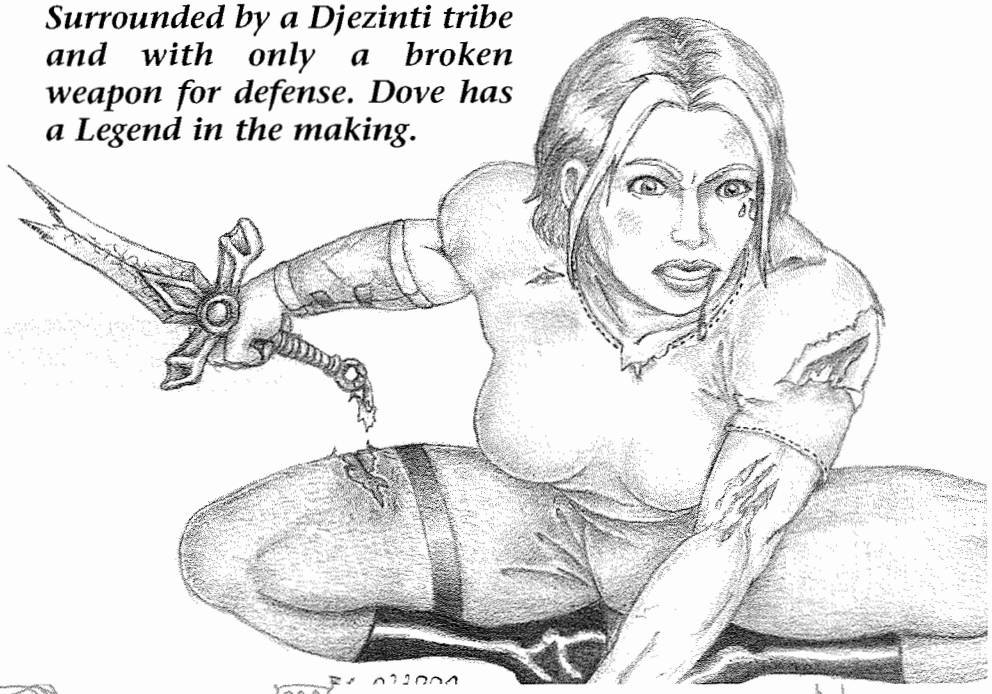
Attribute Advancement: Increasing the attributes of the character should be a much slower process than skill advancement. There are Wisdom costs involved, but we strongly recommend requiring story elements, tasks and even missions or quests in order to cross the threshold from one Attribute value to the next.

Attribute Steps: Between adventures, players should be allowed to expend Wisdom increasing their characters' attributes by one-tenth—or at most half—of a level. Numerically, this is represented by increasing the Attribute value by one decimal—this is called an Attribute step. The Wisdom cost for this increase is equal to Attribute x 10.

Example: *After the first adventure, Art decides to increase his character's Intellect. The current value is 8. He spends 80 Wisdom and notes his Attribute value as '8.1.' After the second adventure, he chooses to increase it again. The Bard rules that in this adventure, which involved a high degree of intrigue and thought, he can rise 2 steps if he chooses. Art decides to do it. He spends 81 Wisdom (8.1 x 10) to raise his Intellect to 8.2 and 82 Wisdom (8.2 x 10) to raise it to 8.3*

Attribute Thresholds: An Attribute threshold is defined as crossing that final step which would raise an Attribute to the next numeric value (i.e. from 10.9 to 11, from 14.9 to 15, from 8.9 to 9, etc.). There is an additional Wisdom cost equal to the Attribute value sought multiplied by 10 in addition to the Attribute step cost. It also should require a story element. We urge Bards to weave this threshold advance into the story of their campaigns.

Surrounded by a Djezinti tribe and with only a broken weapon for defense. Dove has a Legend in the making.





Example: *After another few adventures, Art is ready to increase his Intellect from 8.9 to 9.0. The Wisdom cost for this increase is 89 (8.9 x 10) + 90 (9.0 x 10) = 179 Wisdom. In addition, the Bard creates an adventure, which requires the character to work with a local Vhzine in solving a water shortage. Art thinks about it, makes some suggestions about implementing an aquifer. Taking the lead, Art's character gives directions to the rest of the party, who do their part—digging, building, guarding, scouting, whatever. In the end, they have each accumulated some additional Wisdom and Art's character crosses the threshold to Intellect 9.0.*

As a means of reminder, SV is only affected by the number(s) to the left of the decimal point. An Attribute of 8.0 is has no more effect on SV than 8.9. It does, however, help to tip the balance in a tie-breaking situation—and Bards are encouraged to use this as a factor in opposed tests.

Example: *In the vahna within a local souq, Art challenges another patron to satrach (a game similar to chess). This is an opposed test between Art and the other patron. Their skill rolls provide identical results. Their SV is also identical. The Bard then examines the Intellect values. Art's character has a 9.3. His opponent has a 9.0. The Bard rules that Art's character wins—but only after a long, drawn out, complex battle.*

Elemental Knowledge Advancement: Gaining a new Elemental Knowledge requires more than just an expenditure of Wisdom. The Maroc must also locate a tutor or the notes of another Maroc, which will help him in his understandings. Presuming he has access to the knowledge, he must spend then begin to study. He is allowed to make one roll at the end of each week of study against his Ido Theory skill (or the raw attribute of Intellect, if he does not possess Ido Theory).

Meditation Skill Modifiers for Bonding Maroc Stones	
Already bonded another stone	+12
Assisted by another bonded Maroc	+7
Attended Maroc School	+3
Qai Active user in weekly contact	-3
Qai Active user in daily contact	-7
Working alone	-12
Qai Active user is nearly constantly present	-18
Character is Qai Active	-25
(Use all modifiers that apply.)	

If he is successful, he is allowed to spend enough Wisdom to pick up the new Elemental Knowledge. If not, then he has to go back and study for another week. If he has a critical failure, he must study for two weeks before another roll is allowed. A critical success, however, cuts the cost of the new Elemental Knowledge in half and allows a second level to be purchased at half cost, as well.

An initial cost of 200 Wisdom is required to pick up the first level of any Elemental Knowledge. Each subsequent level must be purchased incrementally. The Wisdom cost for each level is 150 times the level up to level 10. Beyond level 10 the Wisdom cost rises to 300 times the level up to level 20. Beyond level 20, the Wisdom cost rises to 500 times the level. At level 30, the Wisdom cost is 1000 times the level, per level.

Learning Mahya: Learning new Mahya is easier in some ways, and harder in others, than learning new Elemental Knowledges. The base time is three days with an extra day for each Elemental Knowledge used by the Mahya, which your character lacks. Increasing Mahya is identical to the increasing Elemental Knowledges.

Bonding Maroc Stones		
Rating	**Bond Cost**	**Max/Week**
1	300	100
2	700	200
3	1200	300
4	1800	400
5	2500	500

Bonding Maroc Stones: The actual cost in Wisdom to bond a maroc stone is determined by the rating of the stone. Consult the Maroc Stone Bonding chart for specifics. This is the total amount that must be invested over time. However, only the rating of the stone X 100 Wisdom may be invested during any single week. Once the full cost of the Wisdom has been invested, a roll may be made with Meditation. This roll may be attempted every day until it is successful. There are suggested modifiers available for the Bard listed below.

Once the maroc stone is bonded, the character is considered a Maroc. While it is possible for a former Rusahn to return to the fields of Qai, it is extremely difficult, and you may as well erase all their Qai expressions, skills, and understanding. Qai is no longer within their reach the moment they bond with a maroc stone. On the plus side, any Taint they have already accumulated may be treated as Wisdom points for purchasing Elemental Knowledges.

In most instances, this crossing-over will result in the new Maroc possessing a bonded maroc stone. He may also possess a few Elemental Knowledges based upon how much leftover Taint was ejected. For more understanding on this, please consult the Qai section above.

Qai Increases: Increasing the number of Qai Expressions that your character knows is a simple matter. Simply plug the values of the Expression into the formula and spend that number of Wisdom points to learn the expression.

(100+(-1 x SV Mods)) x (Threshold + Sustaining Threshold)

A discount in cost of 10% is applied for an expression that requires between an hour and a day to perform.

A discount in cost of 15% is applied for an expression that requires a day or more to perform.

Increasing Qai skills is treated exactly the same as increasing any other skill.

LEGENDS AND EPICS

Legends are what the world is all about. Legendary characters teach principles and concepts to children of all cultures throughout time. Sometimes these lessons teach a paradigm of behavior to model, other times they teach behavior to avoid. Regardless of the focus, however, legends are created through the telling and retelling of events.

Social Rewards

This is the true reward for the player. Wisdom will gain your character increases to attributes and skills; treasure will gain your character the means to purchase neat items—or even kingdoms! But it is in the gaining of fame—heroic, legendary, remarkable stories—that your player will be rewarded. Not only does the character advance due to their professional respect or their renown and/or infamy, but the player may submit their character to the developers describing their adventures.

This is where the life of the character and the adventures that the Bard and players create can take on a life beyond the local game. This is where you—yes, you, the reader—can create characters and adventures that live on in the history of the world that the developers are shaping.

So, spend your Wisdom to increase your skills and attributes, climb up the social ladder in the world to the highest positions—and when your character has a developed a legendary background, submit the details to us. We can't promise your character will be the biggest legend on the block. We can't promise that your character will be liked. But, we can promise that your character will help to shape the world.

Respect/ Renown	Total Cost
1	1
2	3
3	6
4	10
5	15
6	21
7	28
8	36
9	45
10	55

Respect

Professional Respect is how well known the character is within the circle of their chosen profession. Unless stated otherwise, when a character changes professions, this value is zeroed. The value is only useful for characters that use the Advanced Occupation section to move to other career fields during lulls between gaming sessions. Respect dice are purchased at the cost of five Wisdom per Respect die (1D10). These dice are then rolled and their totals are added together. No more than three Respect dice can be purchased after an adventure. The Bard will determine—based upon how well the character acted within his profession—if less than three dice may be purchased. In addition to the purchased dice, the player may opt to directly buy additional Respect. Additional points can only be purchased after the maximum Respect dice have been purchased, rolled, and totaled. The cost for Respect increases is incremental and the cost is equal to the value of the point. Please examine the chart for a clear understanding of the costs. No more than 10 points may be purchased at the end of an adventure. In some cases, the Bard may choose to award Respect points based upon the outcome of the adventure. This should be incredibly rare so that the player does not depend upon this award for his advancement.

Renown

Renown is fickle. It is how well you are known and respected based upon the opinions of others. It can differ and swing widely depending on a huge number of variables. Sometimes an action, which is clearly the 'right thing' to do, can have a negative impact on the world around you. Similarly, sometimes doing something dastardly can raise your esteem amongst the general populace. The opinions of the community on the actions that your character performs are what Renown is all about. The costs associated with renown are exactly the same with one caveat: Subtract 5 points from each die thrown. (1D10-5). This means that you can receive negative Renown. If that is the case, then it is added to the Infamy total. It is possible to offset the negative rolls through the purchase of Renown. Purchasing Renown is handled in exactly the same way as purchasing Respect and has the exact cost of the Respect points.

Infamy

Infamy is the gaining of fame in a manner contrary to social mores. In addition to the gaining of negative Renown, Infamy may be acquired through actions that the Bard will determine based upon the following suggested guidelines:

Legend Points

Legend points are acquired after an adventure. They may be purchased only with Wisdom and only at the discretion of the Bard. Most adventures will have a limited number, which may be purchased by the player. If the player chooses not to purchase the Legend points, they go away and may never be acquired for the events of that adventure. Only during the time that Wisdom points are awarded may you purchase Legend points for the most recently completed adventure. The cost is 10 Wisdom per point.

When Legends are spent, all of them are spent in a single burst. You may not split them up and use them in separate actions, nor may they be used in stages. When the Legend points are spent, they effect a -1 modifier to the die roll for each point. (Remember, you must spend all the points that your character has accumulated in one fell swoop.) If the die is rolled such that there are negative values obtained, those points which are negative may be regained as Legend points to be used later. Events wherein Legend points are spent become part of your character's Epic regardless of the outcome of the roll. It should be noted that many times Epic gained through the use of Legend points are awarded posthumously.

Suggested Guidelines for Awarding Infamy	
Cannibalizing a body in a life threatening situation	1
Grand Theft	2
Hoarding water	4
Cannibalizing a body	5
Kidnapping	5
Wasting Water	5
Killing and innocent	10
Murder	10
Poisining water	10
Rape	10
Cannibalizing the living	15



Example: *Boba'lou the Butcher, celebrated Ch'ak warrior, Slayer of one-eyed Djezinti, realizes he's in a bind. One Drachen is strafing from above, two Jaan Gropos are rushing his position from opposite sides and his cherished, heirloom shamshir is broken just above the haft. He has 33 Legend points. He uses a broken greatshield to create a see-saw and when the first Jaan Gropo steps on it, he spends his Legend points, declares that he will jump on the shield, hoping to launch the Jaan Gropo into the maw of the strafing Drachen, while stabbing the 2nd Jaan Gropo with the broken haft of his shamshir. (A situation which the Bard considers to be about as unlikely an event as one could imagine.)*

Using the first of his three actions, Boba'lou waits for the Jaan to step on the shield. When he does, he uses the 2nd of his three actions to jump on the other end and launch the Jaan into the air. He manages to roll a critical success [02:10]. The Bard rules that the effect he desired occurs—and since he had previously stated he was using Legend points, he only loses 2. For his next action, realizing he still needs help, he states he will use Legend points for his attack against the remaining Jaan.

Because he needs to clear the Jaan Gropo's armor, he opts for a +7ED for his attack—garnering him a -70 to his attack roll. With his remaining 31 Legend points, he is facing a -39SV. With a skill of 63SV, he rolls a [15:8]. It is a complete success, with a +7 bonus to his ED roll of 8. Scoring a strike of 15 against the armor of the Jaan Gropo, slicing through its rating 4 armor like butter, the haft of the shamshir guts his opponent for 11 points of damage to the abdomen, spilling his intestines on the ground as the Drachen—with the other Jaan Gropo lodged in its throat—crashes into the ground and impales itself on the spear of the 2nd Gropo who just died.

Bob'alou, the Butcher, celebrated Ch'ak warrior, Slayer of one-eyed Djezinti, Bane of Drachen, Wielder of the Broken Shamshir has gained a new aspect of Epic. (Not to mention a story that no one will believe....)

Epic

Epic can only be acquired in one of two ways. First, as above, requires the spending of Legend points. Only the events of the specific encounter where in the Legend points are spent is awarded as part of the character's epic. The second manner requires an action of legendary caliber (to be determined by the Bard) wherein the character gains a permanent injury or dies. A permanent injury is so severe that he acquires a permanent detriment (i.e. loss of hand, loss of eye, a muscock addiction, or a major phobia). Epics are often used as a form of introduction. They should be listed on your character sheet and used in roleplaying settings to tell people of your exploits. Sometimes they are of a more private nature—even a questionable nature—in which case we strongly recommend that you not share them with your fellow party members, no matter how much they seem to like you. Epics will also be used when characters are submitted to BBRACK Productions, Inc. in order to advance to the Grand Master Plateau. We want to see how your character has lived his fantastic life without waiting for the movie.

Acquiring Qualities

Typically, Qualities go unchanged for the life of the character. However, part of the uniqueness of a pen and paper roleplaying game, is in the power of the story to alter the rules. When it is dramatically appropriate, new Qualities can be acquired. Only under extreme circumstances within a story should a character gain a Quality after character generation. This event should be rare and demanded by the story. It is entirely up to the Bard. The bottom line is, you should choose the Qualities you want your character to have during character generation.

No expenditure of Wisdom points will provide an increase in Qualities—although a Bard may choose to require a cost. Usually, when a character acquires a new Quality through the story, it is part of his adventure reward. A good guideline is 100 wisdom times the level of the Quality, incrementally, for increase: Level 1 costs 100, level 2 costs 300 (100 + 200), level 3 costs 600 (100 + 200 + 300), etc. though there must be a significant story element in conjunction with this expenditure of wisdom (a tale you can tell other gamers to get a "Whoa, cool!").

Improving Qualities

More often than gaining a Quality, a remarkable event can provide an incremental increase to an already possessed Quality. Again, we reiterate that this must be story generated. There is no provided exchange rate between Wisdom points and increasing Qualities. As with Acquiring new Qualities, improvement should be an aspect of the story reward.

Quality Reduction

On the other side of the equation, however, Qualities can be reduced in value for a variety of reasons. It is easier for a Quality to be reduced. When a Quality is reduced, it may be necessary to consult the Quality tables and descriptions to determine how it affects the character.

The most common form of Quality reduction is as a result of Taint. Taint will be covered in greater detail in the Qai chapter.

Detriment Removal

Removing a Detriment is typically done in a similar manner as improving Qualities—it should be story generated. The cost in Wisdom to remove a Detriment is 100 times the value of the Detriment. Paying this cost in Wisdom will reduce the Detriment by one level. We strongly urge the Bard to require a story event above and beyond this cost, as well.

Gaining and Improving Proficiencies and Familiarities

Increasing proficiencies and familiarities do not require the expenditure of any Wisdom. It is simply something that happens over time. At the end of every adventure, you may request a test for one or the other of these bonuses with a particular item for your character. The Bard is not obligated to give this test, however, if he feels that your character has had enough experience with a particular weapon, he may allow the test.

You may only attempt an increase in either a proficiency or a familiarity and only for one weapon or weapon class at a time. In other words, you have one shot at the end of any given adventure. Period.

Proficiencies

Proficiency with an item is specific to a class of items. Your character may gain proficiency with 'small blades,' 'large blades,' 'axes,' 'clubs/maces,' 'whips,' 'flails,' 'bows,' 'staves,' 'blowguns,' or 'slings.' It should be obvious based upon the type of item as to the category; however, if you have any questions, consult your Bard. The bonus obtained from Proficiency adds to the SV for the specific combat skill used (i.e. Slash, Thrust, Parry, etc.). It should be listed on your character sheet as a bonus to the appropriate combat skills when using that class of item.

Increasing Proficiency requires a successful SV test against your lowest valued skill appropriate to the use of the weapon class (unmodified). Critical success provides a +2% increase in your Proficiency. Success conveys a +1% increase in your Proficiency. Failure does nothing. Critical failure reduces your Proficiency by the value of the ED rolled (unmodified). No Proficiency may ever be higher than 25%. (Negative Proficiencies are possible if you are particularly unlucky!)

Familiarities

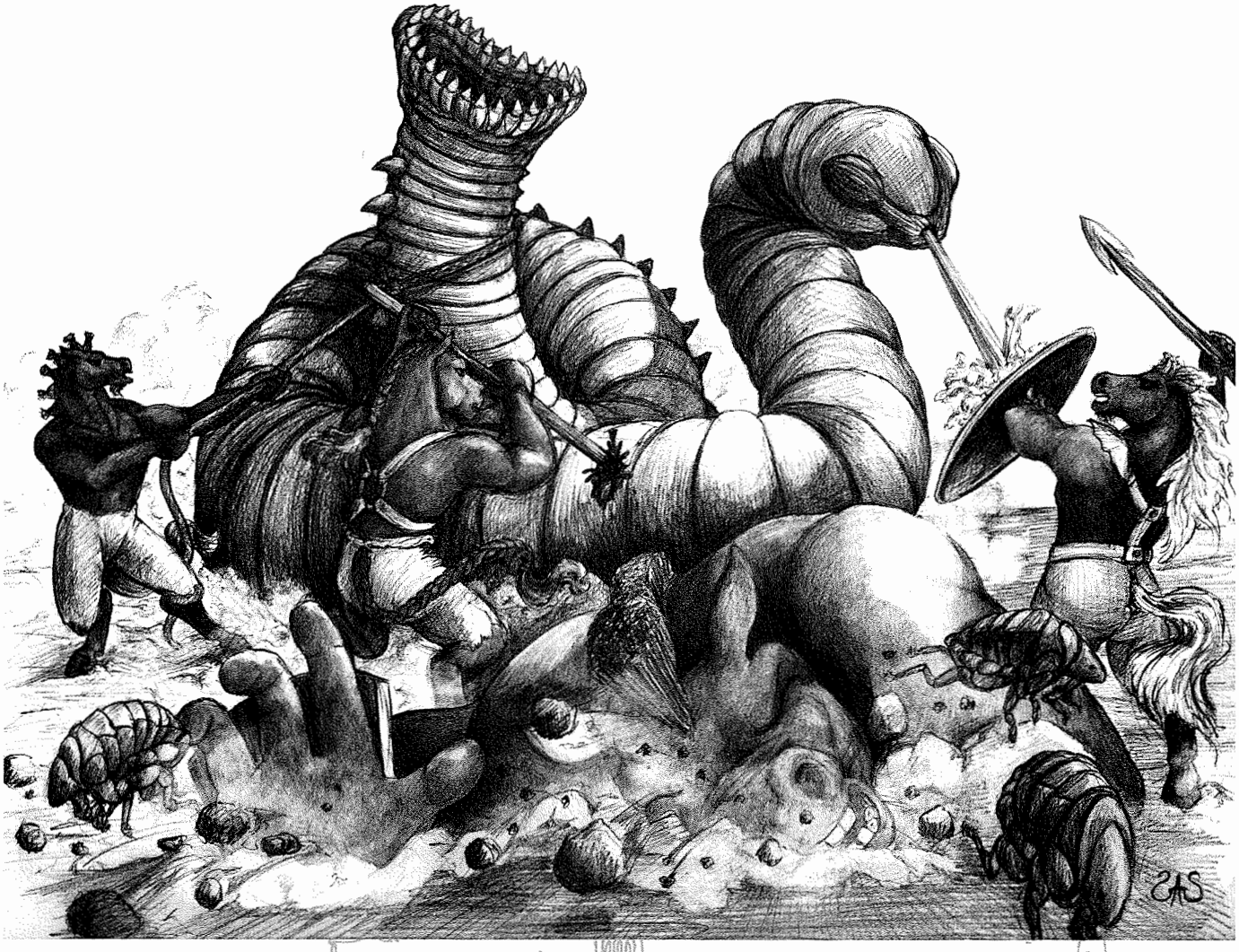
Familiarity with an item is specific to that particular item itself. Your character gains familiarity based upon the weight, feel, heft and balance of the particular item. This conveys no bonus to any other item, even if it is similar. Familiarity with an item conveys a bonus to the effectiveness of its use. This translates directly as a bonus to the ED on any roll using the item. It should be listed on your character sheet as a bonus to the appropriate weapon in each applicable damage category. (i.e., Having a familiarity with your flaming sword will improve its cutting, impaling and stun values, it will not convey a bonus to the fire damage. Use common sense.)

Increasing Familiarity requires a successful SV test against your lowest valued skill appropriate to the use of the particular item (unmodified). Critical success provides a +1 increase in your Familiarity. Success or failure does nothing. Critical failure reduces your Familiarity by one. No Familiarity may ever be higher than +5. (Negative familiarities are possible if you are particularly unlucky!)

Example: *Marda has been using the axe her father left her for the entire adventure. She has used it to slash, thrust, parry, throw and even riposte. At the end of the adventure, she decides to test for an increase in her proficiency. The Bard agrees and allows the test. She rolls against her lowest skill value and is successful—thereby increasing her Proficiency by 1%.*

In that day, the Loshad,
with sore and great and strong sword,
shall punish leviathan the piercing serpent;
even leviathan that crooked serpent;
and they shall slay the dragon that is in the sand.

—Excerpt from Legends of the Herd



ADVANCED OCCUPATIONS



Entry-level characters are sometimes inappropriate for the needs of a particular story or concept. In those cases, more advanced training and background stories can be created using the rules for advanced occupations. These rules are also suitable for advancing characters between adventures.

Character Fields

There are various types of character fields listed below. Specific occupations are found within these fields. Whenever crossing from one field to another, there are almost always some forms of extra proof that your character will need to provide to establish their credibility. As a real world example, consider how much additional proof members of the sailing occupation require if someone without a background in sailing were to seek employment as a helmsman.

Changing fields imposes an additional cost in Respect and Renown. Each occupation may have separate and distinct requirements for entry from outside fields.

Entry Requirements

In order to enter a particular occupation, you must meet each of the entry requirements for that occupation choice. Skill requirements are based upon the SV less the Attribute. In other words, it takes into consideration only the skill level, not the SV.

Terms of Service

Most occupations are listed as a 'term of service.' Unless stated otherwise, the occupations require 1D4 years to acquire the listed skills. Only when that time has passed are you able to leave the occupation. Some occupations offer a promotion path and others require you to escape.

If, at any time, you are forced into a specific occupation, the rules for normal exit are superseded by the strictures placed upon you upon exiting the last occupation. Only when the requirements are met for exiting an occupation are you allowed to enter play.

If you choose to continue advancing using the listed occupations, remember to note your age and the amount of time spent in each term.

Promotions

Promotion to a higher level requires the following:

1) Must meet the entry requirements for the next occupation.
2) Must succeed an unmodified Charisma test (if no other test is listed under exit requirements).

Whatever the skill or Attribute rolled, in order to promote, the ED value must exceed 7. The ED gets a modifier of +1 for every year spent in that occupation.

Contacts

Each occupation provides contacts—people you know as friends or acquaintances. For each contact, roll 1D10. On a roll of 10, the contact is exotic, which means there is something unique about the contact. The specifics of this exotic and unique quality are either defined by the occupation description or determined by the Bard.

An exotic contact can provide an additional 100 Wisdom toward skills from of that specific contact's background, or a single item worth up to 1000 quid in value. Once the contact has provided this benefit, they are reduced to a normal contact. If an exotic contact is traded for a normal contact of a different area, they do not provide this additional training or item.

Age

When advancing, it is easy to forget that your character is growing older. Eventually, aging will catch up. Once the character reaches the age of 35, you must begin rolling against Consciousness to pass age checks. The ED may not be altered for the purpose of the Aging Effects test. Use the following modifiers:

1) (Consciousness-Age) provides a modifier to your Consciousness rating for this test. (e.g. If your character is 35 with a Consciousness of 36, you have a +1 modifier to your Consciousness. Thus, you are rolling against a 37 for your Age Effects test. The next year, your character and Consciousness are 36—no modifier. The year after, your character is 37 and Consciousness is 36—this indicates a -1 modifier, your character will roll against a 35.)
2) Any Attribute above 20 provides a bonus equal to (20-Attribute) for this test. (e.g. If your character has a STR of 21 and a STA of 28, an overall bonus of +9 will be applied to the Aging Effect check.)

First Age Threshold: Age 35 -49

Critical Success: no more checks required until next threshold. Gain +1 Insight.

Success: no change in Attributes.

Failure: lose points from your Flesh Attributes equal to ED.

Critical Failure: lose points from each area—Flesh, Mind, and Will—equal to the ED.

Second Age Threshold: Age 50 - 64

Critical Success: Reduce one Flesh Attribute by 1 point, but do not roll again for the next two years. Gain +1 Insight.

Success: Reduce one Flesh Attribute by 1 point.

Failure: Reduce all Flesh Attributes and one Mind Attribute by 1 point.

Critical Failure: Reduce all Flesh Attributes by 10, subtract points from Mind Attributes equal to the ED, and remove 2 points from Charisma and Resolve (each).

Third Age Threshold: Age 65 - 80

Critical Success: Take the effect as for Success, but do not roll again for the next two years. Gain +1 to Insight.

Success:Reduce one Flesh and one Mind Attribute (or Charisma) by 1 point.

Failure: Reduce Dexterity by 2, and 1 more point from Flesh Attributes. Reduce Perception by 2, and 1 more point from Mind Attributes. Reduce Charisma by 2, and 1 more point from Will Attributes.

Critical Failure: Reduce one Flesh Attribute to 1, reduce one Mind Attribute to 3, and reduce Charisma or Resolve to 5.

Fourth Age Threshold: Age 81 +

Critical Success: Every so often, there's an old coot who shames us all in how well they have taken care of themselves. We stand in awe at the way you have lived your life. Gain +2 Insight.

Success indicates you have thoroughly impressive Attributes! Gain +1 to all Mind Attributes.

Failure indicates you reduce all Flesh Attributes to 3 and one Mind Attribute to 5.

Critical Failure: Okay, let's be reasonable. You've brought your character through character generation to the age of 81+ and rolled a critical failure. Don't you think it's time to let the poor guy go to his eternal reward? We do. Maybe the Bard will let you take back a career choice or two—and the years thus gained—so the character can be played, rather than buried.

JOURNEYMAN PLATEAU

ARTISAN

Dilettante: You are in love with one thing—art. You have a way of looking at the world that is unique. Others who lack your artistic nature do not understand your way of looking at the world. Your fate is your own. You have pursued a course of discovering the methods others have used to create art.

Entry Requirements: Previous occupation as Novice or Sketcher.

Training: The first term of service provides you with: Sanity: -1, Artistic skills: 30, Craft skills: 20, Observation: 10, Heraldry: 7, Superstition: 7, Literacy or Literature: 3, Map Reading: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for any skill category except Combat, Ido or Qai, 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Artist requires a successful roll with an appropriate artistic skill. If you do not wish to promote, move to another occupation.

Wages: Your artistic skills produce enough quid to live and provide 1D100-40 extra quid per term. Negative values indicate that your art is unappreciated and you owe a debt just for living expenses. If your debt exceeds 500 quid, you must take the next term as a Fhendir with for one term for each 100 quid owed. Each term, make an unmodified test using an appropriate artistic skill. Critical success provides EDx1000 in quid. Success provides EDx100. Failure subtracts EDx100. Critical failure indicates your artwork is actively offensive to the moral sensibilities of the community in which you are living; you are beaten—subtract 1D10 from all Flesh Attributes.

Contacts: 2. Artisan, Worker, Entertainer, Vangel, or Merchant. Exotics may be traded for any contact.

Smith: You make things. Your background is in the making of tools. If pressed, you could probably make blades, though you lack much of the finesse of fine weapon crafting. You make the mundane, tongs, clamps, wheels, pans, utensils, etc.

Entry Requirements: Strength 12+, Metallurgy 10+ and Geology 10+.

Training: The first term of service provides you with: Strength:+2, Smithing (Tools): 10, Mechanic: 7, Presentation: 7, Merchant (Tools): 7, Masonry: 3, Mining: 3, Observation: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 400 Wisdom points for Animal, Artistic, Craft, Daily and Physical skills (or any skill listed above), 200 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Blacksmith requires a successful Smithing (Tools) roll. If you do not wish to promote, move to another occupation.

Wages: Each term, make an unmodified Smithing (Tools) test. Critical success provides EDx1000 in quid. Success provides EDx10. Failure subtracts EDx10. Critical failure indicates your tools are inferior; you lose all the money you have earned in this occupation and must choose a new occupation.

Contacts: 2. Criminal, Kril, Merchant, or Worker.

CRIMINAL (Gangster)

Brigand, Thug: Generally you work outside of any city limits and find most of your targets traveling on the road. You seek the ones that aren't carrying weapons and preferably are not paying attention to anything around them. Though you know that they rarely carry anything of real value, they usually have food and water. You find a few places good for ambushes, and will occasionally have to fight off other bands from these spots. All part of life on the road!

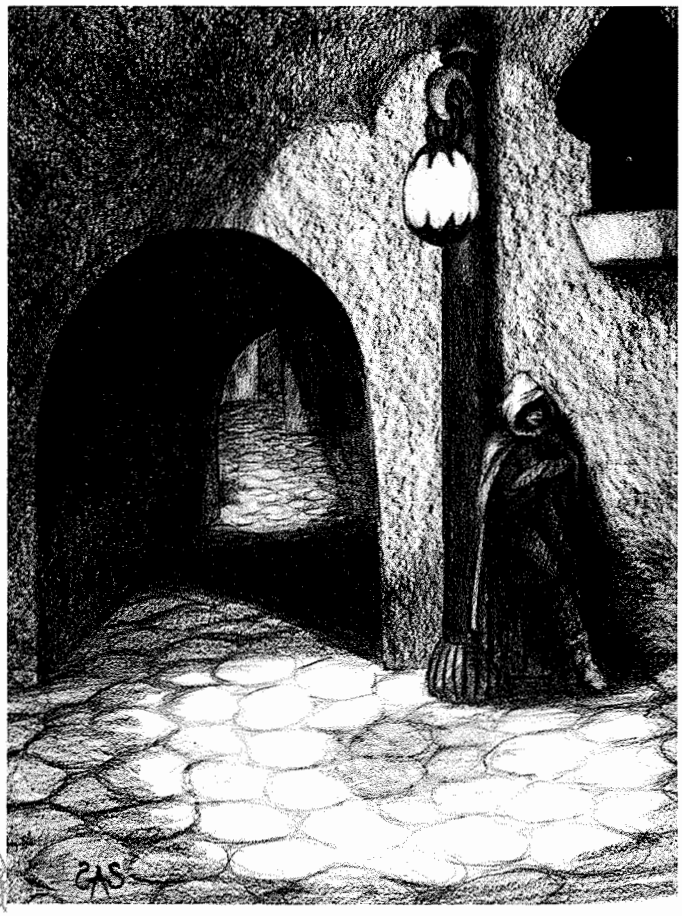
Entry Requirements: Stealth 20+, Ambush 20+, Hide 20+ and Slash 10+.

Restrictions: May not be Noble or Yethite.

Training: The first term of service provides you with: Stalk: 10, Tracking: 10, Observation: 10, Camouflage: 10, Intimidation: 10, Traps: 10, Renown: 4(D10-5), Respect: 3D10

Subsequent years of service provides you with: 300 Wisdom points for any subterfuge, or physical skill, 100 Wisdom points for any Attribute, 4D10 Wisdom to distribute as you see fit, Renown: 4(D10-5), Respect: 3D10

Exit Requirements: If you wish to exit this occupation, make a Hide roll. Any success indicates you may promote or move to any other occupation for which you meet the entry requirements at the end of this term. Failure indicates you may only promote or move to another criminal occupation. Critical failure means you were caught in the act and must serve the next 1D6 terms as a fhendir / galley slave .



Wages: For each term you are in this occupation, roll 4D10; the result is how much quid you have saved.

Contacts: 3. One Criminal, one Kril, and one Worker/Servicer or Entertainer.

Raider, Rustler: You probably used to work on a farm or with a rancher's herds, but you got tired of someone else getting rich from your work. You broke away and hooked up with a group of people just like you. Since all you know are animals, you figured that you might as well stick with it. However, occasionally, you need something more, and find yourself part of a group heading into town at night. You take what you need, avoid the militia, and head back to the lair. Other than that, you look for ranchers who don't pay close attention to their herds and steal a few head. Some you eat, others you sell.

Entry Requirements: Animal Handling 25+, Stealth 20+, Ride Beast (specific) 15+ and Hide 10+

Restrictions: May not be Noble or Yethite.

Training: The first term of service provides you with: Pick Locks: 15, Evade: 15, Stalk: 10, Observation: 10, Tactics: 5, Thrown (Lasso): 5, Renown: 2(D10-5), Respect: 3D10

Subsequent years of service provides you with: 400 Wisdom points for any skill except those that are Combat related. 100 Wisdom points for Flesh Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 2(D10-5), Respect: 3D10

Exit Requirements: You must make a Hide skill roll to exit this occupation. Success indicates you may move to any occupation for which you meet the entry requirements, but in a different field. Failure indicates you were caught red handed and must spend the next 1D6+2 terms as a fhendir / galley slave.

If you wish to just promote to a higher level of thievery, then you may do at the end of any term in which you are able to meet the entry requirements of the desired Adept plateau.

Special: You have an average riding animal for which you are skilled (it is stolen, so beware).

Wages: Raiders and Rustlers are paid off the fat of the calf, literally. Your per term earnings depend upon how much you steal and what price you get. Make a Stealth skill roll. Critical success indicates you make ED x 10 quid this term. Success indicates you bring in ED x 5 quid. Failure indicates you get ED x 2. Critical failure means you have lost all of your money, including savings.

Contacts: 6. Three Criminal, one Merchant, one Worker/ Servicer, and one Entertainer.

CRIMINAL (Thief)

Burglar, Grave Robber, Cut Purse: You like to steal, and you like to work alone. Most of the people you steal from can probably afford it, and the few that can't probably deserved to lose it anyway. Not above taking from the dead (they don't need it anymore, why shouldn't you have it?), you keep an ear out for any funerals in the area—but your bread and butter are the open windows of rich merchants.

Entry Requirements: Guile 25+, Streetwise 15+, Observation 10+ and Pick Pockets 10+

Restrictions: May not be Noble or Yethite.

Training: The first term of service provides you with: Pick Locks: 10, Pick Pockets: 10, Climbing: 10, Fast Talk: 10, Stealth: 10, Lifting: 5, Slash: 5, Renown: 2(D10-5), Respect: 4D10

Subsequent years of service provides you with: 400 Wisdom points for subterfuge and physical skills only, 100 Wisdom points for Flesh Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 2(D10-5), Respect: 4D10

Exit Requirements: If you wish to leave this life of crime, all you have to do is stop. At the end of any term, you may move to any occupation for which you meet the entry requirements. If you wish to continue, with the hope of moving on to bigger, more lucrative crimes, you may promote at the end of any term for which you meet the entry requirements for the desired Adept criminal occupation.

Wages: Your per term wages depend on how good you are at your job. Make a skill roll using either your Pick Pocket or Pick Lock skill, whichever is greater. Critical success indicates you get EDx10 quid this term. Success indicates you get EDx6 quid this term. Failure indicates you get ED quid. Critical failure indicates not only do not get any quid this term, but you were arrested in the midst of a crime and must spend 1D4+1 terms as a fhendir / galley slave .

Contacts: 4. One Criminal, one Kril, one Merchant, one Entertainer. You may exchange two exotics for any contact.

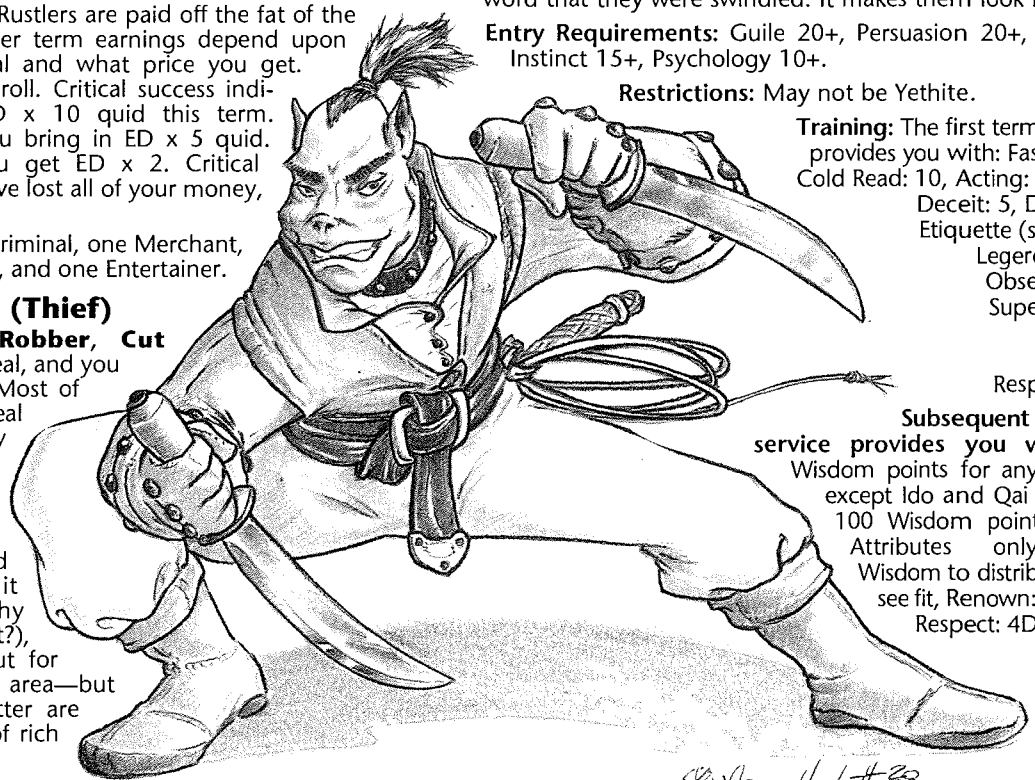
Charlatan: There is a sucker born every minute, and you are determined to find them. You con people out of things that you want, and the best in your trade make the conned think it was their idea to begin with. Though you will probably be run out of town before long, you aren't too worried. There will be another town soon, and most people don't spread word that they were swindled. It makes them look foolish.

Entry Requirements: Guile 20+, Persuasion 20+, Con 20+, Instinct 15+, Psychology 10+.

Restrictions: May not be Yethite.

Training: The first term of service provides you with: Fast-Talk: 10, Cold Read: 10, Acting: 5, Bluff: 5, Deceit: 5, Disguise: 5, Etiquette (specific): 5, Legerdemain: 5, Observation: 5, Superstition: 5, Renown: 5(D10-5), Respect: 4D10

Subsequent years of service provides you with: 400 Wisdom points for any skill type except Ido and Qai skill types, 100 Wisdom points for Will Attributes only, 2D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 4D10



Exit Requirements: Two options exist for exiting this occupation. First is to settle down and seek legitimate uses of your talents. Whatever your next profession is, you may move to it freely at the end of any term. The other option is to continue aspiring to be a full-fledged con man some day. If this is your choice, at the end of any term in which you meet the requirements, you may promote.

Wages: Hustlers are paid by how well they can con their victims. Make a Con skill roll to determine your wages. The ED and its modifiers will determine the amount of quid you receive this term: Critical success is EDx50, Success is EDx10, Failure is the ED in quid. Critical failure indicates you had to leave town quickly (before the tar boiled and they finished plucking); you had to leave behind all your earnings, you are bankrupt and destitute.

Contacts: One per term, any except Noble. You may exchange exotics for Noble contacts.

Informant: You've been in the gangs, and you still know them all. You were probably picked up for something, and the maggots you considered friends didn't get you out of prison like they promised. So why not tell on them? You listen in bars and dark alleys for any word that you can sell to the local authorities. Their money is good in all the local taverns, and you have made some better friends than you used to have—though you need to keep the gangs from knowing what you are doing. They don't like squealers, after all.

Entry Requirements: Streetwise 20+, Guile 20+, Innuendo 15+ and Lurking 10+.

Training: The first term of service provides you with: Bluff: 10, Bribery: 10, Gossip: 10, Camouflage: 7, Deceit: 7, Observation: 7, Disguise: 3, Infiltrate: 3, Sprinting: 3, Renown: 2(D10-5), Respect: 2D10

Subsequent years of service provides you with: 400 Wisdom points for any subterfuge skill or any skill listed above or directly connected with them (prerequisite skills, etc.), 100 Wisdom points for any Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 2(D10-5), Respect: 2D10

Exit Requirements: Make a Bluff skill roll. Critical success indicates you may freely change to any occupation for which you meet the entry requirements. Success indicates you may begin adventuring or you may promote to a higher level of criminality. Failure means your friend caught wind of your deception and had you arrested and thrown into the pits; you are now a pit fighter for 1D4 years (assuming you survive that long). Critical failure indicates your criminal friends discovered your sideline and have had you beaten within an inch of death. You are hospitalized and under constant healer care for the entire next term. While in therapy, you lose 2 points from your Flesh Attributes and 1 point from your Mind Attributes. You must change occupations and towns after a year of recovery.

Wages: Make an Innuendo skill roll. Critical success indicates you get EDx10 in quid for this term. Success indicates you get EDx5. Failure indicates you get EDx2. Critical failure indicates you get ED.

Contacts: 4. One Kril (town guard member), two Criminal, one from either Worker/Servicer or Entertainer.

Smuggler: Getting things past guards is easy in some places and hard in others. The more difficult the task, the more you charge. You don't really have a problem breaking the law, because no one asked you if you liked that law to begin with. Besides, you are doing favors for people in high places—sometimes—and that is always a good practice in this world.

Entry Requirements: Camouflage 20+, Stealth 20+, Bluff 10+, Fast Talk 10+.

Restrictions: May not be Noble or Yethite.

Training: The first term of service provides you with: Con: 10, Conceal: 10, Instinct: 10, Map Reading: 10, Orientation: 10, Astrology: 5, Navigation: 5, Renown: 4(D10-5), Respect: 4D10

Subsequent years of service provides you with: 400 Wisdom points for any skills except for Artistic, Ido or Qai related skills, 100 Wisdom points for any Attributes, 5D10 Wisdom to distribute you see fit, Renown: 4(D10-5), Respect: 4D10

Exit Requirements: At the end of any term in which you meet the requirements to enter another occupation or promote to a higher plateau of Criminality, you may do so.

Wages: Make a Negotiation skill roll. Critical success indicates you receive EDx100. Success indicates you receive EDx10. Failure indicates you receive EDx2. Critical failure indicates you were caught with heavy contraband and now serve 1D8 years as a pit fighter.

Contacts: 6. Any field except Rusahn. You may exchange two exotics for a Rusahn contact.

What you want, when you want it.
Anywhere on T'nah. Anytime.

Show me the quid
and we're in business...
—Sufya Maran, Smuggler



ENTERTAINER

Dancer: You live to dance. When you move, the world is atwirl with color and form. The exhilaration of the dance is your drug. Most dancers must sign a contract with a noble or a merchant for a place to dance—though some prefer to dance for a pittance in the streets.

Entry Requirements: Previous occupation as Prancer, Dancing 20+ and Presentation 10+.

Training: The first term of service provides you with: Strength: +1, Dexterity: +2, Stamina: +1, Dancing: 7, Presentation: 7, Observation: 3, Fashion: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for any skill category except Combat, Ido or Qai, 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Danseur requires a successful Dancing skill roll. If you do not wish to promote, move to another occupation.

Wages: You receive quid equal to your Dancing skill SV plus 4D10 per term. Each term, make an unmodified Dancing skill test. Critical success provides EDx1000 in quid. Success provides EDx100. Failure subtracts EDx100. Critical failure indicates your dancing is offensive to the moral sensibilities of the community in which you are living; you are beaten—subtract 1D10 from all Flesh Attributes.

Contacts: 2. Artisan, Entertainer, Vangel, Worker, or Merchant. Exotics may be traded for any contact.

Escort: You are paid for your looks, your elegance, and sometimes your skill. Men and women from every culture have need for a partner at various outings or for their own private entertainment. For a fee, you will pass the time with them, be a 'trophy on their arm,' or service whatever other desires they may have under the cloak of darkness. What you do, with whom and when are up to you. This is a fairly high level position and is at the opposite end of the spectrum—though the same wavelength—as a Slattern.

Entry Requirements: Previous occupation as Slattern or SEC 3+, Ciphering or Mathematics 10+, Observation 10+, and Presentation 10+.

Restrictions: May not be Yethite.

Training: The first term of service provides you with: Dexterity: +1, Stamina +1, Biology: 10, Cold Read: 7, Presentation: 7, Negotiation: 7, Observation: 3, Fashion: 3, Anatomy: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for any skill category except Ido or Qai, 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Courtier requires a successful Presentation skill roll. If you do not wish to promote, move to another occupation.

Special: SEC = 2. Three exotic contacts may be traded for SEC +1 (this may be done only once).

Wages: Your Presentation skill provides quid equal to the SV for that skill multiplied by your SEC value. Each term, make an unmodified Charisma test for your tips. Critical success provides EDx1000 in quid. Success provides EDx100. Failure subtracts EDx100. Critical failure indicates your 'practice' is offensive to the moral sensibilities of the community in which you are living; you are jailed—subtract 1D10 points from your choice of Flesh Attributes.

Contacts: 5. Artisan, Criminal, Entertainer, Merchant, Vhzine, or Worker. Exotics may be traded for any contact.

Street Performer: You live to perform. The excitement and pleasure of entertaining a crowd is your joy and pleasure. The exhilaration of being the center of attention is your joy. Few street performers make the 'big time,' but nearly all that make it have spent time in the trenches.

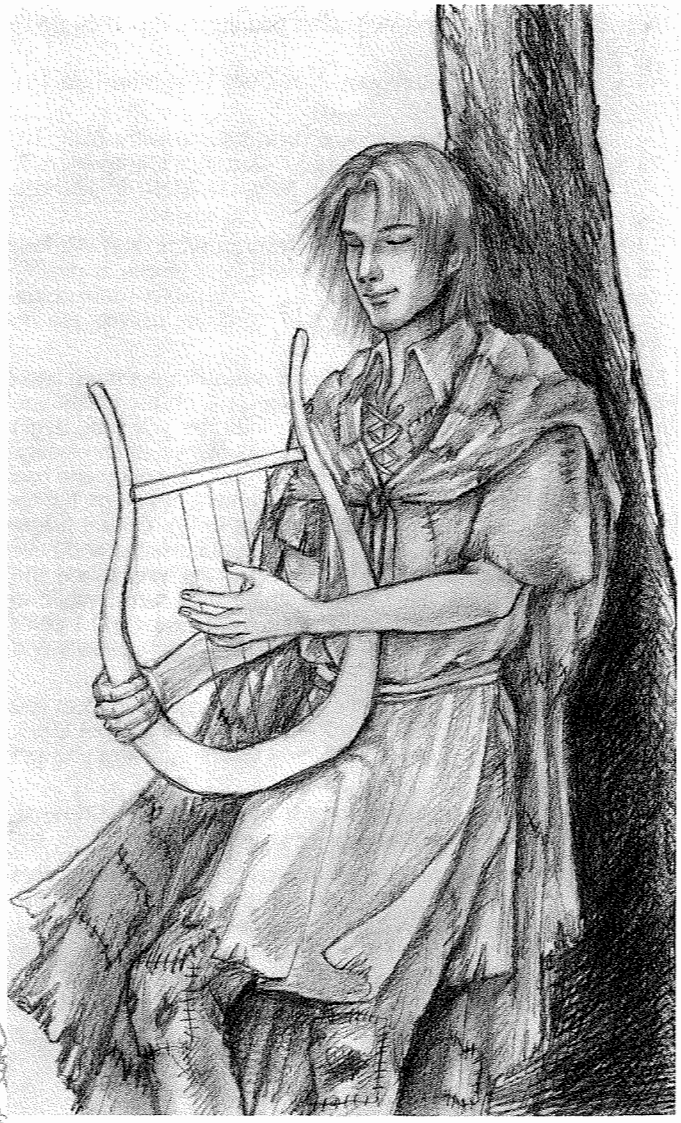
Entry Requirements: Previous occupation as Player, Acting 10+ and Presentation 10+.

Training: The first term of service provides you with: One Flesh Attribute: +1, Presentation: 7, Observation: 3, Renown: 5(D10-5), Respect: 5D10

Fabler: Persuasion: 10, Story Telling: 10, Superstition: 10, History: 7, Teaching: 3

Jester: Acting: 10, Bluff: 10, Storing Telling: 10, Bemuse: 7, Poetry: 3

Jongleur: Acrobatics: 10, Juggling: 10, Storytelling: 7, Acting: 7, Bluff: 3, Orientation: 3



Minstrel: Musician (Specific): 10, Singing: 10, Storytelling: 7, Poetry: 7, Acting: 3, Mimicry: 3

Mime: Acting: 10, Bluff: 10, Mimicry (Physical): 10, Gestures: 7, Juggling: 3

Subsequent terms of service provides you with: 500 Wisdom points for any skill category except Ido or Qai, 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Performer requires a successful skill roll for the primary skill of the Street Performer. If you do not wish to promote, move to another occupation.

Wages: Your performance skills produce enough quid to live and provide 5D10 extra quid per term. Each term, make an unmodified skill test using your primary performance skill. Critical success provides EDx1000 in quid. Success provides EDx100. Failure subtracts EDx100. Critical failure indicates your performance is offensive to the moral sensibilities of the community (or the politics of the rulers) in which you are living; you are beaten—subtract 1D10 from all Flesh Attributes.

Contacts: 5. Two Entertainer; three from Artisan, Vangel, Worker, or Merchant. Exotics may be traded for any contact.

KRIL

Aij'ak Reiter, Jaan Sky Rider: Bonding rituals always take place in subterranean cavern close to the birthing sands. Those Hutchers or Stablers who have proven their ability encircle the hatching drachen. Upon hatching, the drachen immediately bond with one of the nearest lifeforms. The bond is not as strong with the Aij'ak as the bond between Jaan and their drachen, but is no less important.

Entry Requirements: Animal Handling 15+, Animal Husbandry 15+, Domestics 15+ and Observation 10+.

Restrictions: May not be Yethite.

Training: The first term of service provides you with: Animal Training: 10, Balance: 10, Biology: 10, Instinct: 10, Beast Flight: 5, Falling: 5, Orientation: 5, Persuasion: 5, Renown: 2(D10-5), Respect: 4D10

Subsequent years of service provides you with: 400 Wisdom points for Animal, Intellectual or Medical skills, 100 Wisdom points for Flesh Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 4D10

Exit Requirements: Exit? Why would you want to exit this occupation? If you do, you can resign and move to any other occupation, but if you stay where you are you gain 25 in Respect for forfeiting such opportunity. If you leave 'home' then you only have a -10 modifier when dealing with other members of your culture. The other option is that at the end of any term in which you meet the entry requirements for promotion to the Adept plateau, you may promote.

Special: You receive one drachen hatchling with which you are bonded, and now share a responsibility to each other's well being.

Wages: Many of your wages come from the perks of having been chosen to bond with the drachen, but since you must care for each other you will also be granted a per-term wage of 4D10 quid. (The variation represents how your superiors feel about your performance this term.)

Contacts: 3. Two from this field and culture: one contact of one plateau higher than you, a second of the same plateau but a different squad or culture. One, any field except Noble, Rusahn, Maroc, or Criminal. You may exchange an exotic for any contact.

Archer, Soldier, Ch'ak Growler: You are a professional. You keep your equipment in good order and know how to put the pointy end in the other guy. Fortunately, that doesn't happen often. Whether you are on the front lines, or standing back dropping arrows into the onrushing horde, you know that what you are doing is important to the people you are protecting, your family and friends. The life of a soldier is not an easy one, but you get fed and clothed, a roof over your head, and occasionally get to kill something. So it's not all bad.

Entry Requirements: Previous occupation as an Insurgent, a Warrior, a Militiaman, or a Mule 1st. Strength, Dexterity, and Stamina all at 14+.

Restrictions: May not be Yethite.

Training: The first term of service provides you with:

Soldier/Growler: Slash: 10, Dodge: 10, Ambush: 5, Block: 5, Evade: 5, Feint: 5, Parry: 5, Riposte: 5, Survival (Wasteland): 5, Thrust: 5

Archer: Archery: 10, Bowyer/Fletcher: 10, Crossbow: 10, Slash: 5, Dodge: 5, Ambush: 5, Block: 5, Evade: 5, Survival (Wasteland): 5, Renown: 2(D10-5), Respect: 3D10

Subsequent years of service provides you with: 500 Wisdom points to distribute as you see fit, 200 Wisdom points for Flesh skills, 5D10 Wisdom to distribute as the player sees fit, Renown: 2(D10-5), Respect: 3D10

Exit Requirements: You can leave when your contract of service is up. It is usually only few years, or you can be kicked out. You can promote into another journeyman occupation if you meet the entry requirements.

Wages: 6D10 per term of service.

Contacts: 3. Any field.

Brave the fight, honor the slain.
Relief from light, release from pain.

—From the War Journals of
Ral'ik Tah'ri, Ch'ak Master of War



Bounty Hunter, Slave Hunter, Loshad Bushfighter: You make your living tracking down criminals or slaves. Since you bring in dangerous criminals, you are observant, so in your downtime you occasionally hire yourself out as a scout for merchant trains or even a passing army. It's a little extra money in your pocket, and you usually aren't expected to join in the fight unless you want to.

Entry Requirements: Strength, Dexterity, and Stamina all at 10+, Geography at 10+, Tracking at 10+.

Restrictions: May not be Yethite.

Training: The first term of service provides you with: Tracking: 10, Search: 7, Subdue: 7, Trail Signs: 7, Block: 5, Dodge: 5, Parry: 5, Slash: 5, Body Language: 3, Geography: 3, Survival (specific): 3, Renown: 4(D10-5), Respect: 4D10

Subsequent years of service provides you with: 400 Wisdom points for skills listed above, or any related skills, 200 Wisdom points for any Attribute skills, 5D10 Wisdom to distribute as you see fit, Renown: 4(D10-5), Respect: 4D10

Exit Requirements: You can always join the military from this occupation, or go to any occupation you meet the entry requirements for.

Wages: Unless you are working out of a very large city, you probably won't find very many contracts in any one location. However, most contracts will pay your way for several months. It can be very dangerous work. Make a standard Tracking test. Critical success indicates you brought in a very valuable bounty/slave; you earn 4d10x50 quid. Success means you make 4d10x10 quid this year. If you fail, you didn't fulfill any contracts this year (too bad, but it happens).



Contacts: 5. Any field.

Brawler, Ganger: You enjoy getting into fights, and sometimes do it for money. You associate yourself with a small group of people that have the same beliefs, haircuts, or whatever, and are known for run-ins with the town guard. Your group is high on the list of 'usual suspects.' Sometimes you think the guard forgets what it's like to be young.

Entry Requirements: Strength, Dexterity, and Stamina all 10+.

Restrictions: May not be Yethite.

Training: The first term of service provides you with: Bluff: 10, Con: 7, Pick Pockets: 7, Dirty Fighting: 7, Bribery: 5, Dodge: 5, Gambling: 5, Streetwise: 5, Slash: 3, Sling: 3, Cheating: 3, Renown: 2(D10-5), Respect: 2D10+5

Subsequent years of service provides you with: 400 Wisdom points for any skill listed above or any directly related skill that is not Intellectual, Qai, or Ido related, 100 Wisdom points for Attributes of the Flesh, 5D10 Wisdom to distribute as you see fit, Renown: 2(D10-5), Respect: 2D10+5

Exit Requirements: Two ways out of this occupation are through the pits, or the reclaimer's door.

To exit this occupation, make a Streetwise roll. Critical success indicates you may begin any occupation in this town for which you meet the entry requirements. Success indicates you may seek a new occupation elsewhere. Failure indicates you were nabbed by the town guard during your last fight and must spend the next 1D4-1 years as a fhendir / galley slave . Critical failure indicates you messed with the wrong guy and are headed for a date with the reclaimer. Somehow you manage to convince them to give you one more chance. You lose everything you have—all possessions, all money, all contacts, everything. Time to start adventuring!

Your other choice is to stay with this occupation and attempt to move up in the ranks. With any luck you may eventually be able to get work as a Bodyguard (Adept plateau).

Wages: Your wages are your cut of whatever you and your compatriots manage to steal—typically not much. Roll 2D10 for all you have managed to save for the year.

Contacts: 2. Kril or Criminal. You may exchange two exotics for any contact except Noble.

Ch'ak Rager: Ragers are the bravest, and probably craziest, of the Ch'ak battle regiments. They usually occupy the first row or two of a fighting column. They charge into battle on foot, tearing through enemy front lines. Ch'ak Ragers are known for courage, ferocity, and dogged determination. They are kept on a short leash and seldom allowed out of the watchful gaze of their superiors. Many Ragers end up going rogue and attaching themselves to various mercenary outfits.

Entry Requirements: Must be a Ch'ak and have spent at least one term in a Ch'ak Military Apprenticeship. Slash 20+, Thrust 20+, Parry 15+ and Punch 10+.

Restrictions: May not be Yethite and may not have any form of pacifism.

Training: The first term of service provides you with: **Strength:** +1, Dexterity: +1, Sanity: -2, Asset: Berzerker Rage, Thrust: 10, Slash: 10, Punch: 10, Kick: 10, Feint: 5, Maneuver: 5, Renown: 5(D10-5), Respect: 4D10

Subsequent years of service provides the Rager with the following: 300 Wisdom points for combat or physical skills only, 100 Wisdom points for Flesh Attributes only, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 4D10

Exit Requirements: With your temper it will be very difficult for you to do anything else.

To exit this occupation, make a Persuasion skill roll to see if you can talk your way out of the military. You will have to go solo from here on out. Critical success indicates you may freely choose any occupation for which you meet the entry requirements. Success indicates you may freely leave the Ch'ak military and pursue any other occupation for which you meet the entry requirements. You may freelance (begin play). Failure indicates you may leave the military, but may only pursue another Kril occupation. Critical failure indicates you must spend four more years as a Rager for the Ch'ak Columns.

Wages: You get your typical rations, but due to your special abilities you gain 3D10 bonus pay per term in quid. Each term that you serve in this occupation, you may select one item from the list below. This is a cherished and well-worn item that you would never part with except through death. These are not trinkets to trade in, but items representing an aspect of who you are: Phah'lok Leather Boots; Phah'lok Leather Jerkin; Phah'lok Arm/Leg Greaves; Steel, spiked helm; Battleaxe; Shamshir; Sappara; Short Sword

Contacts: 3. One Ch'ak army contact one plateau higher than you; two Kril contacts. You may exchange exotics for contacts from any field except Noble, Rusahn, or any Yethite culture contact.



Live to fight!
Fight to live!

—Ch'ak Rager Chant

Berzerker Rage: Asset: 1

Berzerker Rage provides the following modifiers: -20 to all defense SVs, including parry and the defensive aspect of riposte. Receives +10 to attack SVs, +1 action per turn, and automatically succeeds any tests for fear or fleeing. Berserker Rage must be incited by some event, typically anger or pain. It lasts 1D10 Combat Turns, and can only be used once per combat. Even if the Rager receives a killing blow, the Bard will take control of the character, who continues attacking anything nearby until the Berzerker Rage is over, at which point the Rager will collapse and die.

Gladiator: You get to entertain the locals with—you guessed it—blood...hopefully more of the other guy's than yours. You owner makes you fight. You get fed and trained enough to put on a good show. Those who don't put on a good show die.

Entry Requirements: Strength, Dexterity, and Stamina all at 10+. You can take this occupation as a slave or a free man.

Restrictions: None. Even a Yethite might be put into the ring, though he wouldn't last long.

Training: The first term of service provides you with: Block: 10, Parry: 10, Riposte: 10, Slash: 10, Thrust: 10, Dodge: 5, Feint: 5, Renown: 6(D10-5) (everyone loves a sports hero, and some follow them regularly), Respect: 4D10

Subsequent years of service provides you with: 400 Wisdom points for any combat skills, 200 Wisdom points for Flesh skill, 5D10 Wisdom points to distribute as you see fit, Renown: 6(D10-5), Respect: 4D10

Exit Requirements: Death comes to mind. Otherwise, if you entered of your own will, you can always leave, but you probably got into this because you love the roar of the crowd. If you are a slave, you can try to escape—though it is harder than escaping from a farm—or you can buy your freedom. A select few have been granted freedom by a ruler for showing exceptional skill over a very long period of time.

Wages: If you are a slave, then the people who pay to sleep with you probably give you tips. Make a normal Charisma test. Critical success indicates you are quite the talent, and are bought from your master and freed. Success indicates you make 3D10 quid in 'tips' per year. Failure means you get nothing. Critical failure indicates you killed the person you were pleasing (probably from stupid requests, anyway), but you won't get any more opportunities, and no more tips. In fact, you probably find your contests in the ring much harder now.

Contacts: 3. Any field except Noble.

Militiaman, Mule 1st: Welcome to the military. You get semi-regular training a couple times a year on maneuvers and how to take orders. Though you aren't generally expected to travel far from home, you did promise to help with the territory of your local lord. Most militiamen are proud of their standing, and defending the lands from small raiding armies is a noble goal.

Entry Requirements: Previous occupation as an Insurgent or a Warrior, or an SEC of 3+, and Strength, Dexterity, and Stamina 12+.

Restrictions: May not be Yethite.

Training: The first term of service provides the you with: Ambush: 5, Block: 5, Dodge: 5, Evade: 5, Feint: 5, Parry: 5, Riposte: 5, Slash: 5, Thrust: 5, Renown: 2(D10-5), Respect: 3D10

Subsequent years of service provides you with: 300 Wisdom points to distribute as the player sees fit, 200 Wisdom points for Flesh skills, 3D10 Wisdom to distribute as you see fit, Renown: 2(D10-5), Respect: 3D10

Exit Requirements: You can leave the position at any time, assuming your town doesn't need you there anymore. However, if the town is attacked, expect to be called up. Also, you can transfer into a full time position by moving to the 'big city' and getting hired on as a soldier or bowman. Mule 1st must promote or desert. There is no other way in the Ch'ak military.

Wages: 2D10 per term of service.

Contacts: 3. Any field, but no more than one can be noble.

Warden: You are in charge of the town guard. Your job is to keep the town in order, escort the prisoners to and from the pits, and enforce local laws.

Entry Requirements: Previous occupation as a town guard, and Strength, Dexterity, and Stamina all at 10+; Or an SEC of 3+.

Training: The first term of service provides you with: Block: 10, Subdue: 10, Command: 7, Detect Lies: 7, Interrogation: 7, Analysis: 5, Law (pick location): 5, Guile: 3, Investigation: 3, Streetwise: 3, Renown: 3(D10-5), Respect: 3D10

Subsequent years of service provides you with: 300 Wisdom points for skills listed above, 200 Wisdom points for any Attribute, 5D10 Wisdom to distribute as you see fit, Renown: 3(D10-5), Respect: 3D10

Exit Requirements: You can promote to any Kril journeyman occupation for which you meet the requirements.

Wages: A good Warden is hard to find, and often underpaid for what they do. If you are honest, you earn the standard wage of 6D10 quid per year. If you are on the take, make a standard Charisma test. Critical success indicates you multiply your wage by 100, because you turned your back on a large job, but did so that you cannot be blamed—though you are probably being watched closely. Success means you multiply your wage by 20 for the year. Failure indicates you are suspected and need to leave town, possibly into the military. Critical failure indicates you have been found out and are one step ahead of being sold into slavery; make another standard Charisma test—if you fail, you are a fhendir / galley slave ; if you pass, then you only need to find a new job.

Contacts: 5. Any field, though one must be Criminal, one Noble.

Warrior: You are the local defenseman of your tribe or village. In truth, you spend more time working the farm or hunting than in that role. You defend your village from the nastier animals of the forest, and also the occasional brigand or robber band. You don't really get into battles with passing armies—that's not what you are trained for.

Entry Requirements: Previous occupation as an Insurgent, or Strength, Dexterity, and Stamina all at 10+.

Restrictions: May not be Yethite.

Training: The first term of service provides you with: Block: 5, Dodge: 5, Evade: 5, Feint: 5, Parry: 5, Riposte: 5, Slash: 5, Thrust: 5, Renown: 2(D10-5), Respect: 3D10

Subsequent years of service provides you with: 300 Wisdom points to distribute as you see fit, 200 Wisdom points for Flesh skills, 5D10 Wisdom to distribute as the player sees fit, Renown: 2(D10-5), Respect: 3D10

Exit Requirements: You can leave the position at any time, assuming your village doesn't need you anymore. Also, you can transfer into a full time position by moving to the 'big city' and hiring on as a soldier or bowman.

Wages: 2D10 per year of service.

Contacts: 3. Any field, but no more than one can be Noble.

MAROC

Hedge Wizard: Even before you knew what it was you have been able to use Ido. You've striven to control it. In many ways you have succeeded, but you know there is much more for you to learn and understand. You have been unable to pursue formal training for various reasons, so you learn on your own. Hedge wizards often use their powers to protect and aid those they care about—but not always.

Entry Requirements: Must be Maroc; Ido sense at 25+, Ido Spinning 25+, Domestics 15+ and have a Intellect of 14+.

Restrictions: May not be Human, Loshad or Myrlihk.

Training: The first term of service provides you with: Ido Sense: 10, Ido Holding: 10, Guile: 10, Herbalism: 10, Biology: 10, Conceal: 10, Renown: 5(D10-5), Respect: 3D10

Subsequent years of service provides you with: 500 Wisdom points for any skill except those that are Combat or Qai related, 100 Wisdom points for any Attribute, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 3D10

Exit Requirements: You can move to any other occupation for which you meet the entry requirements.

Wages: You supplement your livelihood selling your ability. You earn 4D10 quid per term in this occupation.

Contacts: 2. Any except Rusahn or Vangel. You may exchange two exotics for a Rusahn or Vangel contact.

Theurgist: You pursue the study of Ido through schooling. You study Ido, Elemental Knowledges and Mahya through the interaction with other, more powerful Maroc. This is always a precarious situation akin to that of a smaller spider attempting to steal food from the web of a larger spider. Maroc are known to jealously guard their knowledge and only when they have some greater purpose do they share it with others—and then, only sparingly. The Theurgist is often employed by another Maroc to perform research and study that the more powerful Maroc considers elementary or below his station.

For the sake of safety and to encourage students to trust the relationship, schools have formed which will provide a measure of training to the Theurgist. Each school has their own entry requirements, attitudes and strictures. Some are more sinister than others.

Entry Requirements: At least four years as Maroc Apprentice enrolled in a Maroc school. Literacy 20+.

Restrictions: May not be Human, Loshad or Myrlihk.

Training: The first term of service provides you with: Ido Spinning: 10, Ido Sense: 10, Ido Holding: 10, Ido Theory: 10, Research: 10, Mathematics: 5, Geology: 5, Renown: 4(D10-5), Respect: 5D10

Subsequent years of service provides you with: 500 Wisdom points for any skill except Combat or Qai related skills, 100 Wisdom points for Mind or Will Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 4(D10-5), Respect: 5D10

Exit Requirements: You may leave school and begin adventuring as a wandering Maroc or change to another occupation at the end of any term.

To graduate to higher learning you must make a successful Persuasion skill roll to convince your superiors you are worthy of the higher secrets of Ido. Failure indicates you must stay at this level of learning for 1D4 years and may not attempt to promote or change occupations until then.

Special: Every three years in this occupation make a Geology test. Success means you have found a maroc stone with a rating equal to your ED/2 (round down).

Wages: By helping your instructors and tutoring the newer students, you have managed to save 3D10 quid per term

Contacts: 4. Two Maroc, two of any except Rusahn. You may exchange two exotics for a Rusahn contact.

Wizard: You have left the schools to pursue learning on your own—but have been trained. While you started in the darkened halls of Ido learning, just sitting around listening to older Maroc talking about what you should and shouldn't do with Ido was not your style. You prefer more hands-on, experimental methodology and have left school behind to discover for yourself what you are capable of doing with your power. You have just enough knowledge to be dangerous.

Entry Requirements: At least four years as Maroc apprentice. Intellect and Perception of 14+

Restrictions: May not be Human, Loshad or Myrlihk.

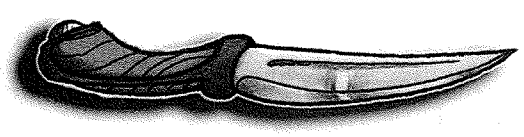
Training: The first term of service provides you with: Ido Holding: 10, Ido Sense: 10, Ido Spinning: 10, Etiquette (specific): 5, Ido Theory: 5, Domestics: 5, Survival (specific): 5, Geology: 5, Guile: 5, Renown: 5(D10-5), Respect: 4D10

Subsequent years of service provides you with: 500 Wisdom points for any skill except Combat or Qai skills, 100 Wisdom points for Intellect Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 4D10

Exit Requirements: Meet the requirements for the next occupation or promotion you wish to pursue.

Wages: If you are lucky you can get a retainer from a noble, only on occasion having to use your powers. If this is your wish then make either an Etiquette or Persuasion roll, whichever is higher. Success indicates you have contracted with a noble for 1D6+1 years, for 4D100 quid per year. If you choose to remain your own boss, you manage 4D10 quid per year.

Contacts: 3 total per term. 1 Maroc, two of any except Rusahn. You may exchange 2 exotics for a Rusahn contact.



MERCHANT

Huckster: You travel and sell. Nothing has a value more important than how much quid or trade you can get for it. Family heirlooms, salvage, the water squeezed from a dead body, all are within the purview of your salesmanship. Your fate is your own. Your wealth is determined by your own effort. You can smell a souq from 20 kilometers away.

Entry Requirements: Charisma 12+, Ciphering or Mathematics 10+ and Negotiation 10+.

Restrictions: May not be Yethite.

Training: The first term of service provides you with: Charisma: +1, Negotiation: 7, Presentation: 7, Appraise: 7, Etiquette(Culture): 7, Persuasion: 7, Business: 3, Appraise: 3, Observation: 3, Psychology: 3, Streetwise: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for any skill category except Combat, Ido or Qai (may be used for any skill listed above), 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Shopkeeper requires a successful Negotiation roll with a +1 ED modifier for every 1000 quid in worth your character possesses.

Special: SEC +1 (Maximum of 3).

Wages: Your sales earn you (1D10-3)% of your current worth each term. If you already have a negative worth, treat it as a positive for the purpose of this test. If your worth reaches -500, you will be imprisoned as a fhendir / galley slave for one year for each 100 quid you owe.

Each year, make an unmodified Presentation test. Critical success provides EDx100 in quid. Success provides EDx10. Failure subtracts EDx10. Critical failure indicates you were implicated in scandal; lose half your worth and flee; +10 Infamy.

Contacts: 2. Any field.

Medium: You talk with the spirits, you see beyond, you know that Auntie Hildegard's grandpa liked sweet candy—or you're a really good guesser. Most likely the latter. You sell your service to any who will believe. You may fervently believe you hear the voices and see the auras. No one knows if it's for real, or just a ruse to fill your pockets with quid—you least of all.

Entry Requirements: Previous occupation as Quack or Hustler and Guile 20+

Restrictions: May not be Ch'ak or Yethite.

Training: The first term of service provides you with: Cold Read: 10, Instinct: 10, Deceit: 10, Superstition: 10, Body Language: 7, Psychology: 7, Observation: 3, Story Telling: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 300 Wisdom points for Social and Subterfuge skills, 200 Wisdom points for any skill category except Combat, Ido or Qai, 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Mesmerist requires a successful Psychology skill roll.

Special: SEC = 2. Five exotic contacts may be traded for SEC +1 (may only be done once).

Wages: You gain quid equal to Cold Read SV + Deceit SV. In addition, each term, make an unmodified Insight test. Critical success provides EDx100 in quid. Success provides EDx10. Failure means you have gained a reputation for working with the dark forces, and lose EDx10 from your income. Critical failure indicates that you were caught in grifting from someone prominent; you are sent to the pits—lose all your cash and valuables, and subtract 1D10 points from your choice of Flesh Attributes. Your must be a Pit Fighter for the next 1D4 years.

Contacts: 5. Any field.

Vendor, Water Seller: You sell, but for someone else. You work for a shopkeeper or run a souq stall—nicer than that of the Peddler—for someone else. The souq stall you work in specializes in one category of merchandise. You also have to pay the local magistrate's taxes when the town guard comes to collect. Common examples: Renizant Water Sellers, Spice seller, Clothier/Tailor, Textiles Vendor, etc.

Entry Requirements: Charisma 12+, Ciphering or Mathematics 10+ and Negotiation 10+ and previous occupation as Peddler.

Restrictions: May not be Yethite.

Training: The first term of service provides you with: Charisma: +1, Negotiation: 7, Presentation: 7, Merchant (Specific): 5, Etiquette(Culture): 5, Persuasion: 5, Appraise: 3, Bribery: 3, Con: 3, Guile: 3, Instinct: 3, Observation: 3, Psychology: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for any skill category except Combat, Ido or Qai (may be used for any skill listed above), 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Shopkeeper requires a successful Negotiation roll with a +2 ED modifier for every 1000 quid in worth your character possesses.

Special: SEC +1 (Maximum 4).

Wages: Your sales earn you (1D10-2)% of your current worth each term. If you already have a negative worth, treat it as a positive for the purpose of this test. If your worth reaches -1000, you will be imprisoned as a fhendir / galley slave for one year for each 100 quid you owe. Each term, make an unmodified Presentation test. Critical success provides ED x 1000 in quid. Success provides ED x 100. Failure subtracts ED x 100. Critical failure indicates you were implicated in scandal; you lose your total worth as you flee, +10 Infamy.

Contacts: 3. Any field.



NOBLE

Aristocrat: You are living the high life—at least compared to those around you. Someone in your line did something great that made the local populace accept him or her as their lord, and there is a pretty good story about it that you know by heart. Now you just make sure they pay their taxes so you can live the way you want. The downside is that you actually need to protect them; the upside is you can use your soldiers to help collect the taxes. But be careful: too harsh a hand, and you can be overthrown; too lenient a hand, and they won't pay the taxes.

Entry Requirements: Must have an SEC 4+, Literacy 25+ and not have previously been in a criminal occupation.

Restrictions: None

Training: The first term of service provides you with: Deceit: 10, Diplomacy: 10, Etiquette (specific): 10, High Culture: 10, Politics (specific): 10, Calligraphy: 5, Fashion: 5, Renown: 5(D10-5), Respect: 4D10-5

Subsequent years of service provides you with the following: 400 Wisdom points for any skill is except those of the Ido or Qai type skills, 100 Wisdom points for Mind or Will Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 4D10-5

Exit Requirements: Make a pass or fail Diplomacy roll. If you succeed, you have garnered favors, and may promote to the next station of nobility as soon as you meet the entry requirements. If you fail, you were deposed either by your people or your enemies. You must reduce your SEC to 1 and flee the territory in the hope that Nobles in another area will take you in until you can regain your title.

Wages: An aristocrat is given a stipend of 2D1000 per term from the taxes raised during that time.

Contacts: 7 per term, any field. Exotics owe you a favor. On an exotic check result of 1, the contact is a political adversary and must be dealt with carefully. You may exchange any three exotics to completely rid yourself of any political rivals you have acquired.

Patrician: You have strong ties to the local ruler, or the ruling body. Either you or your parents made a lot of money, and you are now in the business of keeping things going. That takes a strong hand in politics. The local ruler is probably indebted to you in some way, or at least likes you a lot, so most people don't mess with you. You don't have any responsibilities of rulership.

Entry Requirements: Must have Politics (specific) 25+, never been in a criminal occupation and an SEC 4+.

Training: The first term of service provides you with: Politics (specific): 10, Diplomacy: 10, Deceit: 10, Etiquette (specific): 10, Gaming: 10, Fashion: 5, Streetwise: 5, Renown: 4(D10-5), Respect: 4D10+5

Subsequent years of service provides you with: 400 Wisdom points for any skill type except Ido or Qai type skills, 100 Wisdom points for Mind or Will Attributes, 2D10 Wisdom to distribute as you see fit, Renown: 4(D10-5), Respect: 4D10+5

Exit Requirements: You can pretty much do anything you please, as long as you have the necessary requirements for entry. But why would anyone want to leave a life of luxury?

Wages: 1D1000 per term.

Contacts: 4 per term, any field. On an exotic check result of 1 this is a political rival of some sort and must be handled with care. You may exchange three exotics to remove one political rival.



RUSAHN

Awakened: You have found a mentor, and now you are really learning about Qai and how to apply it. Your mentor's biases will be passed on to you—if he uses his power only to heal, this is all you will learn.

Entry Requirements: One term as a Sensitive. Discern of 20+ and must have found a Mentor.

Restrictions: May not be Human, Loshad, Myrlihk or Maroc.

Training: The first term of service provides you with: Meditation: 15, Biology: 10, Botany: 10, Instinct: 10, Observation: 10, Domestics: 5

Subsequent years of service provides you with: 500 Wisdom points for any non-combat skill, 100 Wisdom points for Will Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 4(D10-5), Respect: 5D10-5

Exit Requirements: Once you have met the entry requirements for the next plateau, and have gained your mentor's approval (a successful Persuasion roll), you are free to promote. As for quitting, you can't stop being Rusahn by turning in two weeks notice. Drowning a cat won't make it a fish—you are who you are.

Wages: You pay for your room, board, and training by performing mundane, tiresome tasks for your mentor, such as cooking, cleaning, and any heavy lifting that needs to be done. You are not the one earning a wage here, your mentor is. Each year roll 1D4-2 (minimum of zero) for your coin purse.

Contacts: 4. Merchant, Worker, or Rusahn.

Qyen Traveler, Azili Watcher, Temiz White: Once your monastic training is complete, you are released into the world to observe, learn, and report back. Your mentor will have watchers and spies follow you to keep him apprised of your progress. Your mentor may do it himself, and appear unannounced to debrief you. You are expected to report frequently back to the monastery. Equipped with little more than a knife, a robe (and your qainos, if applicable), you will use this opportunity to prove your worth.

Entry Requirements: Bond 30+, Discern 30+, Transform 30+, Meditation 20+ and 500 Respect. Must have at least one term of previous experience as a Pledge or Ralla, whichever is appropriate.

Restrictions: May not be Human, Loshad, Myrlihk or Maroc, must be Qai active, must have taken an oath of allegiance to the tenets of the Sect.

Training: The first term of service provides you with: Bond:10, Discern: 10, Ecology: 10, Meditation: 10, Transform: 10, Legends (Qai): 5, Stealth: 5

Subsequent years of service provides you with: 350 Wisdom points to distribute as the player sees fit, 150 Wisdom points for combat skills, Renown: 4(D10-5), Respect: 5D10-5

Exit Requirements: To promote, you must meet the entry requirements for the next plateau. Furthermore, you must have spent at least four years patrolling the wilds of T'nah. With your mentor's approval, and a successful Meditation roll, you are ready to move on. Failure indicates that you must spend another year at this plateau.

If you choose to leave the order, you must receive a special dispensation from your Sentinel or Scion and surrender your qainos (if Qyen or Azili). Your Sentinel/Scion is unlikely to release you from your vow unless it is absolutely necessary, or you are being offered a chance to resign rather than being expelled.

If you choose to leave the order without the permission of the Sentinel/Scion, it will cost you all of your Respect and all of your contacts. If you attempt to join another sect, your former sect will become your enemy and may actively hunt you. If you neglected to surrender your qainos when you left, you can bet that someone is on the way to reclaim it. Don't get in the way.

Wages: You didn't expect to get rich doing this, did you? Good. Qai will provide your needs, didn't your mentor teach you that?

Contacts: 1D4 Rusahni, and 1D4-2 (minimum 0) Vangel contacts.

SERVICER

Domestic, Valet, Dusteen Bondservant:

Domestic/Valet: You take care of the household for someone else. You clean, cook, mend, sew, care for the children, and answer the door. You are butler, servant, cook, and nurse. The merchant, craftsman, or noble who has hired you wouldn't know where to find anything if not for your attention to the minor details.

Entry Requirements: Charisma 10+, Domestics 10+ and Etiquette (culture) 10+.

Dusteen Bondservant: You serve the Ch'ak. Not just the Ch'ak, but a specific group of Ch'ak warriors. Your parents served their fathers and mothers (as near as you can tell), and so on, as far back as anyone can remember. Though now you are considered free to go, as the Ch'ak do not claim slavery anymore, you consider it your honor and duty to help your warriors gain their honor. You are culturally and emotionally bound to a particular Ch'ak who is the 'Bond Master.' In this capacity, the Dusteen Bondservant will take care of all the incidentals for the Bond Master, thus freeing the Ch'ak to focus on his combat training and fighting skills.

Entry Requirements: Charisma 10+, Domestics 10+ and Etiquette (Ch'ak) 10+.

Restrictions: Must be of the Dusteen culture

Training: The first term of service provides you with: Etiquette (Culture): 10, Unobtrusive: 10, Observation: 10, Domestics: 7, Fashion: 7, Shopping: 7, Cooking: 3, Tailor: 3, Search: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for Animal, Artistic, Craft, Daily, Physical, Social or Vehicle skills (or any skill listed above), 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: To promote to Chaperone or Warder requires a normal, unmodified Charisma test.

Wages: You save 60 quid per year. Each term, make a normal Etiquette test. Critical success provides EDx10 in additional quid. Success adds ED in quid to your pocket. Failure subtracts ED in quid. Critical failure indicates a social faux pas, sufficient to require your dismissal; you must leave this occupation to seek employment elsewhere.

Contacts: 5. Merchant, Noble, or Worker (Ch'ak Bondservants receive one contact from this list and four Ch'ak Kril contacts). Exotics may be traded for any contact.

Mourner: Grief over the dead is important in accepting the finality of death. The job of the Mourner is to help the family and friends of the deceased release their grief and pain. At least, that's the principle. The reality is far more economical.



The status of your dearly departed is sometimes based upon how many people mourn their loss, how many people cry out in anguish, and how many writhe in the agony of loss. That's where you come in. Put on some rags and sackcloth, grab a handful of ashes, sniff an onion, then cry, moan, drool, and wail. When it's all over, collect your wages.

Entry Requirements: Persuasion 20+, Gossip 20+, Etiquette (Culture) 20+, Instinct 15+, Guile 10+.

Training: The first term of service provides you with: Etiquette (Renizant) 5, Acting 10, Observation 5, Presentation 5, Theology (Renizant), Fast-Talk: 10, Cold Read: 10, Bluff: 5, Deceit: 5, Superstition: 5, Renown: 5(D10-5), Respect: 4D10

Subsequent years of service provides you with: 400 Wisdom points for any skill type except Ido and Qai skill types, 100 Wisdom points for Will Attributes only, 2D10 Wisdom to that must be used for social skills only. Renown: 5(D10-5), Respect: 4D10

Exit Requirements: In order to promote to the next plateau, you need to possess all the entry requirements and make an Etiquette (Renizant) roll. Critical Success allows you to promote with an additional 2D10 in Respect. Success allows you to promote. Failure indicates you must remain in this position for one more year, and you gain another year of income in this occupation. Critical failure indicates that you have been discovered doing something inappropriate during a ceremony for the dead; be grateful you were not flogged in the public square, then drug through piles of dung and over a nest of vipers. You must spend the last of your money paying off the offended and for the repercussions it will have on your boss's business. You must change fields and move away—far away.

Wages: The Mourner is a good paying job for its level, due to the nobility who want to impress each other. The more mourners they have, the more important their family appears. You receive 100 + 1D100 quid each year that you are in this occupation.

Contacts: 7. Five Renizant, Noma, or Shnahn contacts per term, from any except Criminal, Rusahn, or Maroc; two from any other culture and occupation except Rusahn or Maroc. You may exchange exotics for standard contacts from any occupation or culture.

Wagoneer: You drive coaches in the cities or wagons between them. The teams of beasts under your command learn quickly to avoid the crack of your whip or riding crop. Wagoneers are responsible for public transport or freight—though occasionally a low echelon Noble will employ one as a makeshift Chauffeur.

Entry Requirements: Animal Handling 10+ and Ride Beast (Horse) 10+.

Training: The first term of service provides you with: Animal Training: 10, Entangle (Whip): 10, Observation: 10, Teamster: 10, Mechanic: 7, Animal Husbandry: 7, Jury Rig: 3, Knotwork: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for Animal, Artistic, Daily, Physical or Vehicle skills (or any skill listed above), 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: To promote to Chauffeur requires a normal, unmodified Teamster test.

Wages: You are paid 60 quid per term. Each term, make a normal Teamster test. Critical success adds EDx100 quid. Success adds EDx10 quid. Failure subtracts EDx10 from your pocket. Critical failure indicates your wagon was stolen; you must leave this occupation to seek employment elsewhere.

Contacts: 2. Any except Noble. Exotics may not be traded for a Noble contact.

VANGEL

Acolyte: You are a member of a monastic order. While performing your duties and studying, you are expected to care for the needs of your master. This mentor-pupil relationship provides you with the foundational understanding of your place in the order, in the universe, and in the monastery. This is usually when you begin to take up your particular specialty for the order.

Entry Requirements: Must have spent at least four years as a Neophyte or have an SEC of 3+

Training: The first term of service provides you with: Theology: 15, Religion: 15, Meditation: 15, Literacy: 5, Research: 5, Domestics: 5, Renown: 2(D10-5), Respect: 3D10

Subsequent years of service provides you with: 500 Wisdom points for any skill except Combat, Qai or Ido related skills, 100 Wisdom points for Will Attributes. 5D10 Wisdom to distribute as you see fit, Renown: 2(D10-5), Respect: 3D10

Exit Requirements: A pass-or-fail Persuasion skill roll reflects your attempt to gain permission to leave by the head of the order; or you may leave the order altogether, and seek the challenges of a new occupation in the real world. Your other option is to stay in the monastery and continue to learn the ways of the order, and thus promote to Adept plateau.

Wages: Acolytes receive little pay. Room and board is provided, which you pay for through daily work for the monastery. You receive donations from thankful believers. You also are granted a small stipend from the sale of goods produced by you and your fellows. You obtain 2D10 quid per term.

Contacts: 5. Two Vangel, three of any except Noble, Maroc, or Criminal. You may exchange exotics for any contact.

Cleric: You are in an ordained position responsible for the spiritual well-being of a group. Those that are higher and more learned in your faith have chosen you to spiritually guide a group of believers. You are the one the flock comes to for answers to their problems. You are the second-in-command in a large religious worship center, and the main source of guidance in a smaller center or a more remote area. You are the shoulder they cry on when they are hurting, the one they ask for help and understanding when things are too hard for them to understand. If you are truly blessed, you are also the one they come to when they need someone to rejoice with.

Imam: You are a non-ordained prayer leader who remains in a single location, guiding others to your viewpoint. You will lead them in prayers as required by your faith, and help to enlighten those who listen to your way of thinking. You are an official leader of your faith, a layman teacher.

Entry Requirements: Four years in a Vangel occupation other than Hermit. Must have a Meditation skill of 15+.

Training: The first term of service provides you with: Meditation: 15, Theology: 10, Leadership: 10, Instinct: 10, Persuasion: 10, Psychology: 5, Renown: 4(D10-5), Respect: 5D10-5

Subsequent years of service provides you with: 500 Wisdom points for any non-combat skill, 100 Wisdom points for Mind Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 4(D10-5), Respect: 5D10-5

Exit Requirements: You may like to venture forth and see more of the world and its people than your small corner of T'nah. If this is the case then you may must resign your position and begin wandering. You may ask to be granted a sabbatical by the leader of your faith (make a Persuasion skill test to see if it is granted). If so, you may go forth for 1D4 years with their blessing. The third option is to tough it out until you can be ordained as an Adept of your religion.

Wages: Your room and board is provided either by the believers of your teachings or the organization you follow. You are given a simple stipend for personal needs that you may spend as you see fit, but you have little time for merriment due to the numerous duties placed upon you. 3D10 is all you have saved for the term.

Contacts: 4. Two Vangel, two in any other field.

Missionary/Yethite Emissary: You are in a non-ordained position that carries your religious view of faith to others. You spend your days wandering from place to place, to enlighten those who have not yet seen the light. You do not have a permanent place of worship or a regular congregation of followers.

Entry Requirements: Must have spent at least 4 years as a Disciple or have an SEC of 3+.

Training: The first term of service provides you with the following: Leadership: 15, Persuasion: 15, Theology: 15, Instinct: 5, Oration: 5, Teaching: 5, Renown: 5(D10-5), Respect: 4D10

Subsequent years of service provides with: 500 Wisdom points for any skill except Combat, Ido or Qai related skills, 100 Wisdom points for any Attribute, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 4D10

Exit Requirements: Promotion requires a successful Theology roll. You may also move to Cleric/Imam when you meet the requirements.



Wages: This is not an occupation that pays well. "I have always relied on the kindness of strangers," is your motto. Roll 2D10 for the quid you have saved this term.

Contacts: 5. Any field. Exotics feel they owe you a favor.

VHZINE

Designer: You design and build structures. It is your job to design new buildings and renovations of older structures. You are in the trenches as much as you are in the designer's tent.

Entry Requirements: Previous occupation as Drafter, Novice, or Sketcher. If lacking this background, may enter with Drawing 20+ and Mathematics 20+.

Training: The first term of service provides you with: Architecture: 10, Carpentry or Masonry: 10, Calligraphy: 7, Drawing: 7, Mathematics: 7, Construction: 5, Observation: 5, Literacy or Literature: 3, Heraldry: 3, Mechanic: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with the following: 500 Wisdom points for any skill category except Combat, Ido or Qai, 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Builder requires a successful Architecture roll.

Special: If SEC less than 4, gain +1 SEC.

Wages: You receive Architecture SV + Construction SV in quid per term. Each term, make an unmodified Architecture test. Critical success provides EDx1000 in quid. Success provides EDx100. Failure subtracts EDx100. Critical failure indicates that a building you designed has collapsed and killed or injured people; you are beaten—subtract 1D10 from your Attributes. Your next occupation must be as a Fhendir / galley slave or Pit Fighter.

Contacts: 2. Artisan, Worker, Entertainer, Vangel, or Merchant. Exotics may be traded for any contact.

Herbalist: You heal the sick and wounded. It is your calling to provide aid to those who are hurting. Sometimes you receive payment for it, but most of the time you don't.

Entry Requirements: Previous occupation as Quack or Doula. If lacking that background, may enter with Biology 25+, Herbalism 20+, Observation 10+, and Anatomy 10+.

Training: The first term of service provides you with: Cold Read: 10, Examination: 10, Herbalism: 10, Observation: 10, Pharmacology: 10, Psychology: 10, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for any skill category except Combat, Ido or Qai, 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Wiseone requires SEC 4 plus 7 exotic contacts (any type).

Special: If SEC less than 3, gain +1 SEC. Five exotic contacts may be traded for SEC +1 (may only be done once).

Wages: You receive quid equal to Pharmacology SV x SEC. Each term, make an unmodified Charisma test for your bedside manner. Critical success provides the ED in additional clientele (Contacts), half of whom are exotic (round up). Success provides ED in additional contacts. Failure in the skill roll means you lose one contact. Critical failure indicates a patient has died under your care due to unusual circumstances; you are sent to the pits—your 1D4 years will be spent as a Pit Fighter.

Contacts: 5. Any field.

Midwife: You assist in the birth of children. Sometimes, this is long-term care, but usually it is a six to nine month duty for each mother in your care. You are a well-respected member of your community.

Entry Requirements: Previous occupation as Doula—if lacking that background, may enter with Biology 25+, Examination 10+, Observation 20+, and Anatomy 20+

Restrictions: Males suffer discrimination.

Training: The first term of service provides you with: Diagnosis: 10, Herbalism: 10, Observation: 10, Pharmacology: 10, Pressure Points: 10, Cold Read: 5, Therapy: 5, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for any skill category except Ido or Qai, 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Pharmacist requires a successful Pharmacology skill roll. Promotion to Wiseone requires a successful Examination skill roll.

Special: If SEC less than 4, gain +1 SEC. Five exotic contacts may be traded for SEC +1 (may only be done once).

Wages: The higher of your Herbalism or Diagnosis skills provides quid equal to the SV x SEC. Each term, make an unmodified Charisma test for your bedside manner. Critical success provides the ED in additional clientele (Contacts), and 100 quid each. Success provides EDx100. Failure means you lose one contact. Critical failure indicates a patient has died under your care due to unusual circumstances; you are sent to the pits—spend the next 1D4 years as a Pit Fighter.

Contacts: 5. Any field.

Nurse: You are paid for your skill caring for the sick or wounded. In some cases, this is long-term care; in others, you are the first line of hope for the wounded.

Entry Requirements: Previous occupation as Caregiver, Doula or Quack—if lacking that background, may enter with Biology 25+, Examination 10+, Observation 20+, and Anatomy 20+.

Training: The first term of service provides you with: Diagnosis: 10, Therapy: 10, Chemistry: 10, Cold Read: 10, Observation: 10, Pharmacology: 10, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for any skill category except Ido or Qai, 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Pharmacist requires a successful Pharmacology skill roll.

Special: If SEC less than 4, gain +1 SEC. Five exotic contacts may be traded for SEC +1 (may only be done once).

Wages: The higher of your Therapy or Diagnosis skill provides quid equal to SV x SEC. Each term, make an unmodified Charisma test for your bedside manner. Critical success provides the ED in additional clientele (Contacts), and 1000 quid each. Success provides EDx100 in quid. Failure means you lose one contact. Critical failure indicates a patient has died under your care due to unusual circumstances; you are sent to the pits—spend the next 1D4 years as a Pit Fighter.

Contacts: 5. Any field.

Scribe: You are the keeper of books and records. You may work for a noble, a community, an organization or a guild. You may even work for yourself. You write, record and otherwise keep track of details.

Herald: You are the town crier. You announce important news to the masses. Sometimes you provide the color at pit fights. Your greatest enemy is laryngitis.



Entry Requirements: Previous occupation as Student or SEC 3+, Literacy 10+, Observation 10+, and Story Telling 10+.

Training: The first term of service provides you with: Intellect: +1, Resolve: +1, Strength: 1, Mathematics (or Heraldry): 10, Business: 10, Accounting: 7, Calligraphy: 7, Heraldry (or Mathematics): 7, Drawing: 3, History: 3, Research: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for any skill category except Combat, 100 Wisdom points for Mind or Will Attributes, 5D10 Wisdom to distribute as the player sees fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion entails notice by the Noble field, which requires at least five Nobles as contacts and a successful Heraldry test.

Special: SEC = 2.

Wages: Your Presentation skill provides quid equal to the SV x SEC. Each term, make an unmodified Presentation test. Critical success provides EDx1000 in quid. Success provides EDx10. Failure subtracts EDx10. Critical failure indicates that what you have said something offensive to the rulers of the community in which you are living; you are sent to the pits for 1D4 years. Now someone gets to cry out for you...

Contacts: 5. Artisan, Merchant, Vhzine, or Noble. Exotics may be traded for any contact.

Tutor: You found a job teaching the children of a rich Merchant or Noble. Though you have to admit you would rather be back at the books, sometimes there comes a student that you can really connect with, who wants to learn as much as you want to teach. You never have more than a few students at a time. You may hire yourself out or teach highly specialized material for a school. Whatever the specifics of your employment, you impart knowledge to one student, or a small group of students, at a time.

Entry Requirements: Previous occupation as Student or SEC 3+, Literacy 10+, Observation 10+, and Story Telling 10+.

Training: The first term of service provides you with: Intellect: +1, Sanity: +1, Strength: -1, Teaching: 10, Storytelling: 10, Research: 10, Calligraphy: 7, Heraldry: 7, Drawing: 3, History: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent years of service provides you with: 500 Wisdom points for any skill category except Combat, 100 Wisdom points for Mind or Will Attributes, 5D10 Wisdom to distribute as the player sees fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion entails notice by the Nobles, which requires at least five nobles as your contacts and a successful Teaching roll.

Special: SEC +1 (Maximum 3).

Wages: Your receive quid equal to your Teaching SV x SEC. In addition, you gain 1D10x10 quid for each Noble contact you possess. Each term, make an unmodified Storytelling test. Critical success provides EDx1000 in quid. Success provides EDx10. Failure subtracts EDx10 quid. Critical failure indicates that you have made a serious gaffe and taught something offensive to the children of the rulers of the community. You are sent to the pits for 1D4 years. ("Look! It's Pion the Tutor in his first debut against Grapthar, slayer of ... Tutors!")

Contacts: 5. Artisan, Merchant, Vhzine, or Noble. Exotics may be traded for any contact.

Politician (Vhzine):

Advocate: Most communities have their own laws. You act as defender or prosecutor when people run afoul of those laws. Fortunately, most of your clients can afford your services. Though occasionally you may take a pro bono case to help your reputation. Though you are almost as much of a politician as a bookworm, you find your work generally rewarding.

Entry Requirements: Previous occupation as Student, Assistant, or SEC 3+ and must have Law 25+, Psychology 10+, Instinct 10+.

Training: The first term of service provides you with: Law: 10, Politics (Culture): 10, Presentation: 7, Storytelling: 7, Guile: 7, Writing: 5, Deceit or Detect Lies: 5, Etiquette (Culture): 3, Diplomacy: 3, Language (Choose): 3, Renown: 5(D10-5), Respect: 5D10

Subsequent years of service provides you with: 500 Wisdom points for any skill category except Combat, 100 Wisdom points for Mind or Will Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion entails notice by the Nobles, which requires at least five Nobles as your contacts and a successful Guile test.

Special: SEC +1 (Maximum 4).

Wages: Your receive quid equal to (Writing SV + Law SV + Psychology SV) x SEC. In addition, you receive 1D10 x 10 for each Noble contact you possess. Each term, make an unmodified Storytelling test. Critical success provides EDx1000 in quid. Success provides EDx10 in quid. Failure subtracts EDx10 from your current funds. Critical failure indicates that you have made a serious gaffe and done something offensive to the rulers of the community in which you are living; you are sent to the pits for 1D4 years. Lose 2 points from Attributes for each year you are in the pits by the people you prosecuted (or failed to successfully defend) who beat you at every chance they get.

Contacts: 5. Artisan, Merchant, Vhzine, or Noble. Exotics may be traded for any contact.

Delegate, Alderman, Councilor: You represent a small section of the community to the rulers. You spend most of your days trying to convince the other councilors that your constituents are in the right, and the rest of the time convincing your constituents that you are doing a great job. Though you may take some extra 'incentives' to win your vote in the hall, you are generally an honest man—or so you tell the people keeping you in office.

Entry Requirements: Previous occupation as Assistant or SEC 3+. Bard's may allow a different occupation to enter, but it requires at least three Noble contacts to do so, and must have Diplomacy +10, and Politics +10.

Restrictions: May not have been a criminal or slave in any previous occupation (Bards may require the purchase of Bizarre Fate and allow a criminal to rise into such a position).

Training: The first term of service provides you with: Politics (Culture): 10, Diplomacy: 7, Gossip: 7, Guile: 7, Innuendo: 5, Fast Talk: 5, Writing: 5, Misinformation: 5, Etiquette (Culture): 3, Bluff: 3, Language (Choose): 3, Renown: 5(D10-5), Respect: 10D10

Subsequent years of service provides you with: 500 Wisdom points for any skill category except Combat, 100 Wisdom points for Mind or Will Attributes, 5D10 Wisdom to distribute as the player sees fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion entails notice by the Noble, which requires at least five nobles as your contacts and a successful Guile test.

Special: SEC +1 (Maximum 4).

Wages: Your wages are specific to your community. A large community will provide larger wages. Each term, make an unmodified Diplomacy test for re-election. Critical success provides EDx1000 in quid. Success provides EDx100 in quid. Failure subtracts EDx10 from your current funds. Critical failure indicates that you have made a serious gaffe. You are impeached from office and will need to pay reparations to the offended individual. Make an unmodified success roll against Bluff to determine the amount. Critical success means a public apology (you still lose your job). Success means you owe the ED rolled in quid. Failure means you owe EDx5 in quid. Critical failure means you owe 2000 in quid to the offended person. If you go into debt, you must spend one year as a fhendir / galley slave for each -100 of your debt.

Contacts: 5. Artisan, Merchant, Vhzine, or Noble. Exotics may be traded for any contact.

Envoy: This is an appointed position beneath a Diplomat, leaving the diplomat free to communicate. Most Diplomats are Nobles and prefer their Envoy to be of at least minor Noble status, though previous experience is taken into consideration.

Deputy: You work for a magistrate, or local mayoral figure. You are his right-hand person. You help to keep him in office. You probably know more about the community than he does, as well as its laws and customs. It is up to you to make your boss look good to the masses. Watch your step, politics is an ugly business.

Entry Requirements: Previous position as Assistant or SEC 3+.

Restrictions: May not have been a criminal or slave in any previous occupation (Bards may require the purchase of Bizarre Fate and allow a criminal to rise into such a position.)

Training: The first term of service provides you with: Unobtrusive: 10, Politics (Culture): 10, Innuendo: 7, Gossip: 7, Guile: 7, Writing: 5, Misinformation: 5, Etiquette (Culture): 3, Diplomacy: 3, Language (Choose): 3, Renown: 5(D10-5), Respect: 5D10

Subsequent years of service provides you with: 500 Wisdom points for any skill category except Combat, 100 Wisdom points for Mind or Will Attributes, 5D10 Wisdom to distribute as the player sees fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion entails notice by the noble field, which requires at least five Nobles as your contacts and a successful Guile test.

Special: SEC +1 (Maximum 4).

Wages: Your receive quid equal your Story Telling SV x SEC. Each term, make an unmodified Diplomacy test. Critical success provides EDx1000 in quid. Success provides EDx100 in quid. Failure subtracts EDx100 from your current funds. Critical failure indicates that you have been implicated in something offensive to the community in which you are living. Your employer—the one you have been helping to look good—disavows you. You are sent to the pits for 1D4 years.

Contacts: 5. Artisan, Merchant, Vhzine, or Noble. Exotics may be traded for any contact.

SEARCHER (VHZINE)

Analyst, Examiner, Explorer: You like the great outdoors. You like digging through old books just as much. What drives you is the next great adventure. You like to go find out what is over the next hill. You can make a living helping solve crimes, or by scouting for an advancing army.

Entry Requirements: Previous occupation as a Questor.

Training: The first term of service provides you with: Analysis: 10, Investigation: 10, Geography: 7, Research: 7, Search: 7, Detect Lies: 5, Map Reading: 5, Body Language: 3, Cartography: 3, Survival (specific): 3, Renown: 5(D10-5), Respect: 3D10

Subsequent years of service provides you with: 600 Wisdom points for any skill category, 100 Wisdom points for Mind skills, 8D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 3D10

Exit Requirements: You can promote into any Searcher Adept plateau occupation, or you can jump into any Journeyman occupation for which you meet the entry requirements. A Searcher is a jack-of-all-trades anyway, because they pick up a lot of different kinds of knowledge along the way.

Wages: Your wages are determined by the need for your job, and you being in the right place at the right time. For each year on the job, make a successful Investigation roll. Critical success means that you did something really special for the local lord and gets your SVx200 in quid. Success gets you 5D10 x 2 quid. Failure indicates that you couldn't find any paying contracts, but allows you an extra 200 Wisdom points. Critical failure means that you really annoyed the local lord (whether you were right or wrong) and you need to be looking for new work, preferably far away.

Contacts: 4. Any field.

WORKER

The Worker field is open to virtually all. It is easy to find work in this field, though few seldom seek it out if they are able to do other work. Workers are hardworking people who rely heavily on their physical prowess to accomplish tasks. This is not to say, however, that they lack intellectual capability.

Farmhand: You are the year-round labor force on a ranch or farm. Your duties include everything from the day-to-day operation to special tasks for the farm owner. You are also responsible for the workers when the boss is away.

Entry Requirements: Flesh Attributes 12+, Farming 20+, Irrigation 20+ and Ecology 30+.

Training: The first year of service provides you with: Farming: 10, Jury Rig: 10, Persuasion: 10, Animal Handling: 5, Business: 5, Ecology: 5, Irrigation: 5, Observation: 5, Leadership: 5, Renown: 5(D10-5), Respect: 5D10

Subsequent years of service provides you with: 500 Wisdom points for Animal, Craft, Daily or you player see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion requires a successful roll of Ecology.

Wages: You save 1D10x50 quid per term. Each term, make a normal Farming roll. Critical success adds EDx100. Success adds EDx10 quid to your pocket. Failure subtracts EDx10 from your pocket. Critical failure indicates the farm went bust and you must seek employment elsewhere.

Contacts: 2. Worker, Entertainer, Criminal, or Merchant. Exotics may be traded for any contact.

Fhendir, Galley Slave: You have been chained and forced to bear burdens for your caravan master as a Fhendir or consigned to the galleys of your ship. Without fleeing from your master, you will remain in this capacity until the fulfillment of your contract.

Entry Requirements: Condemned to slavery with a caravan or aboard a vessel. Roll 1D4+2 for the length of your contract.

Training: The first year of service provides you with: Strength: +1, Stamina: +1, Lifting: 10, Swimming: 10, Swabbing: 10, Climbing: 5, Observation: 5, Renown: 3(D10-5), Respect: 3D10

Subsequent years of service provides you with: 200 Wisdom points for Craft, Daily or Physical skills (or any skill listed above), 200 Wisdom points for Flesh Attributes, 75 Wisdom points for other Attributes, 4D10 Wisdom to distribute as the player sees fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Fulfillment of the contract (if forced into this life as indentured servitude) or escape. If choosing to escape, make a normal, unmodified Intellect roll. Any success allows your character to move into another occupation. Failure means you must remain in this occupation for another year—but you get a +3 modifier (cumulative) for your next attempt to leave. Critical failure means your character is caught and punished (Bard's discretion).

Special: SEC: 0

Wages: None—but 1D10 quid worth of personal effects accumulated over your term of service.

Contacts: 4. Worker, Criminal, or Merchant. Exotics may be traded for a normal Vhzine or Vangel contact.

Game Keeper: Your character is responsible for the game and upkeep of an area of land. It is possible that the preserve is a naturally occurring area, but this is rare. Usually it is a highly groomed area maintained by a local lord.

Entry Requirements: Animal Handling 10+, Biology 10+, Botany 10+, Ecology 10+. Some Game Keepers are contracted for a particular number of years.

Training: The first year of service provides you with: Stamina: +1, Animal Handling: 10, Ecology: 10, Archery: 7, Botany: 7, Observation: 7, Climbing:3, Running: 3, Sprinting: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent years of service provides you with: 500 Wisdom points for Animal, Craft, Daily or Physical skills (or any skill listed above), 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Ranger requires an unmodified roll against Animal Handling. (You must fulfill your contract—if you have one—before you may make this roll.)

Special: SEC: 2

Wages: You manage to save 10D10 quid each term. If a contract is involved, make an unmodified Animal Handling roll. Critical success provides EDx100. Success provides EDx10. Failure provides ED value. Critical failure indicates that you botched the job—with a debt of 1000 quid. Your next occupation must be as a criminal, slave, or fhendir (with a 10 year contract).

Contacts: 2. Worker, Criminal, or Merchant. Exotics may be traded for a normal Vhzine or Vangel contact.

Gang Boss: You are the lowest echelon of leadership amongst a group of laborers. Your duties revolve around the day-to-day guidance of a small team of workers. While still required to do similar work, you are also given minor overseer duties for this small team.

Entry Requirements: Each Flesh Attribute 10+, Persuasion 10+ and Observation 10+.

Training: The first year of service provides you with: Stamina: +1, Strength: +1, Leadership: 10, Search: 10, Observation: 7, Lifting: 7, Balance: 3, Singing: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent years of service provides you with: 400 Wisdom points for Craft, Daily or Physical skills (or any skill listed above), 200 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: In the term that your character changes occupations, you receive an additional two contacts. Promotion to Foreman requires a normal, unmodified Leadership test.

Special: SEC: 2

Wages: You save 60 quid per term. Each term, make a normal Leadership test. Critical success adds EDx20. Success adds EDx5 quid to your pocket. Failure subtracts the EDx5 from your pocket. Critical failure indicates the people you oversee have rebelled and you must seek employment elsewhere.



Contacts: 3. Merchant, Entertainer, Worker, or Criminal. Exotics may be traded for any contact.

Herder: You are the year-round labor force in a nomadic community. Your duties revolve around the day-to-day care of the herds. You are also responsible for the workers when the boss is away.

Handler: You care for a Merchants' traveling stock. Your duties include taking care, training, and leading animals that are used to pull the merchant's wagons. You will be responsible for the animal's behavior on the trail, and ensuring that you pick up enough food for them for the next trip.

Entry Requirements: Every Flesh Attribute 12+, Animal Handling 20+, Biology 20+

Training: The first year of service provides you with: Animal Husbandry: 10, Animal Training: 10, Observation: 10, Search: 10, Trail Signs: 7, Ride Beast (Specific): 7, Persuasion: 5, Mimicry: 3, Singing: 3, Renown: 4(D10-5), Respect: 5D10

Subsequent years of service provides with: 400 Wisdom points for Animal, Craft, Daily or Physical skills (or any skill listed above), 200 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 4(D10-5), Respect: 5D10

Exit Requirements: When your character leaves the flocks, make a normal Charisma test; failure indicates your character receives no contacts for this year of service.

Wages: You save 60 quid per term. Each term, make a normal Animal Husbandry test. Critical success adds EDx20 quid. Success adds EDx5 quid. Failure subtracts EDx5 from your pocket. Critical failure: the flocks died or scattered. You must seek employment elsewhere.

Contacts: 3. Any except Noble.

Messenger: You are entrusted with message delivery. Your duties can be as simple as hand delivery of a note across town, or running without a break to deliver urgent missives kilometers away. When it absolutely has to be there, you're the one they call.

Entry Requirements: Stamina 12+, Running 20+, Sprinting 10+.

Training: The first term of service provides you with: Stamina: +1, Running: 10, Sprinting: 10, Ciphering: 10, Observation: 7, Evade: 7, Ride Beast (Specific): 3, Appraise: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 400 Wisdom points for Animal, Craft, Daily, Physical (or any skill listed above, may devote up to 50 Wisdom to Combat), 200 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: To promote to Courier requires a normal, unmodified Running test.

Wages: You save 1D10x50 quid per term. Each term, make a normal Running test. Critical success adds EDx100 quid to your pocket. Success adds EDx10 quid. Failure subtracts EDx10. Critical failure indicates a wound—such as a broken leg—has incapacitated you; repeat this occupation for another year in order to promote or seek employment elsewhere.

Messengers are prized for their inability to read. Subtract Literacy SV from income each term.

Contacts: 2. Any except Noble. Exotics may not be traded for Nobles—they use Couriers, not Messengers.

Muleskinner: You are the lowest level of mounted caravaner. You are, however, riding a donkey or other lowly beast. Your duties include caring for your animals, ensuring the delivery of your goods, and general assistance to the caravan. If it can't be trusted to a slave, fhendir or bearer, but it's still lowly work, it will be you they call.

Entry Requirements: Each Flesh Attribute 10+, Animal Handling 10+ and Ride Beast (Horse) 10+.

Training: The first term of service provides you with: Stamina: +1, Animal Husbandry: 10, Animal Training: 10, Teamster: 10, Observation: 7, Entangle (Whip): 7, Jury Rig: 3, Knotwork: 3, Renown: 5dice (D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for Animal, Craft, Daily or Physical (or any skill listed above), 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as you see fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: To promote to Rider requires a normal, unmodified Ride Beast test.

Wages: You save 120 quid per term. Each term, make a normal Ride Beast test. Critical success adds EDx100 quid to your pocket. Success adds EDx10 quid. Failure subtracts EDx10. Critical failure indicates you were thrown from your mount and sustained a wound—such as a broken leg—which has incapacitated you; you must repeat this occupation for another year in order to promote or seek employment elsewhere.

Contacts: 2. Any except Noble. Exotics may not be traded for Nobles—they use Riders, not Muleskinners.

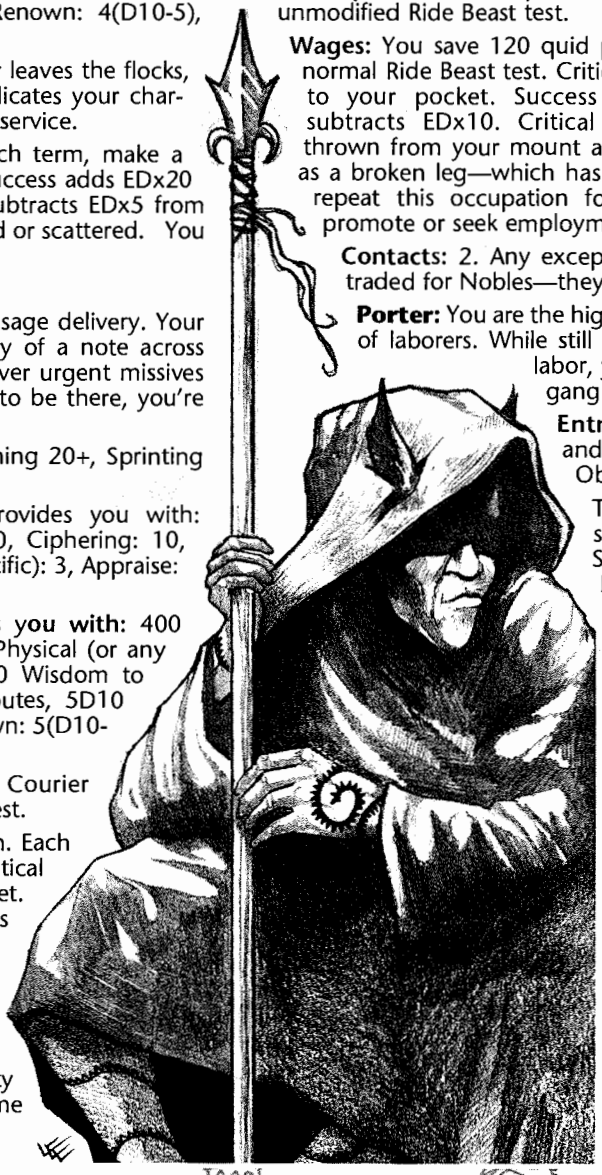
Porter: You are the highest echelon amongst a group of laborers. While still required to do hard, physical labor, you also act as assistant to the gang boss, handler or foreman.

Entry Requirements: Strength and Stamina 10+, Lifting 10+ and Observation 10+.

Training: The first term of service provides you with: Stamina: +1, Strength: +1, Balance: 10, Ciphering: 10, Carousing: 7, Gambling: 7, Singing: 3, Storytelling: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 400 Wisdom points for Animal, Craft, Daily, Physical, Social, Subterfuge (or any skill listed above), 200 Wisdom points for Attributes, 5D10 Wisdom to distribute as the player sees fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: In the term that your character changes occupations, you receive an additional two contacts. Promotion to Handler requires a normal, unmodified Charisma test.





Wages: You save 60 quid per term. Each term, make a normal Gambling test. Critical success adds EDx5 quid to your pocket. Success adds ED in quid. Failure subtracts ED in quid. Critical failure indicates gambling debts beyond your abilities to pay in this occupation; you must flee to another place or pursue a criminal occupation to pay off your debts.

Contacts: 3. Merchant, Entertainer, Worker, or Criminal. Exotics may be traded for any contact.

Prospector: You are in love with one thing—ore. Gold, silver, copper, iron, whatever you may find. Your fate is your own. You have pursued a course of discovering, digging, and mining for your love.

Entry Requirements: Flesh Attributes 12+, Mining 10+.

Training: The first term of service provides you with: Strength: +1, Lifting: 10, Mining: 10, Metallurgy: 10, Ciphering or Mathematics: 7, Rarities: 7, Appraise: 3, Observation: 3, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for Craft, Daily, Physical, or Vehicle skills (or any skill listed above), 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as the player sees fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Miner requires a successful Mining roll, with a +3 modifier for every term served as a prospector.

Wages: You find 10 x (D10-3) quid per term in ore. Negative values indicate that you have found nothing and owe a debt. If your debt exceeds 500 quid, you must take the next term as a fhendir/galley slave with one year for each 100 quid owed. Each term, make an unmodified Geology test. Critical success provides EDx1000 in quid. Success provides EDx100 in quid. Failure subtracts EDx100. Critical failure indicates a cave-in—subtract 1D10 from all Flesh Attributes.

Contacts: 1. Worker, Entertainer, Criminal, or Merchant. Exotics may be traded for any contact.

Sailor: Whether poling a barge across a lake, riding a river-boat up and downstream, or braving the open sea, sailors are responsible for the safety of ship, passengers, and cargo.

Entry Requirements: Strength 12+, Stamina 12+, Climbing 10+, Knotwork 10+, and Swabbing 10+. Must sign a contract for service to a captain or ship. The length of the contract depends upon many different elements. Roll 1D4+1 for the length of the contract in terms.

Training: The first term of service provides you with: Balance: 10, Swabbing: 10, Climbing: 7, Knotwork: 7, Rigging: 7, Sailing: 7, Seafaring: 7, Swimming: 5, Renown: 5(D10-5), Respect: 5D10

Subsequent terms of service provides you with: 500 Wisdom points for Craft, Daily, Physical, Social or Vehicle skills (or any skill listed above, up to 50 Wisdom may be devoted to Combat), 100 Wisdom points for Attributes, 5D10 Wisdom to distribute as the player sees fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion or end of contract. You may also choose to jump ship and break your contract. Make an unmodified Intellect test. Success indicates you may freely change occupations. On a failure, reduce your SEC by one and the next occupation must be as a galley slave until the completion of the original contract.

Wages: Sailors are typically paid with shares of the vessel's profits. If you fulfill your contract, you receive 1D100 quid per year. If you roll '00' for any term's shares, then the shipping line has gone bankrupt, you forfeit all your remaining shares, and may pursue employment elsewhere.

Contacts: 2. Worker, Entertainer, Servicer, or Criminal. Exotics may be traded for normal Maroc or Rusahn contacts.

Woodsman: Finding a wooded area not dominated by the Sylvan is a chore. Instead, you focus on creating woodlands. The local lord has hired you to care and protect his woodlands. Part of your duties are directed toward the animals—but the bulk of your work is ensuring that the trees are well cared for.

Entry Requirements: Biology 10+, Botany 10+ and Ecology 10+. You must sign a contract for 1D4+1 terms.

Training: The first term of service provides you with: Strength: +1, Animal Handling: 10, Ecology: 10, Botany: 7, Observation: 7, Slash: 7, Climbing: 3, Running: 3, Sprinting: 3, Renown: 5 (D10-5), Respect: 5D10

Subsequent terms of service provides you with: 400 Wisdom points for Animal, Combat, Craft, Daily, or Physical (or any skill listed above), 200 Wisdom points for Attributes, 5D10 Wisdom to distribute as the player sees fit, Renown: 5(D10-5), Respect: 5D10

Exit Requirements: Promotion to Gamekeeper requires an unmodified roll against Animal Handling. Leaving the occupation for another path requires fulfilling or breaking the contract. In order to break the contract, make an unmodified Intellect roll. Success allows you to change occupations. On a failure, serve the remainder of the contract as a fhendir or galley slave.

Wages: You save 5D10 quid each term. If a contract is involved, make an unmodified Ecology roll. Critical success provides EDx20 quid. Success provides EDx5. Failure provides ED quid. Critical failure indicates that you botched the job and was run off—with a debt of 1000 quid, and your next occupation must be as a criminal or a fhendir/galley slave (with a 10-year contract).

Contacts: 2. Worker, Criminal, or Merchant. Exotics may be traded for a normal Vhzine or Vangel contact.

ADEPT PLATEAU

You've been preparing for your life for years. And now, here it is; you journey beyond practicing. It's time to live it. You are no longer given skill bonuses, Attribute changes, money, or wisdom. If you want to expand your character in this way, it's time to get some friends together with dice and play the game.

Contracts

Many of these occupations require a contract. The variables of contracts are far too numerous to detail here. If your character takes a contract, consider its length to be 1D6+1 years. On a Negotiation roll with a -25 modifier, the length of the contract may be reduced by one-half the value of the ED. If this number is zero or less, you are hired on a year-by-year basis. If you break a contract, you are automatically labeled a criminal, and you must flee, or be imprisoned and sent to either the pits or indentured servitude to fulfill the terms of your contract.

If you finish all of your contracts and then decide not to go for any more, finding new work may be difficult. It is much easier to remain in steady employment than to strike out and find new work. There are a few lateral moves you can make, but it would usually require the purchase of 'bizarre fate.' Yes, there have been Maestros that have taken up a sword, but they are not going to be made Grand Champions because their music pleased the king. Also, you need to remember while creating this character that you are going to be known for something that you do very well.

ARTISAN

Artificer: You are a jewelry maker. You are a goldsmith or silversmith. Only the rich can afford you talents, and you usually have better social skills, and are better read than your counterparts in the Crafter guilds. Artificers have been known to inlay swords, make scabbards with fine gold script, and even adorn armor, after it has come from the blacksmith. Artificers will work with religious communities and nobility alike to create breathtaking beauty found within their doors.

Entry Requirements: Gemology 30+, High Culture 30+, Jeweler 30+, Metallurgy 20+ and 500 Respect. If you lack previous experience as a Smith, you must pay an additional 250 Respect. You must sign a contract for service to a particular patron.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 2. Entertainer, Artist, Merchant, Noble, Vangel, Kril, Vhzine, Maroc, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Artist: You are just starting to make a name for yourself. People—rich and Nobles—have begun to ask for your artwork. The years of drudgery as a starving artist are beginning to pay off. Your goal is to have enough money to make great works of art, not just something to appease a nobleman. But this is your start...

Entry Requirements: Drawing 30+, Artistic Skill (Primary Focus, i.e.; painting, sculpting, etc) 30+, Observation 30+, High Culture 20+ and 500 Respect. If you lack previous experience as a Smith or Dilettante, you must pay an additional 250 Respect. You must sign a contract for service to a customer (typically a Noble or similar person of import).

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Entertainer, Artist, Merchant, Vhzine, Noble, or Vangel.

Exotic: 7+. Exotics may be traded for any contact.

CRIMINAL (Gangster)

Brute: You are big, and tough. You don't mind cracking heads. As long as the boss feeds you, clothes you, gives you a place to sleep, and the occasional coin, then you are happy. The rest just comes with the job.

Entry Requirements: Punch 30+, Kick 30+, Brawling 30+, Wrestling 20+ and 500 Respect. If you lack two terms of previous experience as a Kril, you must pay an additional 250 Respect. You must sign a contract for service to a Noble, Inquisitor, or Kingpin.)

Restrictions: May not be Yethite or have an SEC higher than 3

Contacts: 3: Two Criminal, one Entertainer or Servicer.

Pirate: You were a sailor, but were kicked off the ship. You signed up with a pirate ship and are now doing what you want on the open sea. You follow your captain's orders, as much from desire as fear. The pirate's life is hard, but you have adapted.

Entry Requirements: Seafaring 30+, Rigging 30+, Slash 30+, Swabbing 20+ and 500 Respect. If you lack two terms worth of previous experience as a Raider, Smuggler, Sailor, or Seafarer, you must pay an additional 250 Respect.

Restrictions: May not be Yethite.

Contacts: 2. Servicer, Entertainer, Merchant, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

Robber/Bandit: You take people's money at sword- or knife-point. You have even been known to sneak into people's houses at night. It is not as glamorous a life as you first thought it might be, but you have settled into it.

Entry Requirements: Ambush 30+, Guile 30+, Streetwise 30+, Stealth 20+ and 500 Respect. If you lack two terms of previous experience as a Criminal, you must pay an additional 250 Respect.

Restrictions: May not be Yethite.

Contacts: 2. Worker/Servicer, Entertainer, Criminal.

Exotic: 8+. Exotics may be traded for any contact.

CRIMINAL (Thief)

Agitator: You find people easily riled. In fact, you enjoy angering people. This has allowed you access to money, jewelry, and the occasional maiden, through distracting angry people.

Entry Requirements: Psychology 30+, Bluff 30+, Incite 30+, Fast-Talk 20+ and 500 Respect. If you lack two terms of previous experience as a Hustler, Informant, Ganger, Brawler, Provoker, Observer, Performer, Actor, or Charlatan, you must pay an additional 250 Respect.

Restrictions: May not be Yethite.

Contacts: 4. Worker, Entertainer, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

Bawd: You have a house of ill repute. You have several women who work for you because they can't get work anywhere else. You, provide them with a place to sleep, food, and protection. Some of your clients can get a little rough, and when your women are beaten up, they don't make you any money, so you need to watch out for the bad ones.

Entry Requirements: Seduction 30+, Presentation 30+, Appraise 30+, Dirty Fighting 20+ and 500 Respect. If you lack two terms of previous experience as a Slattern, Tender, or Peddler, you must pay an additional 250 Respect.

Contacts: 6 per term, any field.

Exotic: 8+. Exotics can be said to owe you a 'favor' (blackmailed for needed help or money).

Charlatan: You are a fraud. Lying comes easily to you, and for some reason, other people readily believe your lies—For a time, at least. Most people believe your lies because you can hide a kernel of truth in them very easily. You have pretended to be a doctor, lawyer, military commander, minor lord, and even a wealthy merchant on occasion.

Entry Requirements: Biology 30+, Business 30+, Impersonate 30+, Fast-Talk 20+ and 500 Respect. If you lack two terms of previous experience as a Huckster, Performer, Actor, Wanderer, or Hustler, you must pay an additional 250 Respect.

Restrictions: May not be Yethite or Ch'ak

Contacts: 2. Worker, Entertainer, Merchant, Kril, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

Counterfeiter: You are an artist. Your attention to detail is rarely surpassed, but your scruples are not the best in the world. You have found that making money is the easiest way of making money—and a good way to keep yourself in food, clothing, and comfort. You don't worry about the local economies. You have enough problems of your own.

Entry Requirements: Drawing 30+, Calligraphy 30+, Carving 30+, Smithing (General use Items) 20+ and 500 Respect. If you lack two terms of previous experience as a Smuggler, Cut Purse, Novice, Blacksmith, Smith, Worthy, Crafter, or Artificer, you must pay an additional 250 Respect.

Restrictions: May not be Yethite.

Contacts: 4 per term. Artisan, Merchant, Kril, or Criminal.

Exotic: 8+. 2 exotics may be traded for 1 contact of any field.

Tomb Raider: Most people recycle their dead—but they still like to put the trinkets and valuables of their deceased in tombs. After a few years, most people forget about these little treasure troves. But not you. You never forget about them. You have figured out how to get into these tombs. The work is a little better than digging up wells, though now you actually have to worry about traps. But the rewards are far better.

Entry Requirements: Spelunking 30+, Traps 30+, Observation 30+, Analysis 20+ and 500 Respect. If you lack two terms of previous experience as a Questor, Explorer, Drafter, Designer, Builder, Burglar, or Grave Robber, you must pay an additional 250 Respect.

Restrictions: May not be Yethite or Ch'ak

Contacts: 2. Worker, Entertainer, Merchant, Vhzine, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

ENTERTAINER

Danseur, Musician, Gleemaker, Singer, Actor, Buffoon: You make your living entertaining other people. If you are good, lucky, or not offended by providing 'other services,' then you may get attached to a place in a large town. If you are really good, then you may even get to the large houses in the cities. There you will encounter nobles, aristocrats, and wealthy merchants who are only interested in you because you are the flavor of the week. Your biggest concern will be keeping yourself healthy so that you can perform. That can be a danger in the night hours on a portable stage. No matter which profession you choose, finding work will be about the same.

Entry Requirements: Instinct 30+, Troubadour 30+, Presentation 30+, Literacy 20+ and 500 Respect. If you lack previous experience as an Entertainer, you must pay an additional 250 Respect. You must sign a contract for service to a Troupe Director.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Entertainer, Merchant, Artist, Noble, Vhzine, Kril, Maroc, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

Courtier: You are one of the beautiful people invited to nobility functions or invited to court. Your goal in life is to schmooze with the upper crust. In doing so, you are promoting your family's best interests, as well as presenting yourself in the best light. You keep up on all the latest gossip of the area, and have created a few of the rumors in order to serve your family's agenda. Be careful though, the worse the rumor, the more likely someone will be looking for who started it.

Entry Requirements: Fashion 30+, High Culture 30+, Innuendo 30+, Detect Lies 20+ and 500 Respect. If you lack previous experience as an Escort, you must pay an additional 250 Respect.

Restrictions: May not have an SEC lower than 3.

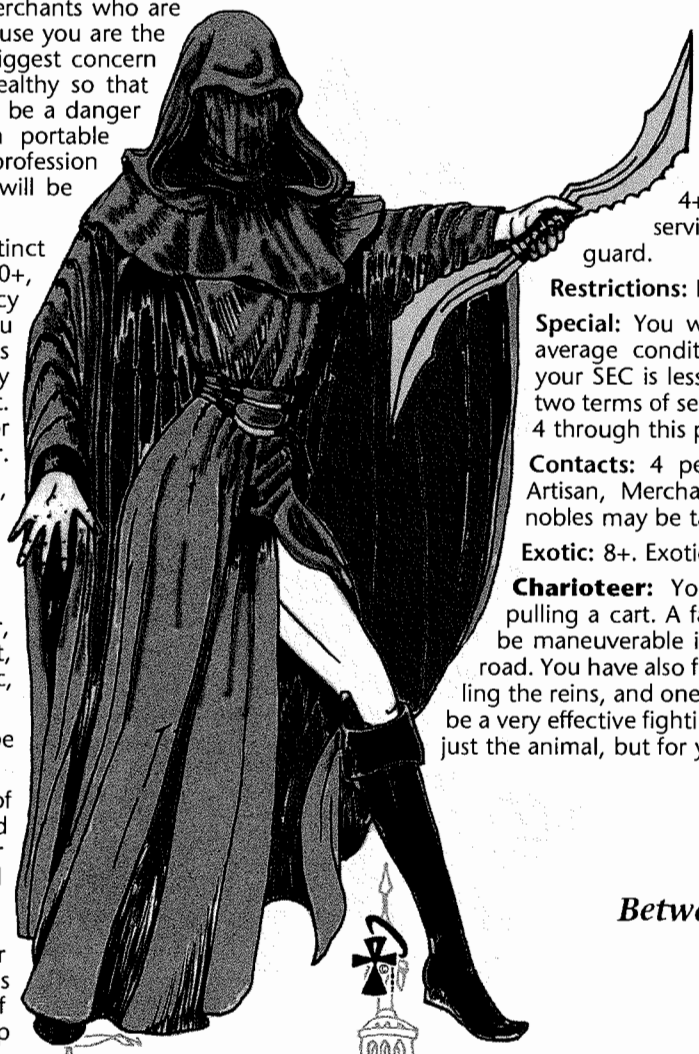
Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 2. Worker, Entertainer, Artist, Noble, Merchant, Vangel, Kril, Vhzine, or Maroc.

Exotic: 7+. Exotics may be traded for Rusahn or Criminal contacts.

KRIL

Cavalier: You are one of the rare mounted soldiers. You disdain the common foot soldier. The fighting is more challenging, but also more exhilarating. And more heads turn to look at you now. There are new maneuvers to learn and different clothes to wear, but the life of a soldier isn't that different no matter what branch you are in.



Entry Requirements: Ride Beast (specific) 30+, Animal Handling 30+, Slash 30+, Block 20+ and 500 Respect. If you lack two terms worth of previous experience as a Kril, you must pay an additional 250 Respect and have an SEC of 4+. You must also sign a contract for service to a Noble's army or town guard.

Restrictions: May not be Yethite.

Special: You will receive a mount. It will be of average condition, intelligence, and training. If your SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 4 per term. Kril, Entertainer, Vangel, Artisan, Merchant, and Noble (no more than 2 nobles may be taken per term).

Exotic: 8+. Exotics may be traded for any contact.

Charioteer: Your horses are better suited for pulling a cart. A fast cart. You have trained them to be maneuverable in combat, and tough over a long road. You have also found that with one person controlling the reins, and one available for combat, that you can be a very effective fighting unit. You are responsible for not just the animal, but for your chariot as well.

There is no peace.

Between war...

...there is only waiting.

—Ra'lik Tah'ri

Entry Requirements: Animal Handling 30+, Teamster 30+, Tactics 30+, Animal Training 20+ and 500 Respect. If you lack two terms worth of previous experience as a Kril or Wagoneer, you must pay an additional 250 Respect. You must sign a contract for service to a local Noble's army or town guard.

Restrictions: May not be Yethite.

Special: You have a team of beasts and a chariot at your disposal as long as you are in this occupation, when you exit you will leave them behind. Also if your SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 4 per term. Kril, Entertainer, Vangel, Artisan, Merchant, Worker, and Noble (no more than 2 nobles may be taken per term).

Exotic: 8+. Exotics may be traded for any contact.

Duelist: As a duelist, you will know how to fence with the best and how to fight with knives. There is the occasional ballad sung about the dueling hero, so you may even get immortalized—but you probably have to die for that to happen. Oh well, you can't have everything.

Entry Requirements: Slash 30+, Thrust 30+, Etiquette (specific) 30+, Instinct 20+ and 500 Respect. If you lack two terms of previous experience in a Kril career and an SEC of 3 or less, you must pay an additional 250 Respect.

Restrictions: May not be Yethite.

Contacts: 3 per term. One must be Merchant, and no more than one may be Noble.

Exotic: 8+. One exotic may be traded for any 2 contacts of any field except Noble.

Guardian, Bodyguard: You are hired to protect a person of some importance. Whether lord or king, your job is to make sure they don't come to harm. Though you likely won't see much action, you do get fed regularly. You were chosen because you demonstrated your skills to be among the best—not just fighting, but discretion. You keep your boss alive and you keep your job.

Entry Requirements: Observation 30+, Lurking 30+, Block 30+, Slash 20+ and 500 Respect. If you lack two terms of previous experience in a Kril occupation, you must pay an additional 250 Respect. You must sign a contract for service to a Noble or other personage of import.

Restrictions: May not be Yethite.

Special: You will be given an appropriate 'formal dress' uniform and a set of new clean clothes equal to your new position and status. Also if your SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 4. One Noble, two Kril, and one from either Worker, Servicer or Entertainer.

Exotic: 8+. Exotics may be traded for any contact.

Marine, Mule, Targeteer, Trooper: You have been in the military for some time, and have been reassigned to an elite fighting unit. As a Marine or Trooper, you will train harder in all forms of combat (the Marine will also be trained in ship-to-ship combat). As a Mule, you will be placed in charge of siege equipment. As a Targeteer, you will focus upon your marksmanship. There are few militaries that can afford to train someone like you, so that alone makes you one of the few, the proud...well, you get the idea.

Entry Requirements: Slash 30+, Block 30+, Archery 30+, Siege Weapons 20+ and 500 Respect. If you lack two terms of previous experience in any Kril career, you must pay an additional 250 Respect. You must sign a contract for service to a Noble's or town's army.

Restrictions: May not be Yethite. Must be Ch'ak to become a Mule.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 4. Three Kril, one Noble.

Exotic: 8+. Exotics may be traded for any contact other than Kril or Noble.

Mercenary: You are paid to fight someone else's wars. You take care of your equipment and yourself, and that is about it. If you aren't too anti-social, then you may have hooked up with a small mercenary unit. This affords you the option of better pay and more regular meals while still getting in the fights.

Entry Requirements: Slash 30+, Block 30+, Tactics 30+, Negotiation 20+ and 500 Respect. If you lack two terms of previous experience as a Kril, you must pay an additional 250 Respect. You may freelance or sign a contract for service to a militia or mercenary squad or troop.

Restrictions: May not be Yethite.

Contacts: 4. One Kril, one Noble, one Entertainer and one from any other area.

Exotic: 8+. Exotics may be traded for any contact.

Road Warden: You control the access and use of roads that are built or maintained within your jurisdiction, as appointed by the local lord. Though mostly you just keep the peace and collect tolls. You take pride in what you do, and do it to the best of your ability.

Entry Requirements: Ride Beast (specific) 30+, Observation 30+, Leadership 30+, Instinct 20+ and 500 Respect. If you lack two terms of previous experience as a Kril or Political, you must pay an additional 250 Respect and have an SEC of 4+. You must sign a contract for service to a local Noble or town guard.



Restrictions: May not be Yethite.

Special: Your employer will provide an average riding beast with which you are familiar. Also if your SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 4. Kril, Entertainer, Vangel, Artisan, Merchant, Criminal, Worker, and Noble (no more than two nobles may be taken per term).

Exotic: 8+. Exotics may be traded for any contact.

Wing Leader, Dragoon: You are devoted to the care and training of your drachen. As a Wing Leaders of the Jaan or Dragoon of the Aij'ak you are also required to safeguard and train the wings of other drachen riders. Typically assigned a small squadron of younger riders, Wing Leaders and Dragoons are themselves part of a larger unit under the command of a Sky Marshal or Krellen.

Entry Requirements: Beast Flight 30+, Balance 30+, Leadership 30+, Animal Husbandry 20+ and 500 Respect. You must sign a contract for service to your culture.

Restrictions: May not be Yethite. Must have been an Aij'ak Reiter for 2 terms to be a Dragoon, or a Jaan Sky Rider for 2 terms to be a Wing Leader.

Special: If SEC is less than 3, increase it by 1 for every 2 terms of service. SEC may not rise higher than 3 through this process.

Contacts: 4. Worker, Entertainer, Merchant, Kril, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

MAROC

Savant: More personable, but seldom understood, the Savant has a unique ability with Ido. You are able to do some amazing feats, even though you lack training. Often little more than a hedge wizard with a good grasp of Ido, you tend to be dedicated to the people around you and use Ido to guard and protect them.

Entry Requirements: Ido Holding 30+, Ido Sense 30+, Ido Spinning 30+, Ido Tapping 20+ and 500 Respect. If you lack previous experience as a Hedge Wizard, you must pay an additional 250 Respect.

Restrictions: Cannot be Human, Loshad or Myrlihk.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Entertainer, Merchant, Vhzine, Noble, Maroc, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

Spinner: Dark and mysterious, Spinners have a reputation for keeping to themselves. This reputation is earned primarily due to your secretive nature. You root out ancient tomes and arcane knowledge to learn the most hidden and deepest mysteries. This craving for arcane knowledge carries you far and wide over T'nah.

Entry Requirements: Ido Spinning 30+, Search 30+, Research 30+, Literacy 20+ and 500 Respect. If you lack previous experience as a Theurgist or Wizard you must pay an additional 250 Respect.

Restrictions: Cannot be Human, Loshad or Myrlihk.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Merchant, Noble, Maroc, Vhzine, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.



Cast forth lightning, and scatter them: shoot out thine arrows, and destroy them.

—Dhaveed, Aij'ak Dragoon

MERCHANT

Crafter: Crafters are weavers, builders, true fixers (not just handymen), blacksmiths, and other trades where skill is involved in the repair or construction of objects. A true fixer is someone that can take an object apart, mend or repair it, then put it back together so that it works as good as, sometimes better than, new. There is an art to what most crafters do. Few people can pick it up quickly, it takes years of practice.

Entry Requirements: Craft Skill 30+, Artistic Skill 30+, Presentation 30+, Negotiation 20+ and 500 Respect. If you lack previous experience as a Smith or Dilettante, you must pay an additional 250 Respect.

Wages: Crafters are typically paid per piece with occasional bonuses for beautiful work. If you accept and fulfill a contract, you receive 1D1000 quid per term. If you roll '000' for any term's wages, then your employer has gone bankrupt, you forfeit all your remaining wages and bonuses and may freely pursue employment elsewhere.

Contacts: 2. Worker, Entertainer, Merchant, Vhzine, Artist, Kril, Noble, Rusahn, Maroc or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

Diviner: You have a special ability. You probably learned it from your parents, but that isn't important. What is important is that you can find water! Well, you can find where to dig wells that produce water. People will travel a long way to pay for your services.

Entry Requirements: Botany 30+, Geology 30+, Observation 30+, Biology 20+ and 500 Respect. If you lack previous experience as a Water Seller, you must pay an additional 250 Respect. You must sign a contract for service to a Town magistrate or vahna owner for the use of your souq space.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Kril, Merchant, Noble, Vangel, Vhzine, Rusahn, or Maroc.

Exotic: 8+. Exotics may be traded for any contact.

Shopkeeper, Caravaner, Funeral Director: You worked hard, and bought yourself a small shop. Now comes the hard part: stocking it, and keeping the riff-raff from swiping what you worked hard to achieve. Don't forget taxes, and the occasional greasing of palms for the stuff that isn't quite legal. That's where the money is, right? You are open six days a week (most places take a break one day a week) to sell to passersby. The more exotic your wares, the fewer that enter, but the more they are willing to spend.

Entry Requirements: Appraise 30+, Business 30+, Negotiation 30+, Presentation 20+ and 500 Respect. If you lack previous experience as a Huckster, Vendor, or Waterseller, you must pay an additional 250 Respect. You must sign a contract to a Trade Guild official for the right to buy and sell in their territory.

Wages: You are one of the better-paid occupations. Roll 1D1000 each month. You may keep 10% of this—the rest pays your taxes, Guild dues, bribes, 'insurance policies' from the Hand of Five and other expenses. Each year, you must also pay a flat 500 quid for your space in the souq. If you choose not to pay for a year, you may keep it all—but you better relocate and change your name...

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Entertainer, Artist, Merchant, Vangel, Vhzine, Kril, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

NOBLE

Lord: Your family is allied to the ruling forces. You have been granted a larger tract of land. You are a true landowner, your own master, beholden only to the King (or other ruling body). You have more responsibilities than the average Noble. Minor Nobles owe their allegiance to you. Be careful of the politics, keep your nobles in line. If you turn your back on them, then you may find a knife there.



Entry Requirements: Leadership 30+, Geography 30+, High Culture 30+, Gaming 20+ and 500 Respect. If you lack two terms worth of previous experience as a Noble, you must pay an additional 250 Respect.

Restrictions: Must have an SEC of 4+

Special: If SEC is less than 5, increase it by 1 for every two terms of service. SEC may not rise higher than 5 through this process.

Contacts: 7 per term. Entertainer, Merchant, Artisan, Vangel, Maroc, Rusahn, Kril, or Vhzine.

Exotic: 8+. Exotics may be traded for any contact.

RUSAHN

Qyen Defender, Azili Lurker, Temiz Marked: Training is over. You have reached professional maturity. You are free to go where you please and do what you like within the boundaries of your order's mandates. You must make regular reports back to your order. Whenever entering the territory of another mission, you are required to debrief. You may now mentor a pledge, if you so desire.

Entry Requirements: Bonding 30+, Discerning 30+, Transforming 30+, Manifest 20+ and 500 Respect.

Restrictions: Must have served at least one previous term as a Traveler, Watcher, or White, whichever is appropriate.

Exit Requirements: Before you can move on, you must stand before a tribunal of three members of your order. This tribunal is held in the Dream. Make a successful Dream roll. Failure indicates that you were unable to attend the tribunal and were therefore denied advancement. You may try again in a year and a day. Mark it on your calendar, and don't be late.

If you choose to leave the order, you must receive a special dispensation from your Sentinel/Scion and surrender your qainos. Your Sentinel/Scion is unlikely to release you from your vow unless it is absolutely necessary, or you are being offered a chance to resign rather than being expelled.

If you choose to leave the order without the permission of the Sentinel/Scion, it will cost you all of your Respect. If you attempt to join another sect, your former sect will become your enemy and may actively hunt you. If you neglected to surrender your qainos, you can bet that someone is on the way to reclaim it. Don't get in the way.

Wages: Qai will provide for your needs for the most part, but there are still times when you need cash just to get along in society. Roll 2D10. This represents the money that you've kept for yourself after sending the bulk of your earnings back home.

Contacts: 1D10, any field.

Rusahn Revereen: Most people consider you the equal of your mentor. Your mentor has a pretty much hands-off policy regarding you now. He may be turned to for advice, but you are responsible for your own mistakes.

Entry Requirements: Bonding 50+, Discerning 50+, Transforming 50+, Dream 20+ and 500 Respect.

Restrictions: Must have served at least one term as an Awakened. All previous restrictions apply.

Exit Requirements: If you meet the entry requirements for the next plateau, you may promote to Guru at the end of this term. If you wish to join a sect, you will have to join as a Pledge or Ralla (depending on the sect).

Wages: You are now receiving payment for your services...not a lot of payment, but it's a living. Roll 1D10 x 100 for your accumulated savings.

Contacts: 1D4, any field.

SERVICER

Beast Trainer, Falconer: You like animals. You are the resident expert on the animals you care for; feeding, breeding, and their peculiarities—you have the scars to prove that. You clean their pens, and make sure they are well kept. After all, your lord's animals should be the best in the land.

Entry Requirements: Animal Handling 30+, Animal Husbandry 30+, Animal Training 30+, Skinning 20+ and 500 Respect. If you lack previous experience as an Animal Trainer, you must pay an additional 250 Respect. You must sign a contract for service to a local noble.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Entertainer, Merchant, Vhzine, or Vangel.

Exotic: 8+. Exotics may be traded for any contact.

Chaperone, Warder: You have the pleasure of escorting young adults of high standing. But here's the catch: you have to do what they say, and you can't touch them, because you are escorting them to protect their honor. You will need to be discreet, almost invisible. You have been chosen for your fighting prowess and your ability to blend in. Usually your job is pretty easy—dealing with obnoxious, whining brats can take its toll, however.

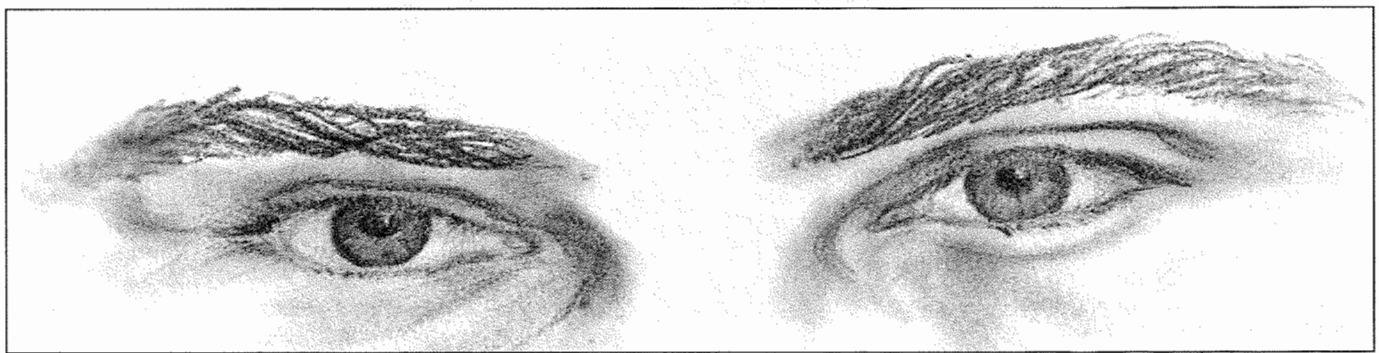
Entry Requirements: High Culture 30+, Dancing 30+, Etiquette (specific) 30+, Fashion 20+ and 500 Respect. You must sign a contract for service to a noble, merchant or a personage of status.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Entertainer, Artist, Merchant, Vangel, Vhzine, or Noble.

Exotic: 8+. Exotics may be traded for any contact.

Chauffeur: You are the carriage driver. Your drive your master, a rich merchant or Noble, from one place to another. You will meet a lot of high-ranking individuals who mostly ignore you. Back at your master's manor, you have a decent place to stay, if you don't mind animals in your front room.



Entry Requirements: Animal Handling 30+, Animal Husbandry 30+, Teamster 30+, Etiquette (Specific) 20+ and 500 Respect. If you lack previous experience as a Wagoneer, you must pay an additional 250 Respect. You must sign a contract for service to a rich Merchant or Noble.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Entertainer, Artist, Merchant, Vangel, Vhzine, or Noble.

Exotic: 8+. Exotics may be traded for any contact.

VANGEL

Monk: You are locked away from the world around you in order to pursue your religious leanings. You usually have little involvement with others. You are sometimes sent on missions and pilgrimages or minister to the needs of others. Sometimes you are advisor and guide to political or religious leaders. Deeply religious and typically quite peaceful, you are, nonetheless, trained in self-preservation.

Entry Requirements: Theology 30+, Meditation 30+, Literacy 30+, Research 20+ and 500 Respect and must have two terms prior experience as an Acolyte. If you lack previous experience as an Acolyte, you must pay an additional 250 Respect and have an SEC 4+.

Contacts: 4. Two Vangels, one Merchant, one from either Worker/Servicer or Artisan.

Exotic: 8+. Exotics may be traded for any contact except Maroc, Rusahn, or Criminal.

Rector, Vicar, Deacon: Designated to handle the lower levels of temple duties, you are devoted to the care of the building and the needs of the flock. You are less focused on spiritual guidance of others because they are still learning the details for themselves. This is an ordained position, though the duties are more mundane than spiritual.

Entry Requirements: Theology 30+, Instinct 30+, Psychology 30+, Domestics 20+ and 500 Respect. If you lack two terms of previous experience as a Missionary/Cleric or Imam, you must pay an additional 250 Respect.

Contacts: 5. Any field; no more than two per field, per term.

Exotic: 8+. Exotics owe you some small favor.

VHZINE

Barrister: The community can't operate without law, and you are there to help enforce them. However, you need to be aware of the political side of the job as well. You can't be putting all of the Noble's kids behind bars—that's a good way to get fired—but you can't let them all go either; that's a good way to get lynched by an angry mob. So watch your step, and in the meantime, stand up and interpret the law to your benefit.

Entry Requirements: Law (Specific) 30+, Law (Another Specific) 30+, Oration 30+, Presentation 20+ and 500 Respect. If you lack previous experience as an Advocate, you must pay an additional 250 Respect. You must sign a contract for service to a Noble or City Governor.

Restrictions: No previous criminal record or enslaved and SEC 2+.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 2. Worker, Entertainer, Merchant, Kril, Vhzine, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

Builder: The builder develops and creates structures. Sometimes needed to repair, sometimes needed to make new, sometimes involved directly and other times drawing out the designs—the builder's focus is upon the physical structures of society. They are highly prized for creating beautiful and aesthetic sites.

Entry Requirements: Carpentry 30+, Masonry 30+, Architecture 30+, Appraise 20+ and 500 Respect. If you lack 2 terms worth of previous experience as a Designer, you must pay an additional 250 Respect, have an SEC 4+ and an Architecture skill of 40+.

Contacts: 3 per term, any except Criminal.

Exotic: 8+. Exotics owe you a favor. You may exchange 2 exotics for 1 Criminal contact.

POLITICAL (VHZINE)

Liaison, Diplomat: You are the contact between your nation and another. You spend most of the year in someone else's court in another city promoting your sponsor's goals. Primarily you are keeping the lines of communication open to help prevent unnecessary hostilities. However, you are also used as a method of keeping your lord up-to-date with the information beyond his borders. You get to travel and see a bit of the world. It's a pretty good life, if you can keep your lord happy with the information you send back.

Entry Requirements: Politics (culture) 30+, Diplomacy 30+, Writing 30+, Innuendo 20+ and 500 Respect. If you lack previous experience as an Envoy or Deputy, you must pay an additional 250 Respect. You must sign a contract for service to a Noble.

Restrictions: May not have been a criminal or Slave in any previous career (Bards may require the purchase of Bizarre Fate and allow a criminal to rise into such a position.)

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 2. Entertainer, Artist, Merchant, Noble, Vangel, Maroc, Rusahn, or Vhzine.

Exotic: 7+. Exotics may be traded for any contact.



Representative: You have been selected by a town or city to represent them to the ruler. Political careers are usually measured in how long you can keep the majority of the voting population content. If you find out too late that there is unrest in your area, you may end up with a summons to return while your replacement is already on the way. For now you are on top of the world, and rubbing elbows with other representatives and rulers.

Entry Requirements: Misinformation 30+, Politics (specific) 30+, Oration 30+, Propaganda 20+ and 500 Respect. If you lack previous experience as a Delegate, you must pay an additional 250 Respect. You must sign a contract for service to a town, shire, county, state, noble, or lord.

Restrictions: Must have a charisma of 12 or more. Must have an SEC of no less than 3.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Entertainer, Merchant, Vangel, Rusahn, Maroc, Vhzine, or Worker.

Exotic: 7+. Exotics may be traded for any contact.

Secretary, Administrator: Your job is to keep a city running. You are not an elected official, you are appointed, and you probably have a number of people working for you. That's right, you push paper. But it is a good thing, because you keep all the documents in order, you probably handle the city payroll, and you may even oversee the organizing of citywide events. You make your reports to the highest city official (lord or mayor) since they appointed you. Remember to mix the good news in with the bad; no one likes a nay-sayer.

Entry Requirements: Literacy 30+, Logistics 30+, Accounting 30+, Leadership 20+ and 500 Respect. If you lack previous experience as a Delegate, you must pay an additional 250 Respect. You must sign a contract for service to a Local lord or City Administrator.

Restrictions: Must have spent at least 2 terms as a Delegate and have an SEC no lower than 3.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Entertainer, Artist, Noble, Vangel, Merchant, Kril, Vhzine, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

SEARCHER

Detective: You solve crimes. Sometimes you work for the town guard; sometimes you work for a rich merchant. You don't just limit yourself to police work, however; you take on odd jobs for the people—locating missing jewelry, digging up information about past relations; all part of solving little mysteries.

Entry Requirements: Analysis 30+, Detect Lies 30+, Investigation 30+, Forensics 20+ and 500 Respect. If you lack previous experience as an Analyst or Examiner, you must pay an additional 250 Respect. You must sign a contract for service to a town garrison or local noble.

Restrictions: Must have spent at least one term as an analyst or examiner or have an SEC of 4+.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 2. Worker, Merchant, Vangel, Kril, Vhzine, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

Interrogator: You have found that you like getting information out of people. Though you started with thugs who needed a little more physical persuasion, you have found that with a little thought, you can get information out of people that they don't realize they are giving it up. Through observation and persuasion, you can get a lot more information than with clubs and knives, though you don't hesitate to use them when the occasion calls.

Entry Requirements: Interrogation 30+, Body Language 30+, Detect Lies 30+, Bluff 20+ and 500 Respect. If you lack previous experience as an examiner, you must pay an additional 250 Respect. You must sign a contract for service to a Town guard garrison, an Inquisitor, or Noble.

Restrictions: Must have prior experience as a Kril, Analyst, or an SEC of 2+.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Kril, Vhzine, Maroc, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

Orator, Wiseone, Teacher, Cataloguer, Speaker: You are focused upon learning and teaching; the specific methods are left to your own preferences. You might be a great orator and speaker or an advisor. You might lock yourself into the libraries studying and organizing the tomes. No matter what the specifics, you are dedicated to learning and assimilating knowledge.

Entry Requirements: Literacy 30+, Storytelling 30+, Persuasion 30+, Research 20+ and 500 Respect. If you lack two terms of previous experience as a Herald, Scribe, Tutor, Herbalist, or Mourner, you must pay an additional 250 Respect.

Restrictions: Must be Renizant to be a Speaker.

Contacts: 6 per term, any except Criminal.

Exotic: 8+. You may exchange two exotics for one Criminal contact.

Pharmacist, Intern, Mesmerist: You focus your training upon the health and well-being of the body, mind, or the community as a whole. You might practice healing individual bodies, studying the mind, or reclaiming the dead.

Entry Requirements: First Aid 30+, Chemistry 30+, Instinct 30+, Psychology 20+ and 500 Respect. If you lack two terms of previous experience as a Nurse, Herbalist, or Medium, you must pay an additional 250 Respect.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5 per term, any field (but not more than 2 from any one career track, and no more than one Noble per term).

Exotic: 8+. Exotics owe you a favor.

Renizant Thinker: Ruling by committee was common in the Renizant Empire and still holds in many communities. A Thinker is roughly equivalent to a city alderman, though more focused on long-term plans and developing the community while considering all the vast ramifications of their choices.

Entry Requirements: Politics (specific) 30+, Logistics 30+, Research 30+, Business 20+ and 500 Respect. If you lack two terms of previous experience as a Journeyman Vhzine, you must pay an additional 250 Respect and have an SEC 3+.

Restrictions: Must be either Renizant, Noma, or Shnahn

Special: If SEC is less than 3, increase it by 1 for every two terms of service as Thinker. SEC may not rise higher than 4 through this process.

Contacts: 6 per term, any field.

Exotic: 8+. Exotics owe you a favor.

Spy, Mole: You are good at getting information that other people don't want you to have. You mostly deal in secrets. You blend into almost any situation, from a nobleman's ball to a back-alley hangout. You use your charm to get what you need.

Entry Requirements: Espionage 30+, Stealth30+, Infiltrate 30+, Disguise 20+ and 500 Respect. If you lack previous experience as an explorer, you must pay an additional 250 Respect. You must sign a contract for service to a Noble or Large Organization.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Entertainer, Noble, Vhzine, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

WORKER

Farmer: You have been granted the right to farm some land. It is up to you to get your crops going, and get them to market. You have a donkey or cow to pull your plow.

Entry Requirements: Appraise 30+, Ciphering 30+, Botany 30+, Leadership 20+ and 500 Respect. If you lack previous experience as a Farmhand, you must pay an additional 250 Respect. You must sign a contract for yearly share of your bounty with the local lord, banker or landowner.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Merchant, Kril, Noble, or Vhzine.

Exotic: 8+. Exotics may be traded for any contact.

Foreman: Whatever field it happens to be—ranching, farming, building, mining—you are the cream of the crop of workers. So you have been given a leg up. You oversee a group to work at peak efficiency. Though you are still expected to get your hands dirty, you keep an extra eye out to ensure no one is slacking off.

Entry Requirements: Negotiation 30+, Instinct 30+, Lifting 30+, Leadership 20+ and 500 Respect. If you lack previous experience as a Gang Boss, you must pay an additional 250 Respect. Must sign a contract for service to a dock master, warehouse manager, or caravan.



Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Entertainer, Merchant, Vhzine, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

Miner: Though you don't always find the ore, you have learned how to find the easiest path, and sometimes you even get a sense about you when there is a good find near. Your services are highly desired to supply the world with ore.

Entry Requirements: Geology 30+, Mining 30+, Spelunking 30+, Metallurgy 20+ and 500 Respect. If you lack previous experience as a prospector, you must pay an additional 250 Respect. You must sign a contract for service to a mining guild, mine owner or local lord.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Entertainer, Merchant, Vhzine, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

Rancher: Raising animals can be easy. Finding them after they wander off in the night isn't. You seem to be able to find tracks that others can't, so you manage to do well. Just remember, there are two kinds of people who own livestock in this world: those who have trouble with them, and those who lie about it.

Entry Requirements: Ride Beast (specific) 30+, Animal Husbandry 30+, Trail Signs 30+, Ciphering 20+ and 500 Respect. If you lack previous experience as a Herder or Handler, you must pay an additional 250 Respect. You must sign a contract of service to a local lord or merchant in return for your grazing lands and initial livestock.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Merchant, Kril, Noble, or Vhzine.

Exotic: 8+. Exotics may be traded for any contact.

Ranger: You seem to have a special bond to the land, and can find your way through a dark forest, or track an animal over rocky ground. You are good with a bow, and a blade. You can deal with any animal that attacks you. You do not like to waste anything that you kill, using the skins and bones for various items, tools, or even jewelry when it suits you.

He that is slothful in his work is brother to him that is a great waster. Both are abhorrent to their people.

T'nahran Proverb

Entry Requirements: Animal Handling 30+, Ecology 30+, Archery 30+, Search 20+ and 500 Respect. If you lack previous experience as either a Gamekeeper or Woodsman, you must pay an additional 250 Respect. You may sign a contract for service to a local noble.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Entertainer, Merchant, Vhzine, Noble, or Kril.

Exotic: 8+. Exotics may be traded for any contact.

Rider, Courier: You can ride horses with the best of them, and you seem to know exactly how to get the most speed out of your mount. You have also demonstrated that you are trustworthy. You have carried important letters of state, marriage proposals, and even a hotly contested will. If it absolutely has to be there on time, you're the one to do it.

Entry Requirements: Ride Beast (specific) 30+, Running 30+, Orientation 30+, Animal Handling 20+ and 500 Respect. If you lack previous experience as a Muleskinner or Messenger, you must pay an additional 250 Respect. Must sign a contract for service to a dock master, warehouse manager, or caravan.

Special: If SEC is less than 3, increase it by 1 for every two terms of service. SEC may not rise higher than 3 through this process.

Contacts: 2. Worker, Entertainer, Merchant, Vhzine, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.

Seafarer, Navigator: Your life is the open water. Forget the heat and dry, dusty land. Ride the swells and the currents of T'nah! Of course, the seas, lakes and rivers of T'nah are some of the most dangerous places, but with your skill and experience, you'll race Po to the shore and shake your fist at the tentacles that flail menacingly at you.

Entry Requirements: Rigging 30+, Sailing 30+, Sounding 30+, Leadership 20+ and 500 Respect. If you lack previous experience as a Sailor, you must pay an additional 250 Respect. Must sign a contract for service to a captain or ship.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 2. Worker, Entertainer, Merchant, Noble, or Criminal.

Exotic: 8+. Exotics may be traded for any contact.



ELITE PLATEAU

At the Elite Plateau, you are considered one of the best at whatever you do. This is what you have been working for all your life, and now can enjoy the respect and renown that you so richly deserve. You spent a lot of time, likely decades, getting here; this is not something that is easily abandoned.

ARTISAN

Master Crafter: Your products are exquisite. People demand your services, and contracts come in regularly. Your name will bring notice to the high and low alike. Doesn't help much when you are trying to keep a low profile, but it sure comes in handy when you need a place to stay for the night.

Entry Requirements: Smithing (Specific) 40+, Metallurgy 40+, Negotiation 30+, Etiquette 30+, Appraise 25+, Business 25+, Ciphering 25+, and 300 Respect and 300 Renown. If you lack previous experience in any of these fields, you must pay an additional 200 Respect and 400 Renown.

Special: If SEC is less than 4, increase it by 1 for every two years of work. SEC may not rise higher than 4 through this process.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

CRIMINAL (Gangster)

Enforcer: More than a mere thug, you use your brains. You think about what you are doing and the best way to get the results you desire. You have been with the 'organization' for a while now, and are held in a high esteem. Mostly you still do what you did when you were a Thug; you are just a little more judicious in your applications—and smart enough to not get caught red—handed anymore.

Entry Requirements: Brawling 40+, Bluff 30+, Command 30+, Intimidate 30+, Blind Fighting 25+, Bribery 25+, Guile 25+, Etiquette 20+, Instinct 20+, Observation 20+, Orientation 20+, and 300 Respect and 300 Renown. If you lack previous experience in any of these fields, you must pay an additional 300 Respect and 300 Renown.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process. Gain +5 Infamy per year.

Contacts: 5. Worker, Entertainer, Merchant, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Skill and courage are the only weapons that will never dull.

—Dug, Riverboat Pilot

Highwayman: You have been a bandit for a long time. In fact, you are well known. You keep your skills fresh by attacking the rich but you'd never do anything silly like give money to the poor. You prefer the notoriety you get every time you make a score. You have your face on wanted posters, and your name on the lips of everyone in the area.

Entry Requirements: Ambush 40+, Wrestling 30+, Archery 30+, Dodge 30+, Slash 30+, Stealth 30+, Subdue 30+, Camouflage 20+, Hide 20+, Observation 20+, and 100 Respect and 500 Renown. If you lack previous experience in any of these fields, you must pay an additional 200 Respect and 400 Renown.

Restrictions: Cannot be a Troog.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process. Gain +7 Infamy per year.

Contacts: 5. Worker, Entertainer, Merchant, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Slaver: People are stupid. You realized their similarity to cattle long ago. Sometimes it takes a little bit to break them, and sometimes you lose one in the process. Some people even enter into slavery to help them get away from a really bad situation. Though it costs more to begin with, you make more in the end because they are far more accepting than someone you forced into it.

Entry Requirements: Ambush 40+, Subdue 40+, Dodge 30+, Intimidation 30+, Slash 30+, Stealth 30+, Wrestling 30+, Camouflage 20+, Hide 20+, Observation 20+, and 100 Respect and 500 Renown. If you lack previous experience in any of these fields, you must pay an additional 200 Respect and 400 Renown.

Restrictions: Cannot be a Troog.

Special: If SEC is less than 4, increase it by 1 for every two years of service. SEC may not rise higher than 4 through this process. Gain +7 Infamy per year.

Contacts: 5. Worker, Entertainer, Merchant, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Torturer: You really like pain. Especially inflicting it. You have made pain-giving an art form. You work for criminals, lords, the town guard—whoever is willing to pay your way. If someone were to pass you on the street, they'd never imagine what you have hanging in the basement...

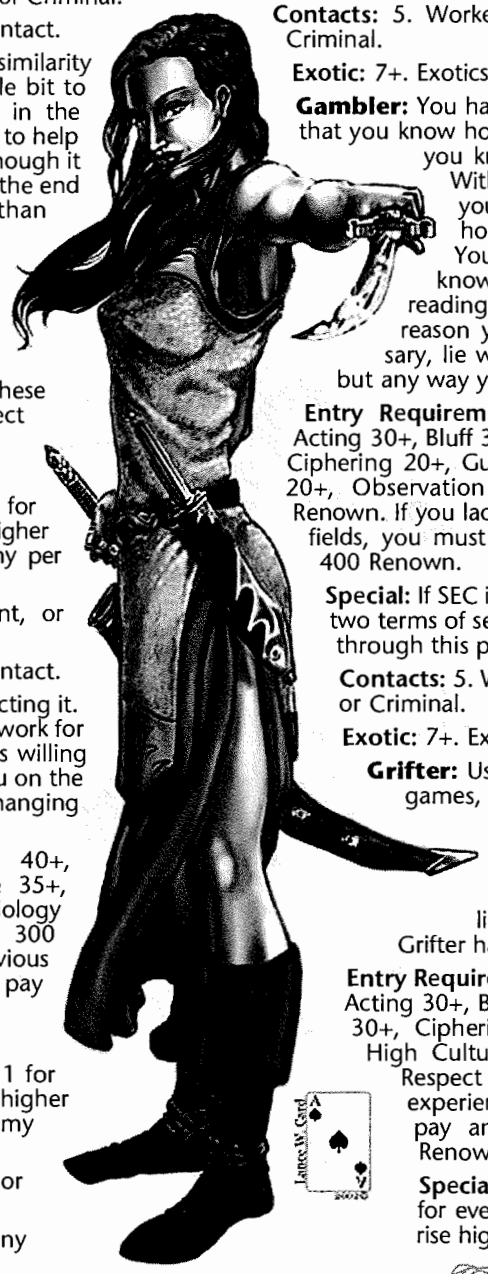
Entry Requirements: Detect Lies 40+, Interrogation 40+, Anatomy 35+, Garrote 35+, Brawling 30+, Acting 25+, Instinct 25+, Biology 20+, Observation 20+, Subdue 20+, and 300 Respect and 300 Renown. If you lack previous experience in any of these fields, you must pay an additional 300 Respect and 300 Renown.

Restrictions: Cannot be a Troog.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process. Gain +3 Infamy per year.

Contacts: 5. Worker, Entertainer, Merchant, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.



CRIMINAL (Thief)

Forger: You have studied handwriting, and have a particular knack for recreating other people's script. You earn more money creating false papers for people. Even if you were caught, you have a 'get out of pits free' writ—signed by the ruler, in fact.

Entry Requirements: Forgery 40+, Literacy 40+, Acting 30+, Drawing 30+, Legerdemain 30+, Ciphering 20+, Guile 20+, Etiquette 20+, High Culture 20+, Observation 20+, and 300 Respect and 300 Renown. If you lack previous experience in any of these fields, you must pay an additional 200 Respect and 400 Renown.

Restrictions: None.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process. Gain +1 Infamy per year.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Gambler: You have been playing the odds for so long that you know how to beat them. But more than that, you know how to tilt them in your favor. With a careful hand and a smooth face, you rake in the cash. You know when to hold the cards, and when to fold them. You know when to walk away—and you know when to run. You are good at reading others faces, and that is the biggest reason you get ahead. Explain when necessary, lie when you have to, cheat if you must, but any way you cut the deck, you're going to win.

Entry Requirements: Gambling 40+, Gaming 40+, Acting 30+, Bluff 30+, Legerdemain 30+, Cheating 30+, Ciphering 20+, Guile 20+, Etiquette 20+, High Culture 20+, Observation 20+, and 300 Respect and 300 Renown. If you lack previous experience in any of these fields, you must pay an additional 200 Respect and 400 Renown.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Grifter: Using shells and a ball, or other similar games, you have figured out ways to cheat people so that they can't see it. You are highly skilled at slight of hand, and can school your face to stone. But be careful, people really don't like being cheated—more than one Grifter has been killed over such a thing.

Entry Requirements: Gambling 40+, Gaming 40+, Acting 30+, Bluff 30+, Legerdemain 30+, Cheating 30+, Ciphering 20+, Guile 20+, Etiquette 20+, High Culture 20+, Observation 20+, and 300 Respect and 300 Renown. If you lack previous experience in any of these fields, you must pay an additional 200 Respect and 400 Renown.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.



Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Rogue: You work alone. The rewards are better, because you don't have to share your take with anyone else. And you can easily move your base of operations if things start getting a little hot under the collar. You'll work nearly any racket from mugging to picking pockets. Whatever brings you the orbs, those precious orbs...

Entry Requirements: Stealth 40+, Pick Locks 40+, Pick Pockets 40+, Dodge 30+, Slash 30+, Legerdemain 25+, Traps 25+, Camouflage 20+, Guile 20+, Hide 20+, Observation 20+, and 300 Respect and 300 Renown. If you lack previous experience in a criminal field, you must pay an additional 200 Respect and 400 Renown.

Contacts: 5. Worker, Entertainer, Merchant, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

ENTERTAINER

The following applies to all Elite Plateau Entertainers. Individual requirements are listed in their sections below, and are in addition to the Entry Requirements below:

Entry Requirements: Literacy 40+, High Culture 30+, Etiquette (pick 2 kinds) 30+, Dancing 25+ and 100 Respect and 500 Renown. If you lack experience in the entertainment field, you must pay an additional 200 Respect and 400 Renown. Typically entertainers at this high level are hired for a contracted term of service to a troupe of some sort or a Noble.

Special: If SEC is less than 4, increase it by 1 for every 2 terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. At least 1 must be an Entertainer.

Exotic: 7+. Exotics may be traded for any contact.

Soloist: Your music is so divine, either vocal or instrumental, that people prefer to hear it alone. Occasionally you may play with backup music, but you prefer to work alone. Lords and ladies request your performances, and you find employment fairly easily.

Entry Requirements: Singing or Musician (instrument) 40+, Music 30+, Composition (Music) 20+, Musical Notation 20+.

Thespian: You are an actor. Through drama or comedy, you make people forget their troubles for a time. It is a powerful gift, and if you are good at it, you will be requested in the highest courts in the land. It provides a good life. You are able to sleep and stay up late, as well as earn a decent living, since you are the main attraction.

Entry Requirements: Acting 40+, Oration 30+, Composition (Written) 20+, Acrobatics 20+.

Troubadour: You have spent time with a traveling troupe and learned all you could. You have decided to set out on your own. Since you can sing, play an instrument, and put things to rhyme, you make your living traveling from town to town, spreading news and entertainment. You are welcomed wherever you go—everyone loves the Troubadour. You help keep a population happy, and even Nobles will be happy to see you.

Entry Requirements: Singing 30+, Musician 30+, Composition (Music) 20+, Music 20+, Oration 20+.

KRIL

Armsmaster: You have been in the military that few can beat you in one-on-one combat. Someone with your knowledge and skill shouldn't be wasted on the field; it needs to be passed on. However, when you do take the field, you are deadly, and only random chance can really take you down.

Fadon: A specific rank of Armsmaster within the Ch'ak, with more focus upon fighting. With the Ch'ak, the higher the rank, the closer you are to the action—thereby providing a means to climb the ladder, and placing the most superior fighters in the front lines. Anything less is dishonorable.

Entry Requirements: Slash 40+, Dodge 40+, Block 35+, Thrust 35+, Feint 30+, Ambush 25+, Evade 25+, Parry 25+, Riposte 25+, Observation 20+, Survival (Waste) 20+, Teaching 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Kril (or a Ch'ak Kril for the Fadon), you must pay an additional 300 Respect and 300 Renown.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Commander: You are very good with weapons, but you also study tactics. You know how to position troops so that you win the field. You get the best performance out of your men, and know how to keep the casualties light. The best commanders in history have been heralded by their troops. A bad commander dies young—sometimes at the hands of his own troops.

Entry Requirements: Command 40+, Tactics 40+, Ambush 35+, Evade 35+, Leadership 35+, Observation 30+, Block 25+, Dodge 25+, Slash 25+, Thrust 20+, Survival (Waste) 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Kril, you must pay an additional 300 Respect and 300 Renown.

Special: If SEC is less than 6, increase it by 1 for every two terms of service. SEC may not rise higher than 6 through this process.

Contacts: 5. Workers, Entertainers, Merchants, Nobles or Criminals.

Exotic: 7+. Exotics may be traded for any contact.

Knight, Charger: You are an experienced veteran in the cavalry. You fight from the back of a beast, breaking through the lines of the enemy and shattering their morale. You disdain the infantry and their slow pace—though you respect the pike men and the archers.

Entry Requirements: Slash 40+, Dodge 30+, Block 25+, Thrust 25+, Feint 20+, Command 25+, Evade 25+, Leadership 25+, Observation 20+, Survival (Waste) 20+, Teaching 20+, and 300 Respect and 300 Renown. If you lack previous experience with cavalry, you must pay an additional 300 Respect and 300 Renown.

Special: If SEC is less than 5, increase it by 1 for every two terms of service. SEC may not rise higher than 5 through this process.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.



Sky Marshall, Krellen: You are a commander of the sky. You have proven yourself worthy of command due to your leadership abilities, or your family's social standing. You are in charge of a wing of Drachen riders and their squadron leaders. Whether you are in the Aij'ak or Jaan culture, it is still a position of power and prestige. You spend more time pushing papers than you do soaring through the air and dancing in the clouds.

It is your job to decide which squad flies patrol in what sector each day. You ensure your squadrons are supplied. You spend time making choices about training, who should promote, and which squadron leaders need discipline or promotion. You spend a lot of time in meetings discussing animal care, procurement, weather, and troop movements. Occasionally you will be faced with the question of how to defend against an invasion. As if that could ever really happen!

Entry Requirements: Must have spent at least 10 years in the Drachen corps and have the following skill levels: Leadership 40+, Command 30+, Etiquette (Drachen) 25+, Strategy 20+, Tactics 20+, Beast Flight (Drachen) 20+. You will be on a term of a service contract with the Drachen corp. If you have not spent at least 10 years in the Drachen corps, then you must have at least an SEC of 4+ and Leadership of 50+, Command of 40+, Strategy of 25+ and 2 political contacts or one exotic contact who is either Political or Noble.

Restrictions: Must be of the appropriate culture.

Contacts: 7. Four Kril from your culture and three from Worker, Merchant, Entertainer, Noble, Vangel, or Vhzine.

Exotic: 7+. Exotics may be traded for any contact.

Slayer: You dominate the field of battle or single combat. You are respected and feared at the same time by your peers. You are too quirky and individualistic to be assigned to training or command positions. You do two things well: kill and survive. Your skills are in demand everywhere.

Entry Requirements: Block 40+, Dodge 40+, Feint 40+, Riposte 40+, Slash 40+, Thrust 40+, Kick 30+, Pugilism 30+, Parry 25+, Punch 20+, Survival (Waste) 20+, and 300 Respect and 300 Renown. If you lack previous experience in as a Kril, you must pay an additional 300 Respect and 300 Renown.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process. If your SEC is greater than 4, then reduce it to 4 when creating your character.

Contacts: 5. Worker, Entertainer, Merchant, Noble or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Sniper: You kill from a distance. You deliver death at a distance. You are able to hide your position and pick off stray soldiers at will. However, your real goal is the command structure of the opposing army. There is an old saying, "Cut off the head and the body dies quickly." This is your philosophy.

Entry Requirements: Archery 50+, Crossbow 50+, Bowyer/Fletcher 40+, Ambush 35+, Evade 35+, Observation 30+, Sling 30+, Stealth 30+, Slash 20+, Dodge 20+, Block 20+, Survival (Waste) 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Kril, you must pay an additional 300 Respect and 300 Renown.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5. Worker, Entertainer, Merchant, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

MAROC

Magus: Committed to gaining power, the Magus is often a mover and shaker in not only the realms of Ido, but also in the socio-political world. You have little else in mind than your own power and strength with Ido. You do not like to associate with others of your kind unless they are much less powerful and easily manipulated. You treat all others as pawns in a great game that you never reveal.

Entry Requirements: Ido Holding 40+, Ido Sense 40+, Ido Spinning 40+, Ido Theory 30+, Ido Tapping 30+, Ido Smithing 25+, Jeweler 25+, Intimidation 20+, Politics (Specific) 20+, Rarities 20+, Scheming 20+, and 300 Respect and 300 Renown. Must have previous experience as a Maroc

Restrictions: Must not be Human, Loshad or Myrlihk.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5. Artisan, Entertainer, Merchant, Noble, Maroc, Kril, Vhzine, or Criminal.

Exotic: 6+. Exotics may be traded for any contact.

MERCHANT

Trader: You pick up goods in one town and drop them off in another, for a tidy profit. You know the roads, and you know what it takes to get across the waste. You keep an eye on the markets as well. Just because you take a load of goods to another town doesn't mean that they will buy them.

Entry Requirements: Appraise 40+, Merchant 40+, Business 35+, Etiquette 35+, Negotiation 30+, Observation 25+, Accounting 20+, Mathematics 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Merchant, you must pay an additional 200 Respect and 400 Renown.

Special: If SEC is less than 4, increase it by 1 for every two years of work. SEC may not rise higher than 4 through this process.

Contacts: 7. Any occupation.

Exotic: 7+. Exotics may be traded for any contact.

NOBLE

Baron: The difference between you and a Duke boils down to the amount of land; Dukes have more. However, you have at least one good-sized city. With that comes different responsibilities than those of a Duke, who mostly own farmlands and mines. You have a large population to tax. Your family has risen to a status that you can start marrying the later births of the royal line. With that royal blood in your children, you will start eyeballing the throne. Marriages are likely done to cement bonds between you and the royal family; they are rarely for anything as insubstantial as love.

Entry Requirements: Business 40+, Diplomacy 30+, Fashion 30+, High Culture 30+, Leadership 30+, Gaming 25+, Appraise 20+, Etiquette 20+, Persuasion 20+, Observation 20+, and 300 Respect and 300 Renown. If you lack previous experience in any of these fields, you must pay an additional 200 Respect and 400 Renown.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. One contact must be a Noble.

Exotic: 7+. Exotics may be traded for any contact.

You shall buy water from them for money, that you may drink. You shall buy salt from them for money, that you may live. What worth is money in the halls of the dead?

—Mosheth, Yethite Prophet



Duke: With several lords and nobles under you, and controlling a very large section of land, you are probably eyeballing the rulership yourself. There is a specific lineage to the throne, and your family has risen to the point that occasionally a marriage bond may be forged. With royal blood now running in your family's veins, you are just a step away from the throne. The ruling family knows that as well. You are marrying into their family for political reasons, to cement a bond to the royal family. Now that you're family, watch your back.

Entry Requirements: Business 40+, Diplomacy 30+, Fashion 30+, High Culture 30+, Leadership 30+, Gaming 25+, Appraise 20+, Etiquette 20+, Persuasion 20+, Observation 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Noble, you must pay an additional 1200 Respect and 1500 Renown.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. One contact must be Noble.

Exotic: 7+. Exotics may be traded for any contact.

RUSAHN

Qyen Protector, Azili Prowler, Temiz Gray: You have renown, respect, and maybe a legend or two currently being told about you. The biggest changes here involve greater degrees of authority and autonomy. You are no longer required to report to your home mission (unless you encounter any power-hungry Maroc or Rusahni), and notifying the local mission of your presence is not required, but should still be done as a courtesy.

Entry Requirements: Must have served the previous term as a Defender, Lurker, or Marked, whichever is appropriate. Bonding 50+, Discerning 50+, Transforming 50+, Manifesting 30+, Dreaming 30+, and 1000 Respect.

Contacts: 1D10. Any field.

Rusahn Guru: This is as high as a Rusahn can go without the support and training available in an order. On the other hand, you don't answer to anybody. You are free to utilize Qai as you see fit, so long as you are willing to bear the cost. While some people may mistrust you because you are different, you still get a great deal of respect from the people you serve.

Entry Requirements: Previous career as Revereen. 1000 Respect. 250 Renown.

Contacts: 1D4. Any field.

SERVICER

Seneschal: You are the highest rank, military or domestic, of a lord or king. You are also the most trusted advisor. Serving the same person for your life, you have earned a permanent position at his side. He trusts you with the most important secrets, and frequently asks your help in the largest decisions. He may even have you sit in for him at court, or in meeting with dignitaries. You spent your life getting to this position, and through your deeds, you have earned it.

Entry Requirements: Observation 40+, Leadership 40+, Etiquette 30+, High Culture 30+, Negotiation 25+, Command 25+, Tactics 20+, Diplomacy 20+, and 400 Respect and 400 Renown.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5. Entertainer, Merchant, Noble or Criminal.

Exotic: 5+. Exotics may be traded for any contact.

VANGEL

Priest, Pastor, Preacher: You are an ordained spiritual leader whose sole focus is the spiritual growth and development of your flock of worshippers. Whether serving in a temple, church, chapel, or shrine, or traveling about to carry the message, this occupation is solely dedicated to serving a specific faith.

Entry Requirements: Religion (Specific) 40+, Oral Traditions 30+, Oration 30+, History 25+, Occultism 25+, Teaching 25+, Composition (Written) 20+, Leadership 20+, Writing 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Vangel, you must pay an additional 500 Respect and 100 Renown.

Restrictions: You can't be an Atheist. If you are an Atheist leading a flock of believers, then you are a Con; see that line of work.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5. Any field.

Exotic: 7+. Exotics may be traded for any contact.

Soothsayer: Less focused upon the spiritual development of a flock and more concerned with the growth and development of a specific person, the Soothsayer is a prized advisor. Soothsayers are commonly attached to the most powerful political leaders. They are often the real power behind the throne—whether they know it or not.

Entry Requirements: Religion 40+, Oral Traditions 40+, Oration 30+, High Culture +25, History +25, Teaching +25, Astrology +20, Composition (written) +20, Occultism +20, Writing +20, and 300 Respect and 300 Renown. If you lack previous experience as a Vangel or Vhzine, you must pay an additional 300 Respect and 300 Renown.

Restrictions: None.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. At least 1 must be Noble.

Exotic: 7+. Exotics may be traded for any contact.

VHZINE

Ambassador: Your ruler has appointed you as an official representative of your country. You go to other nations to promote your ruler's agenda, and to send back as much information as you can. You cannot dictate policy, you can help enforce it, and you can sign official documents for treaties and trade agreements.

Entry Requirements: Diplomacy 40+, Politics 40+, Observation 30+, Etiquette 30+, Fast-Talk 25+, Leadership 25+, High Culture 20+, Misinformation 20+, Politics (choose one other than your home) 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Vhzine, you must pay an additional 300 Respect and 300 Renown.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. At least one must be a Noble from a country different from your own.

Exotic: 7+. Exotics may be traded for any contact.

Astronomer: Most people see the glaring eye of Ashik, the soothing orb of Yai, and her twinkling consort of moonlets as the affairs of the gods or the adornments of the heavens. You look to the heavens and see patterns and reflections of the world around you. You have examined, documented, and theorized about when, where, and why certain celestial events occur. You pay more attention to the sky than where you place your feet. Astronomers are sought for their understanding of how celestial patterns are reflected in T'nahran weather, meteor strikes, and so forth. You may be on retainer to a local Noble, you may have a shop in the Vahna, or you may have a lofty lair you call an 'observatory' from which to indulge your passion.

Entry Requirements: Astronomy 50+, Analysis 40+, Cartography 40+, Observation 30+, Occultism 25+, Weather 20+, Enigmas 10+

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. At least one must be a Noble.

Exotic: 7+. Exotics may be traded for any contact.

Demagogue: You are a leader who rose to power on the backs of others. Through deceit, lies, bullying, and slander, you swept away the competition and rose to true power. Most of your people fear you. The ones who don't are working to keep the others in line. It's good to be the king.



Entry Requirements: Command 40+, Leadership 40+, Oration 30+, Intimidation 30+, Deceit 30+, Con 30+, Etiquette 20+, Guile 20+, High Culture 20+, Observation 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Vhzine, Kril or Criminal, you must pay an additional 200 Respect and 400 Renown.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Governor, Magistrate, Minister, Senator: You oversee an area of your nation. You ensure that local militias are trained, and the infrastructure of your area is decently maintained. You may report to a king, but you are otherwise autonomous. The more your area produces, the better the taxes, the happier your constituents, the better your lifestyle, and the more likely you will remain in your position. You have begun to taste true power, but don't let it go to your head; you are still just an official whose position is at the whim of the powers-that-be.

Entry Requirements: Diplomacy 40+, Politics 40+, Observation 30+, Debate 30+, Etiquette 30+, Oration 25+, Leadership 25+, High Culture 20+, Misinformation 20+, Propaganda 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Vhzine, you must pay an additional 300 Respect and 300 Renown.

Special: If SEC is less than 6, increase it by 1 for every two terms of service. SEC may not rise higher than 6 through this process.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. At least one must be Noble.

Exotic: 7+. Exotics may be traded for any contact.

Healer, Reaper, Alchemist: All of these careers are in some way considered part of the healing arts. All may work in different aspects, but are part of the cycle. The Alchemist takes a more logical, proven, scientific approach to healing, while the Healer takes a more natural, holistic approach. When both of these approaches fail to heal and the patient's life has ended, the Reaper applies knowledge to the deceased and examines how the particular problem may or may not affect the community as a whole, and suggests or implements possible prevention measures.

Alchemist Entry Requirements: Pharmacology 50+, Anatomy 40+, Biochemistry 40+, Diagnosis 30+, Literacy 25+, Poisons 20+, Examination 10+

Healer Entry Requirements: Healer 50+, Herbalism 40+, Pressure Points 40+, First Aid 30+, Hypnotism 25+, Poisons 20+, Literacy 10+

Reaper Entry Requirements: Forensics 50+, Anatomy 40+, Diagnosis 40+, Poisons 30+, Investigation 25+, Herbalism 20+, Skinning 10+. Reapers are hired for a contracted term of service to a Reclaimer Center or a noble.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Instructor, Professor: Instructors and Professors are very similar in that they are both high-ranking teachers. The difference lies in the field(s) of knowledge and the number of students they teach and the location of their teachings. For the most part, however, either profession is dedicated to the further enlightenment of themselves and their students. As an instructor, you tend to have a broad base of knowledge, and you impart this to a small number of students in a homelike or rural setting, with a mentor-to-pupil, one-on-one philosophy.

On the other hand, if you are a professor you work in a school setting, often with many students under your tutelage for several hours at a time. You teach in the same place, with the rare exception into the fields for special training. Also the professor's field of knowledge is much more focused into a specific area than others in your trade. You are often referred to as an expert in your field of study.



Entry Requirements: Teaching 40+, Specific Field of Expertise 40+, History 20+, Gaming 20+, Leadership 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Vhzine, you must pay an additional 300 Respect and 300 Renown.

Restrictions: Must have spent at least two prior terms in a Vhzine career or have a SEC of 4+.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. At least one must be Noble.

Exotic: 7+. Exotics may be traded for any contact.

Judge: You judge the law. You decide what is right and what is wrong based upon the written law of the land. How fair you are with the laws is entirely up to you.

Entry Requirements: Law (Specific) 40+, Politics 30+, Observation 30+, Etiquette 30+, Oration 25+, Leadership 25+, High Culture 20+, Misinformation 20+, Literacy 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Vhzine, pay an additional 300 Respect and 300 Renown.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. At least one must be a Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Master Builder: You have become known for your ability to get the job done, usually on time and on budget. At this level of expertise, you are in charge of your own construction business, and have a regular crew of workers. You don't design the buildings you build, but you are often consulted on the viabilities of structures and costs.

Entry Requirements: Architecture 50+, Business 40+, Construction 40+, Command 30+, Mechanic 25+, Demolitions 20+, Logistics 10+.

Restrictions: Rahn will not enter long-term contracts, preferring instead to work on a job-by-job basis.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. At least one must be a Noble.

Exotic: 7+. Exotics may be traded for any contact.

Scholar, Pontificator: You gather information, ponder the possible implications it may have on your life and those around, and sometimes let others know what you have discovered. You work with others of your type to discuss and resolve the issues of the day. Sometimes you chronicle what took place and how you reached your conclusions and leave it at that.

In the particular case of the Pontificator, you are a special member of a Renizant council and its membership of Thinkers. You specialize in taking the process of discussing and solving local problems to a grander scale. You take the information the council gathers and extrapolate equations to help apply the solutions suggested by the council, not only to the local area and problems but to T'nah in general.

Scholar Entry Requirements: Literacy 50+, Research 40+, Calligraphy 40+, Cartography 30+, Composition (written) 25+, Accounting 20+, Cryptography 10+

Pontificator Entry Requirements: Enigmas 50+, Research 40+, Ecology 40+, Anthropology 30+, Literature 25+, Astronomy 20+, Composition (written) 10+. Pontificators are appointed by the Thinker Council, often from among their own members.

Restrictions: Scholar must have spent at least one term as a Cataloguer or have an SEC of 4+. Pontificator must have at least one term as a Thinker, and be a Numid Renizant.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. At least one must be a Noble.

Exotic: 7+. Exotics may be traded for any contact.

SEARCHER

Infiltrator: You are an expert at getting into any organization. You may work for a local government, or you may work for a crime lord. Either way, your job is to gather information about the organization you have infiltrated and send it back to your boss without being caught. You have been doing this for so long that you have little difficulty getting into places that normal people can't.

Entry Requirements: Infiltrate 40+, Acting 40+, Con 40+, Observation 30+, Etiquette 30+, Fast-Talk 25+, Bluff 25+, Deceit 20+, Espionage 20+, Guile 20+, Search 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Searcher, you must pay an additional 300 Respect and 300 Renown.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. At least one must be a Criminal.

Exotic: 5+. Exotics may be traded for any contact.

Inquisitor: You are appointed to conduct an official inquiry or investigation. You do so with little or no regard for individual rights. Finding the truth is more important anyway, at least the truth as you see it. You know the first thing said to you is probably a lie anyway, so you are going to spend time pressing for answers. Once someone is before you, it is only a matter of time before they confess their crimes. Few have the stamina to stand up to you.

Entry Requirements: Interrogation 40+, Incite 30+, Religion 30+, Debate 25+, Legends 25+, Literature 20+, Occultism 20+, Philosophy 20+, Propaganda 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Vhzine, Criminal or Kril, you must pay an additional 300 Respect and 300 Renown.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. At least one must be a Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Investigator: You spend your time solving mysteries. You can work for the town guard, a Noble or freelance.

Entry Requirements: Investigation 40+, Analysis 30+, Forensics 30+, Observation 30+, Detect Lies 25+, Enigmas 25+, Search 20+, Interrogation 20+, and 300 Respect and 300 Renown. If you lack previous experience as a Searcher, you must pay an additional 300 Respect and 300 Renown.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal. At least one must be a Criminal.

Exotic: 7+. Exotics may be traded for any contact.

His anger burned against the unholy. He took the censer, filled it with fire from the altar, and cast it down on T'nah. There were thunderings and lightnings. Fire rained from heaven.

—Excerpt from the Book of Punishments

WORKER

The following applies to all Elite Plateau Worker Classes. Individual requirements are delineated in their sections below, and are in addition to these listed here.

Entry Requirements: Observation 40+, Leadership 30+, Etiquette 30+, Negotiation 25+, Command 25+, and 500 Respect and 100 Renown. If you lack previous experience as a Worker, you must pay an additional 500 Respect and 100 Renown.

Special: If SEC is less than 4, increase it by 1 for every two terms of service. SEC may not rise higher than 4 through this process.

Contacts: 5. Worker, Entertainer, Merchant, Noble, or Criminal.

Exotic: 7+. Exotics may be traded for any contact.

Boat Pilot: The navigator of the rivers, you keep a barge from running aground on sandbars, or getting caught in sweeping currents. The worst time for a boat pilot is during flooding season, because then you need to relearn the river. Floods have a tendency to change everything about a river, sometimes even its course, so remaining vigilant will ensure you have a job when the boat makes it to its port.

Entry Requirements: Pilot Boat 40+, Knotwork 30+, Map Reading 30+, Navigation 20+.

Driver: You are the head of a merchant train. You drive the big houses on wheels. Handling the largest animals, you direct the workforce in keeping the merchant train going. You are ultimately responsible for the rest of the workforce in the train, as well as the animals themselves. You have been working for the Merchant for a long time, and are a valued and trusted employee. It takes a lot of skill to keep such an undertaking going, much less actually earning a profit.

Entry Requirements: Animal Handling 40+, Teamster 30+, Logistics 25+, Map Reading 20+.

Helmsman: You are in charge of sending the boat where the navigator points it. Your responsibility is keeping on course. Though you are learning the rudiments of navigation, primarily you are just keeping the boat going. As a Helmsman, you will be in the upper echelon of the working class aboard a ship. The regular sailors give you quite a bit of respect, because you are making sure they get back to land.

Entry Requirements: Sailing 40+, Helmcraft 20+, Navigation 30+, Balance 15+.

Overseer: You make sure the overall job is moving at a satisfactory pace, and that disturbances are minimized. Remembering that you get bonuses for a job coming in under budget and ahead of schedule, you will be watching the foremen as well as the workers

Entry Requirements: Leadership 40+, Logistics 30+, Debate 25+, Ciphering/Mathematics 20+.

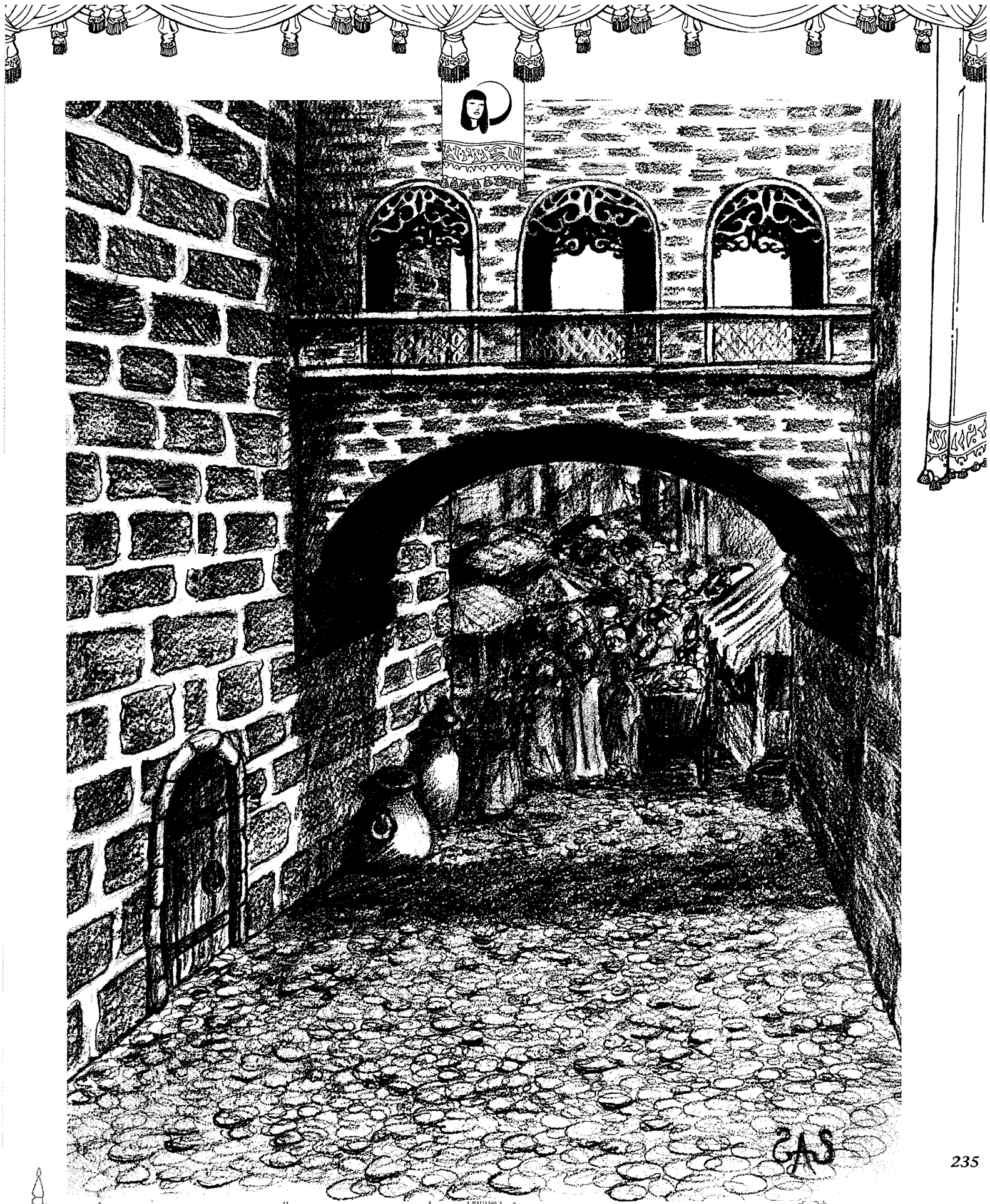
Smelter: Mining the ore wasn't enough for you, though you are familiar with how to do that as well. You wanted to do more. So you got involved with the other side of the business. You now take raw ore and make it into a useable material. Though that is mostly bars, or shafts, you know how to do it so that it isn't fragile. The better you are, the more in demand your product will be. A good smelter can make quite a bit of money selling to blacksmiths.

Entry Requirements: Mining +40, Smelting +40, Metallurgy +30.

Steward: You are responsible for the house staff of a rich merchant or a nobleman. You keep the grounds going. You know all the secrets of the house, as well as the proper etiquette for parties and entertaining esteemed guests. You are responsible for training new staff, and making sure the old staff stays on top of things.

Entry Requirements: High Culture 40+, Logistics 35+, Gossip 25+, Domestics 20+.

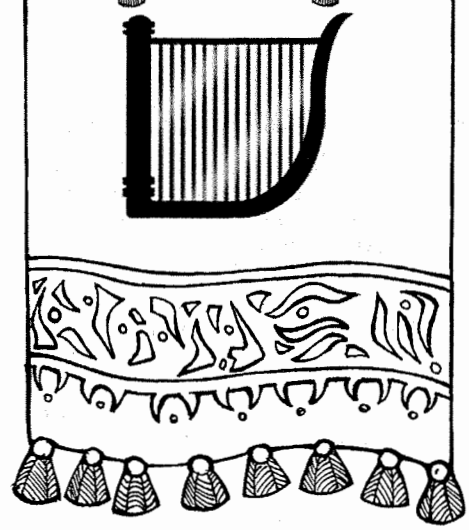






Chapter 5

On Being A Bard



The greatest status of all the people in this world is given the Bard. He is the bringer of hope, the keeper of memories, the interpreter of dreams. When a Bard comes into a settlement, people gather, eager to hear news of far away places, strange creatures, and exotic heroes. It is a time of celebration. In return, they offer their stories to the Bard, hoping that he will bring news of them with him on his journeys. Of all the things I could have chosen, the choice of being a Bard is the most blessed I have ever made.

—Culrain, Traveling Historian

THE ART OF BARDING

Some would say that the job of the Bard is to tell the tale, pure and simple. In his capacity as the storyteller, the master of the tale-the game master, in this instance-some would say that his job is to craft the story and the setting, the world, and the happenings around the characters as they react to their world.

Indeed, this is the traditional role for the game master. You will weave a tale of drama and action around a central theme and watch as the players dance to your music. To a large degree, this is your job. Your players expect you to entertain them.

As the Bard, you are the final arbiter in questions on rules, descriptions, what can be done, what can't be done. You are the narrator of the tale. You are the deciding factor in the world. Some would say that this position of control makes you, at the very least, a representative of the Creator.

Will you be kind?

Will you be just?

Will your players let you Bard again?

They all interrelate. If you arbitrarily abuse your players, don't expect them to welcome you at the table again. But if you are too kind to them, you will create spoiled brats who will turn the game into a farce.

The best-run games are those that take place with the Bard creating a framework around which both the Bard and the players create the tale. Let your players define their surroundings and they will help you create a better tale than you could ever manage on your own.

You will find that the creative energy in a group of players exceeds anything you can capture alone. They will offer ideas and descriptive flavor that will enhance and illuminate your world. Often, accidentally!

Allow your players the freedom to describe the world around their characters through their actions and their statements of character responses. Use their imaginations and creativity to color the world and create a more beautiful picture.

Example:*You have designed a scene that takes place in a barn-like structure to house grain and straw for animals. The players are in this building when they are set upon by a group of ruffians. One player decides to climb to the next level up. As the ruffians converge upon the rest of the group, the player on the 2nd floor states, "I want to swing down from the dangling ropes hanging from the rafters."*

You are now set with a dilemma. You can tell her that there are no ropes hanging from the rafters—and squelch her creativity. Or you can revise your perspective of the barn, accept that there are now a) rafters that can be swung down from and b) ropes that are on those rafters, and say, "Make a roll against your Swinging skill."

By allowing your players creativity in developing the scene, you give them a sense of ownership of the scene and the events. Not only do you offload a lot of the descriptive work from yourself, but you expand the story from something that you are telling them, to a story they involve themselves within.

You will need to let common sense guide the situation, of course. Having a player state something that would unbalance the game, or otherwise not fit into the world, would be justifiably nixed by you. But so long as the player chooses to do something that makes sense for the scene, run with it. Your players will have more fun and you will gain a sense of the unexpected, which will make things more fun for you, as well.

Of all the players in a game of Promised Sands, the Bard has the biggest job. The Bard is everyone in the world who is not a player character. The Bard is the storyteller, the motivator, the arch villain and oldest friend. The Bard is responsible for setting the tone, the pacing, and the feel of the entire session. Whether serving in a single night's play (a session) or an ongoing storyline told over the course of weeks or even years (a campaign), the role of Bard brings with it a special responsibility to ensure that the time spent playing is three things: fun, memorable, and focused.

The Bards carry with them intricate knowledge of their surroundings. We should learn from them, if we ever hope to settle here.

—Culrain, Traveling Historian

FUN, MEMORABLE, AND FOCUSED

Fun is the main reason we humans game in the first place. Gaming, and role-playing gaming in particular, is a social interaction with an unwritten contract between all the players. This contract states, more than anything else, "We are all here to have a good time." The Bard is the host of this good time, and, unfortunately, is sometimes the sergeant-at-arms as well. Everything should contribute to all of the players having the best time possible.

This doesn't mean that setbacks within the game can't occur just because someone doesn't like it. T'nah is a harsh mistress, and death is often the abrupt end of a career. But it does mean that the Bard should deliver such setbacks in a manner that the player-not the character, but the real person-knows that it's all part of the game, and not a petty vengeance for some real-life incident inflicted upon the player's character, or just bloodlust on the Bard's behalf.

Bards should keep the 'golden rule,' in one of its incarnations, in mind. If you were the player and you would feel wronged by a decision, then reconsider that decision. Sometimes life just isn't fair and the Bard has to deliver the news, but sometimes the Bard can change the news without sacrificing the story or events of the world at large, and in doing so, provide a better environment for gaming.

Always keep in mind that your storytelling is only successful if all of the people playing enjoy the story. The players are real people, and even though their characters are not, the players nonetheless relate to those characters closely. In one sense they are similar to actors who may be attached to the character they play; imagine how Bela Lugosi would have responded to a script wherein Dracula is an ineffective and unfrightening buffoon, a nitwit incapable of any success whatsoever. I think it's safe to say there would be stout objection. Can a player be expected to object any less, when a fate they disagree with, and find completely outside the realm of the likely, comes to their character?

If you obey all of the rules,
you miss all of the fun.

—Katherine Hepburn

Yet in another sense, they can even be much more closely tied to the character than that. Actors have a script; they portray the emotions of surprise, shock, pain, and so on, and yet the actor knows what befalls the character in the end. Players don't have this mercy, and often portray their charges with all the vigor and will with which humans cling to life, in no small part because they helped to create this character. The player character is, in a larger sense than any actor's role, a part of the player, and thus the potential for an emotional bond is greater than a role in a play or film.

So Bards need to keep in mind that some players will be more sensitive to the events of the game than others, and therefore a fun atmosphere is not just healthy and worthwhile; it is, to some, imperative. Because when the character dies, if they didn't have fun 'living it out,' then it was all a painful, futile waste. A heroic death is often a fitting end, but a meaningless death is bitter, even in fiction.

The game is afoot!

—Sir Arthur Conan Doyle, Sherlock Holmes

But the opposite of fun is not usually upsetting; at least in role-playing games, it's more likely to be boring. Boredom is the Bard's great enemy. When players are stacking dice into little towers, or standing to stretch and wander around the table every ten minutes, or constantly distracted by talk of work or mundane things (over which they'd normally prefer to discuss gaming), it's clear the fun has ebbed and the Bard has a boredom situation.

Don't take it personally. Everyone has a different tolerance for things; Jane may thrive on political intrigue while John may snooze through it all, waking up only when he gets to leap into battle. Try and balance it for all of your players. Try and 'read' them, to know when they're interested, to know what specific sorts of titillation work on each of them, and then try to provide adequately for everyone to stay involved.

Campaigns must consist of more than combat, because combat is a culmination of conflict. It's true that a fight or death can become a grudge, which means more conflict and more combat. Yet the more reasons there are for a clash, the more interesting, and fun, and memorable the battle will be. So try to avoid random combat; the more pointed the fight, the better. Granted, creatures will defend their water, even if the players don't see the creature or the creature's water. But as Bard, try to ensure that every dispute is going somewhere, that there is possibly more to be found behind the scenes.

This is where it is important to be focused, and to manage a focused game. Not every path on the road of probability leads toward a given desired end, but in the story of our lives, every path we take does lead us toward our end. The game should reflect this, and should circulate around the characters, however insignificant they are in the 'big picture.' The events of any session should be focused toward resolving the situations in which the characters are involved. While detours or side routes can be memorable fun, they should certainly be the exception and not the rule. For example, if every episode of a sci-fi television series about investigating the unknown were to be based on old black and white horror films, or if every episode of a horror series were to model a Broadway musical, then the very nature of the shows would be something different.

This makes focus important, and it also makes rare deviations from that focus both viable and potentially powerful.

That is also one of the biggest things leading to the true memorability of a session or campaign. Some sort of twist, something unexpected. There must be enough normalcy to establish a norm—but beyond that, the wilder, the better. Promised Sands has room for almost any sort of fantastic, miraculous, inexplicable event, and an event like that can launch, or reinvigorate, an unforgettable campaign.

As the fire dimmed, the Bard strummed his harp and began speaking in a low, strong voice. He told of Arywan the Bard bringing songs and hope to settlements before finally passing from the world in a song of steel. Villagers hung on his every word, feeling every touch on the harp stirring emotions within them. They were there as Arywan rescued a caravan from Ch'ak warriors. They fled with him through the starlit night. They stood with him on the green grass, as the warriors closed in and the song ended.

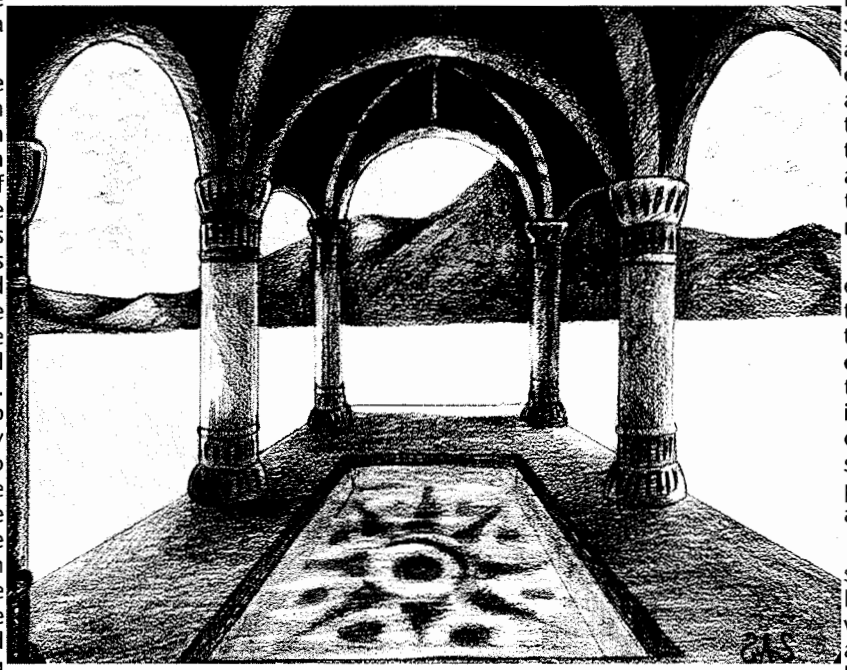
—Culrain, Traveling Historian

DESCRIPTIVE IMMERSION

Good Bards will have enough of the world described to give the players a strong feel for the world. This does not mean that you need to go into excruciating detail and describe every minute facet of the world around your player characters-but you should at least tickle their senses.

Describe each scene and touch all of their senses at least once in the description. Remember, too, that some players may have other senses beyond human norm, so think about how the world will look and feel to those as well.

World flavor can include the sights and sounds of the world around them. It can be the smell of the kamel dung on the ground at their feet. It can include the jostling of the crowd as they approach the busiest section of the souq. The hot, dry breeze carrying the scent of sweating bodies and rank food mixed with the musk of animal dung and tang of vomit will tell you more about the place you are in than a flavorless description.



If the characters have to shield their eyes from the glare of the sun across the pool of open water at the center of the souq, while a gentle passing nudge feels their most obvious pocket for a pouch and then vanishes into the crowd, then you have told them a hundred things in one sentence. You have created a web of description. By tickling one or two senses with some description, they have created the scene around them. They can probably even see the multicolored hues of the crowd, the strange and unusual people leading even stranger animals through the morass of sweat and grit.

These are the kinds of descriptions that will immerse your players into the world. They will see it, feel it, taste it, smell it and hear it. And in so doing, you will let your players experience a world that does not exist. The more immersed in the world they become, the more in-character they will be able to play. Your player's roleplaying ability is, in large part, due to your ability to describe the world to them and immerse their senses in it.

Travelling as a Bard, I have learned much from people I have encountered. In return, I have given them a gift of story and hope. There is nothing greater in all the worlds.

—Culrain, Traveling Historian

Non-Player Characters and Contacts

Another method of injecting personality and flavor into the world is through the Non Player Characters, or NPCs, that the characters encounter. Each one should be as unique as you can manage. You can use stereotypes and commonalities to bring them alive to the players, but be sure to make each one unique.

You can pick up ideas on how to portray your NPCs nearly anywhere and everywhere you go. watch the people around you and make note of how they act, their behavior, their way of speaking, mannerisms, and even nervous tics. Adding even a single element that's different from the way that you-the person they know-acts or talks is enough to convey to them that they are not dealing with the Bard when you are talking, or acting, or snorting, or chuckling, or whatever, in that particular way.

As you develop NPCs for players to interact with, animate their personality. If the NPC is strong, it may become as familiar to the players as their own characters. In some cases, a player character's death can result in turning over the play of an NPC to that player so they can continue to enjoy the world without taking the time to draw up a whole new character.

When it comes to the contacts of the characters, keep track of their interaction. If a player is frivolous or nasty to his contacts, then the contacts should begin to react to them negatively. Being someone's acquaintance and friend is not always easy. There is a certain amount of social interaction that needs to occur to maintain friendships and associations; keep this in mind as you roleplay the contacts.

It is also fun to encourage your players to draw up characters that represents their contacts. Not only does this flesh out the contact in greater detail, but it can be provided to someone to play in a pinch or after a character's death.

Bottom line: in some way, portray each NPC uniquely in the world you are creating around your players. Every uniqueness will bring the NPC to life, and aid in the suspension of disbelief. It flavors the world that you are giving to your players-present them the world like a delicious stew that makes them want to come back for another bowl.

Playing NPCs

You have many tools at your disposal to accomplish this task. To counter boredom, and make the sessions fun, really play up your part while performing as an NPC. Variations in tone of voice, body language (a surprisingly overlooked aspect of running a roleplaying game), and in the 'personality' of NPCs always helps. It can be a delicate balancing act between focus and memorability, but it's the role of the Bard to achieve it.

Voice and body language are the most immediate and visceral tools the Bard has to transport the players from sitting around the kitchen table and into the souqs and deserts of T'nah. Accents and vocal mannerisms are easy to learn and invent, and due care should be given to keeping NPCs consistent with themselves. You ought not to have a character speak

with a roughly American accent one session and a roughly Australian the next. If you opt to signify game race with a given real-life accent, this should be maintained with complete consistency. Stutters; guttural, nasal, or chirpy vocal timbres; simulating the character to be hard of hearing or forgetful-all of these are simple ways of making a character more individualized and realistic.

Body language can be subtle or overt. Talking with your hands is fine and normal. Hands which shout instead of speak is less common; picture an almost uncontrollable flailing of the arms and fingers while speaking. Mute hands are also rare; the picture of the extreme introvert, hands firmly at the side, little or no motion of the head, perhaps with eyes or face downcast. One would expect such a person to speak quietly and be very shy, a poor source of information.

Surprises don't hurt characterization, though; the extrovert with shouting hands may have nothing to say while using many words to say it, and the introvert with mute hands could be an exceptionally devoted rebel, providing the characters with huge amounts of insight into the workings of various organizations. Keep the players on their toes, and even though you should give hints in body language, make sure you don't give it all away.

But even if these extremes aren't used, be sure to use your body language to convey the NPC as well as words. Interested listeners lean into the speaker, or subconsciously open themselves by keeping their arms free or putting an arm or leg closer. Disinterested listeners or speakers look about and keep a distinct 'bubble' around themselves by holding their arms folded. Sometimes subtle clues in body language can even counteract the words the NPC is saying, leaving the players wondering if perhaps there isn't more to the exchange than was said.

The secret of success in life is to be ready for your opportunity, when it comes.

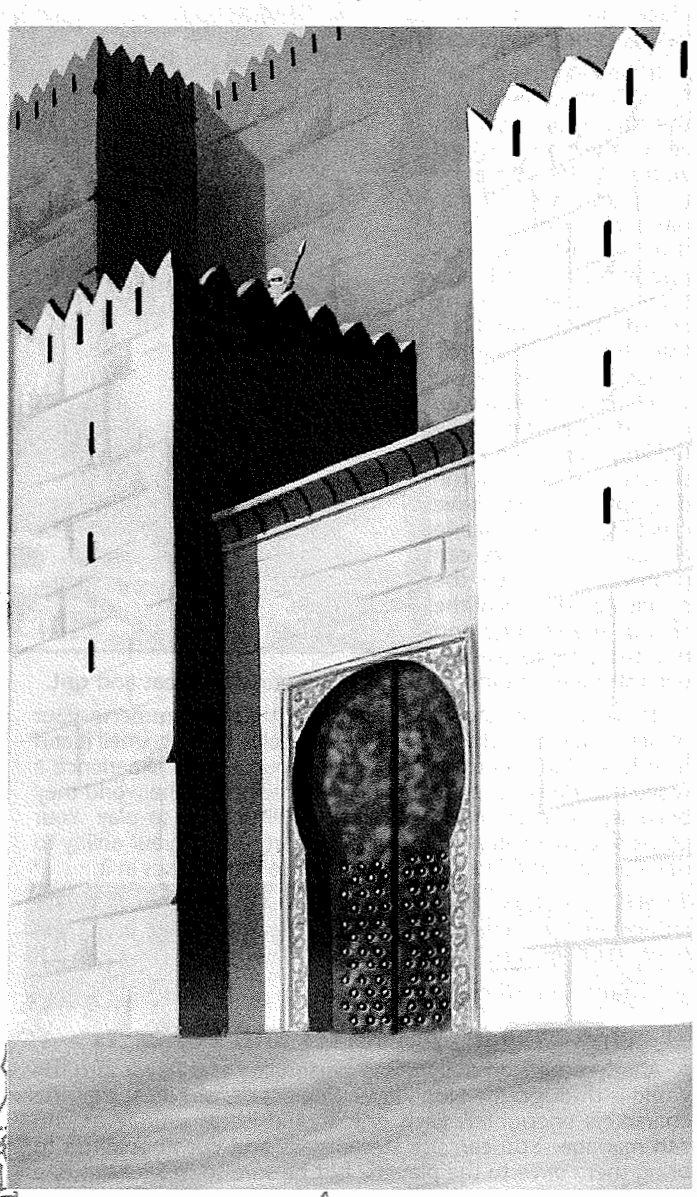
—Zhamin Dizraeli

Caution should be used, of course, but the Bard can easily change the mood of the game when appropriate by props and unexpected actions. When playing a rowdy bar scene, for example, set some bottles on the table, dim the lights, turn some music up a little so you need to speak more loudly than normal. Roleplay a raucous drinker; slap the table, knock an empty bottle over, laugh far too loudly, be too touchy (within reason), too moody, or too standoffish. Or when the characters are brought before rulers, an important figure may demand obeisance with heads bowed and the avoidance of eye contact; impose upon the players that they may not look up while the leader is speaking. If they do actually look at you when you speak, roleplay as if they broke the rules and the leader becomes offended. (Or secretly pleased-regardless, some result should occur.) Take these examples and run with them.

Cliches can kill interest in a campaign as surely as they can kill interest in a book or movie. Even when people willingly suspend their disbelief, they have their limits-while we can accept the basic premise of a fantastic setting without batting an eye, a cartoonish or cardboard cut-out style character in that setting sets our radars beeping. It's poor craftsmanship and poor storytelling, and it says to those witnessing that the creator didn't bother to invest any time in the character being portrayed. Even if it's just on a subconscious level, we begin to lose faith in such a construct, and that begins to gnaw at our interest.

For example, all barkeeps shouldn't be chubby, surly people with clubs. Perhaps the players would be surprised to find that the innkeeper of one of the largest such establishments in Sephas is of the introverted, mute hands types, and he is rarely heard without repeating himself; when things get broken in his establishment, he sighs and sends a boy to fetch a replacement, rather than leaping defensively into the fray.

Use old archetypes and cliches for NPCs, but never rely on them; this makes the Bard, and the campaign, too predictable, and thus easily subject to boredom. Sentient beings have histories and lives; they suffer from insanity, disease, grief, lust, greed, envy, hatred, love, addiction; they may be rational or irrational at times, as their mood fits, and they are not any more or less consistent than the players and Bard are. What does it matter that you invented the NPC? It's still a person. Use all of these things and more to add depth to the NPCs your characters interact with, and the world of T'nah will be a richer place in your game.



WORLD CONVENTIONS

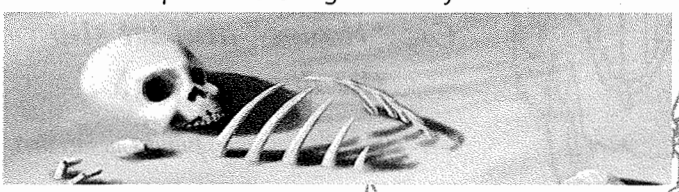
Keep in mind a few specifics about life in T'nah while playing and preparing for play.

Inns-These are rare in every part of T'nah; unlike other fantasy role-playing games, it is not a given that at the end of a day's travel the party can find a roadside inn. Rooms for rent, boarding houses, inns; these things often-but not always-exist within city limits, or near enough to a city that the benefits of the location extend to encompass the establishment. They are almost nonexistent elsewhere, and should one be encountered, there is almost certainly a story to be told regarding how it came to be there.

Souqs—Souqs are common where people have gathered to survive. They are usually chaotic masses of T'nahran life. There is no 'set list' of equipment, goods, or wares to be found from place to place. Certainly some things are much more likely to be available; most souqs have vendors dealing in weaponry and survival gear, and any food and water available in the area will be for sale, though the quality and expense can be ridiculously varied from place to place. However, as Bard, you should be clear that the players should never expect to find any given thing at a souq, and even if an item is in stock one time, it may not be there the next. The climate of the souq draws literally all sorts of people, from the dregs of society to the greatest of leaders (albeit this often by proxy).

Extreme Conditions—Everywhere, at all times, the environment, the climate, the ecosystem of T'nah is hostile to life. The cold of the Glacial Wastes is deeper and more deadly than the cold of our own Arctic Circle. The heat of the desert is greater and drier than that of the deserts we know. The Winds of Thulh are more powerful than any hurricane we know of in our world. The fados of the desert-even small ones—are more destructive than our tornadoes. Survival gear, and a constant mind for checking that gear and thinking of the weather, is not optional. Bards need not be afraid of relentlessly imposing these conditions; to truly capture T'nah, you must be ruthless. The climate kills more often and more quickly than the deadliest warriors of the world, and this should be made clear immediately and often.

Modern Concepts—Most modern concepts are irrelevant in T'nah. The concepts of freedom and personal rights are entirely different, at the same time much greater and far more limited. Hygiene is viewed quite differently, food and water preparation are secondary to obtaining them in the first place, and legalities often either totally dominate a place or have no meaning whatsoever. Most T'nahrans are not well-read, and even were there something for them to read, most are illiterate; consider for a moment how differently your own thought processes may be were you unable to read, never having learned the things you have from books and letters. Now consider a world full of this, where any sort of scholarly learning is not only unavailable to you directly, but is also unavailable indirectly. Players should be prepared to think in as different of a manner as they are able; Bards must attempt to place their perspective in this different place. Motivations are different as a result of the lack of modern thought, and even attempting to think in this manner while preparing adventures will greatly enhance the Bard's ability to generate stories with depth and the ring of veracity.



HOW TO RUN PROMISED SANDS

Pacing

The pacing determines exactly what sort of game the Bard moderates. Fast paced games, with little more talk than brief expositional dialogue peppered by numerous plot-pushing events and physical altercations, are some players' ideal. Others prefer a slower pace, which often includes more talking and in-character dialogue, extensive character development, plots and subplots layered and bordering on the Byzantine, and altercations of a more personal than combative nature. Promised Sands is perfect for a game wherein these extremes are balanced, and balanced pacing is the best thing for an ongoing campaign.

Intentionally altering the pacing from session to session in a lengthy campaign is a good way to help players keep a high level of interest. One or two sessions may be a 'slow down' with heavily political overtones, introducing subplots and new conflicts and leading to a great deal of dispute and the threat of violence, but with little or no combat. This can lead into a 'sped up' pace the next time, perhaps a massive battle to resolve many of the outstanding problems the players have been striving to deal with over the last few sessions.

In the same way as a musician uses tension and release to cause the audience to 'go along for the ride,' a Bard can bring the group along by gradually shifting the pacing. All the players can experience their favored style of play, everyone has proper motivation, and it makes sense when a conflict is concluded, while still leaving new avenues open for exploration.

A final note on pacing: boredom at the table is a clear indication that the pacing is slow. Raymond Chandler, an excellent mystery writer, is quoted as saying, "When in doubt, have a man come through the door with a gun in his hand." The point is that you can't let the game become boring, and a fight is a sure injection of excitement; a mysterious fight is even more so. If necessary, worry about why the fight happened later; let the party wonder who they've offended. Let them sweat a little—it's appropriate. Even if you, the Bard, don't know, you can bring a new development into things later, then knowingly nod when they decide the attack was somehow based upon behind-the-scenes activities in this new development.

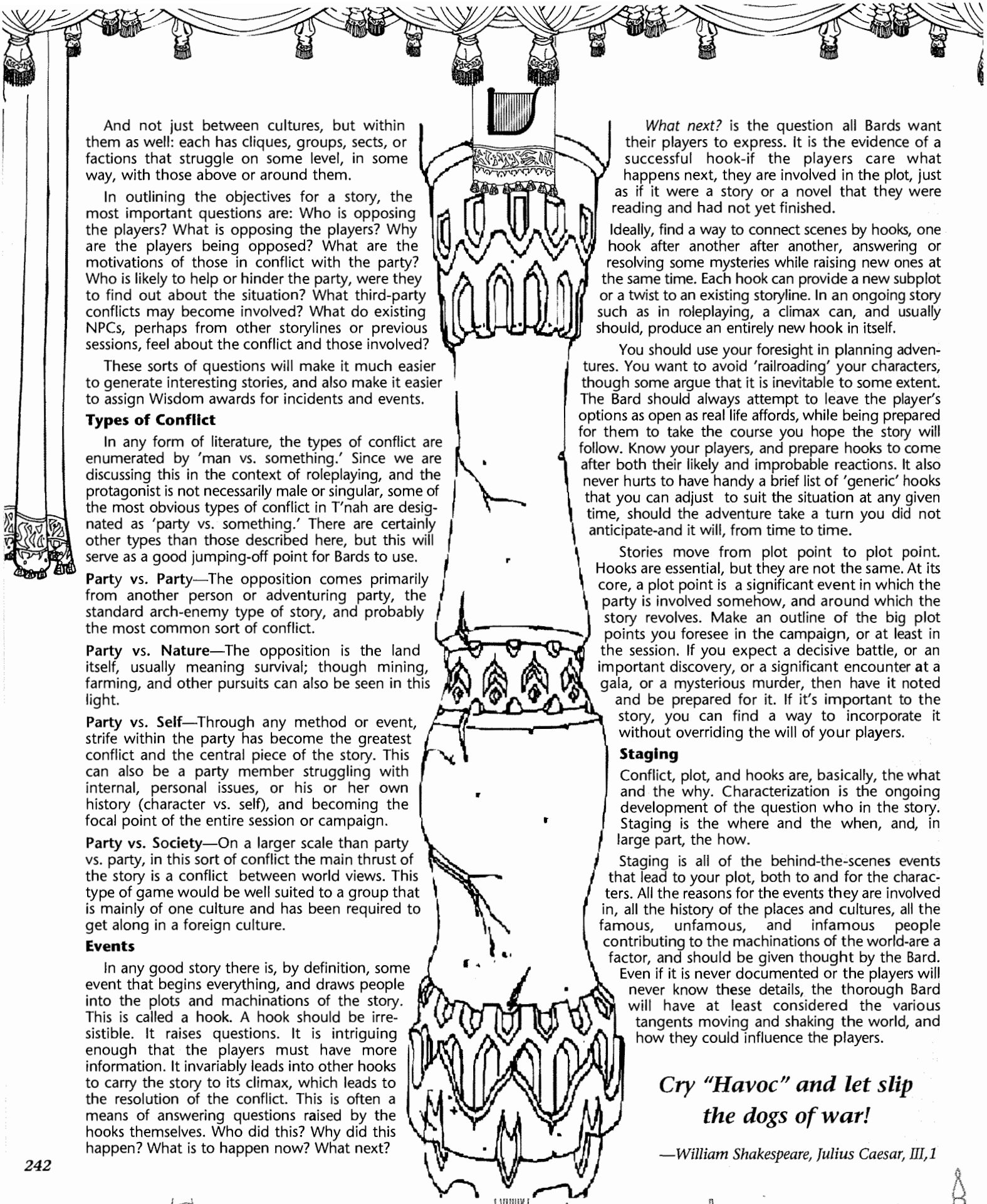
Conflict

Conflict, at its core, is one thing in opposition to another, be they a person, a society, a god, or nature. Every good story is based around some form of conflict, and the stories that a Bard and players generate together in the course of play are no different. From the smallest-scale adventures of survival alone in the desert, to the grandest of sociopolitical machinations and world-shaking deal brokering, conflict is the Bard's friend.

Example: *Protagonist vs. nature; gods; society; other people; and everything in existence.*

Without conflict, boredom reigns. There is no goal to obtain, and no reason to play. Conflicts in the session should be foremost in the mind of the Bard, both while preparing to play and during the session. Conflict, in game terms, consists of the problems and obstacles that players must overcome to accomplish their own objectives.

T'nah is rife with it. Survival is conflict between sentient beings and the unforgiving land. The Trade Guild maneuvers against everyone where any form of wealth is available. The Ch'ak will fight with all opposed to the Troog, as well as with the Jaan, the Aij'ak, and whomever else they choose.



And not just between cultures, but within them as well: each has cliques, groups, sects, or factions that struggle on some level, in some way, with those above or around them.

In outlining the objectives for a story, the most important questions are: Who is opposing the players? What is opposing the players? Why are the players being opposed? What are the motivations of those in conflict with the party? Who is likely to help or hinder the party, were they to find out about the situation? What third-party conflicts may become involved? What do existing NPCs, perhaps from other storylines or previous sessions, feel about the conflict and those involved?

These sorts of questions will make it much easier to generate interesting stories, and also make it easier to assign Wisdom awards for incidents and events.

Types of Conflict

In any form of literature, the types of conflict are enumerated by 'man vs. something.' Since we are discussing this in the context of roleplaying, and the protagonist is not necessarily male or singular, some of the most obvious types of conflict in T'nah are designated as 'party vs. something.' There are certainly other types than those described here, but this will serve as a good jumping-off point for Bards to use.

Party vs. Party—The opposition comes primarily from another person or adventuring party, the standard arch-enemy type of story, and probably the most common sort of conflict.

Party vs. Nature—The opposition is the land itself, usually meaning survival; though mining, farming, and other pursuits can also be seen in this light.

Party vs. Self—Through any method or event, strife within the party has become the greatest conflict and the central piece of the story. This can also be a party member struggling with internal, personal issues, or his or her own history (character vs. self), and becoming the focal point of the entire session or campaign.

Party vs. Society—On a larger scale than party vs. party, in this sort of conflict the main thrust of the story is a conflict between world views. This type of game would be well suited to a group that is mainly of one culture and has been required to get along in a foreign culture.

Events

In any good story there is, by definition, some event that begins everything, and draws people into the plots and machinations of the story. This is called a hook. A hook should be irresistible. It raises questions. It is intriguing enough that the players must have more information. It invariably leads into other hooks to carry the story to its climax, which leads to the resolution of the conflict. This is often a means of answering questions raised by the hooks themselves. Who did this? Why did this happen? What is to happen now? What next?

What next? is the question all Bards want their players to express. It is the evidence of a successful hook-if the players care what happens next, they are involved in the plot, just as if it were a story or a novel that they were reading and had not yet finished.

Ideally, find a way to connect scenes by hooks, one hook after another after another, answering or resolving some mysteries while raising new ones at the same time. Each hook can provide a new subplot or a twist to an existing storyline. In an ongoing story such as in roleplaying, a climax can, and usually should, produce an entirely new hook in itself.

You should use your foresight in planning adventures. You want to avoid 'railroading' your characters, though some argue that it is inevitable to some extent. The Bard should always attempt to leave the player's options as open as real life affords, while being prepared for them to take the course you hope the story will follow. Know your players, and prepare hooks to come after both their likely and improbable reactions. It also never hurts to have handy a brief list of 'generic' hooks that you can adjust to suit the situation at any given time, should the adventure take a turn you did not anticipate-and it will, from time to time.

Stories move from plot point to plot point. Hooks are essential, but they are not the same. At its core, a plot point is a significant event in which the party is involved somehow, and around which the story revolves. Make an outline of the big plot points you foresee in the campaign, or at least in the session. If you expect a decisive battle, or an important discovery, or a significant encounter at a gala, or a mysterious murder, then have it noted and be prepared for it. If it's important to the story, you can find a way to incorporate it without overriding the will of your players.

Staging

Conflict, plot, and hooks are, basically, the what and the why. Characterization is the ongoing development of the question who in the story. Staging is the where and the when, and, in large part, the how.

Staging is all of the behind-the-scenes events that lead to your plot, both to and for the characters. All the reasons for the events they are involved in, all the history of the places and cultures, all the famous, unfamous, and infamous people contributing to the machinations of the world-are a factor, and should be given thought by the Bard. Even if it is never documented or the players will never know these details, the thorough Bard will have at least considered the various tangents moving and shaking the world, and how they could influence the players.

Cry "Havoc" and let slip the dogs of war!

—William Shakespeare, Julius Caesar, III,1

When speaking of this overall staging, the underlying conflicts are of paramount importance. The behind-the-scenes actions, resulting from conflicts both seen and unseen by the characters, is the how of the staging. How did this situation or place come to be as it is? How did this problem come to be? How did we find ourselves in this predicament? The answer is always the same: because of the results of various conflicts.

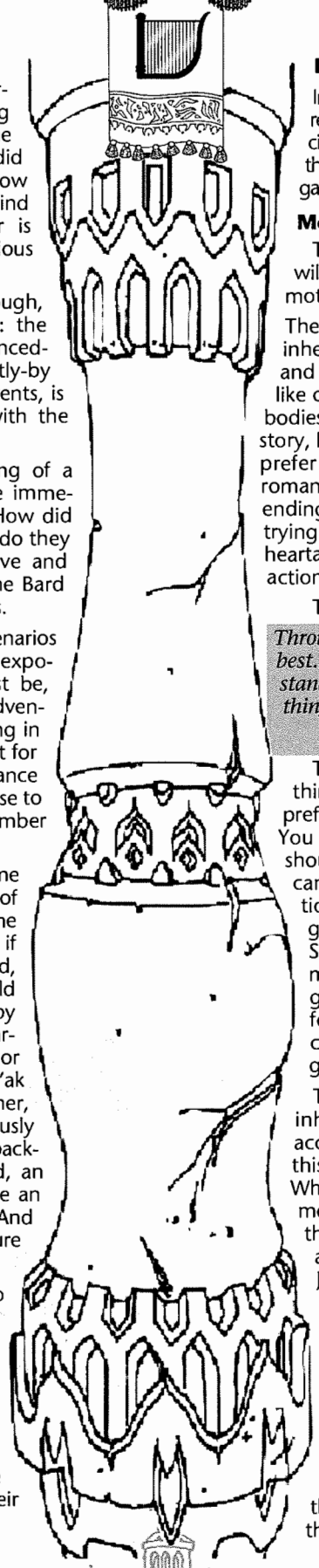
More specifically than this macro level, though, the staging is important at the micro level: the player characters. Their story, while influenced-sometimes directly, but most often indirectly-by these larger or more influential people and events, is nonetheless going to be more concerned with the immediate trappings and surroundings.

Much thought, especially at the beginning of a campaign or session, should be given to the immediate staging. Where does the party begin? How did they meet? What brings them together? Why do they work together? What incentives do they have and what incentives do they need? In the end, the Bard must provide or approve all such explanations.

There are the stock answers which many scenarios and games lean on for the initial back story or exposition of the party. The most common must be, "They met at the tavern and decided to go adventuring for wealth"-but this is a much rarer thing in T'nah than other game worlds, and were it not for the simplicity and ease of use, such a circumstance could be dismissed out of hand. If you do choose to use this option, be sparing with it, and remember that taverns are hard to come by.

Therefore, to begin a campaign requires some thought. Talk to your players, get some idea of their character's motivations and goals. Imagine together, aloud and with the rest of the party if possible, of what their prior lives had consisted, then try to envision circumstances that would bring them together, either all at once or by twos. This can range from simple, if all the characters share some major factor such as culture, or are of close cultures (a party of Yethites and Ch'ak should have no problem finding each other, perhaps even by orders from above), to ludicrously complex, if they are of contrary cultures and backgrounds (a Ch'ak, a Rolen of the trade guild, an Aij'ak, and a wet denizen in a party would be an example of a more difficult justification). And remember, secret societies are often a subculture of their own.

Be sure to keep the locale in mind. Refer to the Gazetteer, visualize the different places, keep their cultural backgrounds always in mind, and place the party somewhere that is as fitting as possible to begin with. Many of the large cities, such as Kitheed or Zhamin, are multicultural and provide a ready-made setting appropriate for a mixed group. Groups of primarily one culture or race also have appropriate places for dwelling where their meeting makes sense.



Player Relations

In any game, but especially in roleplaying games, the relationship between players must remain positive and civil in order for anyone to enjoy themselves. Hopefully the following advice will help the Bard to run a good game while keeping the players happy as well as 'in line.'

Motivation

There are two aspects to player motivation. We will call these inherent motivation and gamer motivation.

The type of person they are determines their inherent motivation. This is a relatively fixed thing, and you can't do anything about it. Some people like crunching numbers, rolling dice, and seeing the bodies pile up. Others like epic combats, a sweeping story, big battles, and seeing the bodies pile up. Some prefer more sedate stories, no fighting, a little romance, a little emotional struggle toward a happy ending. Still others enjoy angst and inner turmoil, trying to work out their character's suffering and heartache by any means necessary. Most like a lot of action to spur their character's development.

They're all correct.

Throughout my journeys, I have assumed that I knew best. I assumed myself the superior being. Yet, standing among the Bards I am humbled. They know things of which we can only dream.

—Culrain, Traveling Historian.

The inherent motivation of a player is not something to judge or criticize. It is an opinion. It is a preference based on their individual perspective. You should never try to change this; you, the Bard, should try to estimate and accommodate it in your campaign. If you can satisfy this inherent motivation, you will make the player happy, and your gaming sessions will be much the better for it. Sometimes this has a large element of compromise, even when you didn't want the game to go in a given direction, and the player nudges for it anyway. Remember that it may be your campaign and your hard work, but it's their game as much as it is yours.

Then there's the gamer motivation. Taking the inherent motivation described above into account, the gamer motivation is: what is it that this player, in character, wishes to accomplish? What are the character's goals? John's inherent motivation is to roll lots of dice with better rolls than anyone else, break things, and become rich and famous; but what, in this situation, does John's character Ughlarm want to accomplish? While it's safe to say, with John at the helm, that he'll go about accomplishing it in a certain way, there remains the interplay between Bard and Player to allow Ughlarm the opportunity of accomplishing it. Whether it's revenge against the villains who looted his village and killed his parents, or just wanting a pile of gold to get one of those snazzy shamshirs from a less-than-reputable dealer, the Bard should provide opportunities to meet these needs.

Ughlarm may be the 'muscle' of the group and his needs may seem to be petty compared to, say, Jane's character Ilieina, the 'brains' of the group, who is desperate to bring about the collapse of the entire Trade Guild. But if the Bard doesn't at least throw Ughlarm a bone here and there, maybe a lead on how to get the shamshir at a lower price, or a scrap of map showing his now-nonexistent village with a name on it, then John—not Ughlarm—will be the one with hurt feelings. Perhaps his quest for a weapon is really not that important. So why not let him do it? He will then be twice as eager to help Ilieina when wearing a necklace made of the teeth of the brigand who killed his father, and is armed with his shiny new shamshir.

There is plenty of time and space in the game to allow all the characters the opportunity to struggle for their own reasons. You are there to facilitate their struggle: not to accomplish it for them, not to lay it in their laps, not even to promise a successful end to the quest-but definitely to allow them the chance to do so for themselves.

Problem Players

It's entirely possible that you will have trouble, on a personal level, with a player. In fact, if your group has frequent changes or additions, it's all but inevitable. Eventually, you will game with someone who is disruptive, distracting, completely lacking focus, or is outright offensive.

There's no good way to handle these situations. Everyone's personality is different and every group has its own dynamic, so there's not even one way to handle it within any given group. Dealing with problem players is always a unique and unpleasant experience, and there can be no simple answer for every situation. However, from experience, we propose the following considerations.

In this author's opinion, real life disruptions should be handled in real life. In-game disruptions should be handled in-game. The in-game disruptions are easy: punish, distract, imprison, or otherwise deal with the player's character in a logical manner. You need to be painfully logical: and as the Bard, the logical conclusions are entirely at your discretion, because the players do not have the knowledge of all the workings of the world that you have.

For example, while in the souq, an urchin picks the disruptive character's pocket. The character catches the boy. He decides he's going to do some foul knife-work on the lad, which the rest of the party objects to vehemently for many reasons. Rather than listen to the objections raised, the player decides his character is going to carry out his plan anyways, and mostly just so the player can get a rise out of the other players.

His character is certainly allowed to do this. It's ridiculous to inject a deus ex machina for something that happens in T'nah every day. But the unspoken contract amongst the gamers at the table makes it clear that these sort of unsavory actions are inappropriate. So the Bard decides that the urchin is actually not a homeless street beggar, but the wayward son of the Ch'ak captain stationed in the next town. The boy stowed away on a caravan and even now his father, having followed the trail, is arriving at the souq.

Disruptive characters in-game can always be dealt with by a little undisclosed information followed by cold, harsh logic.

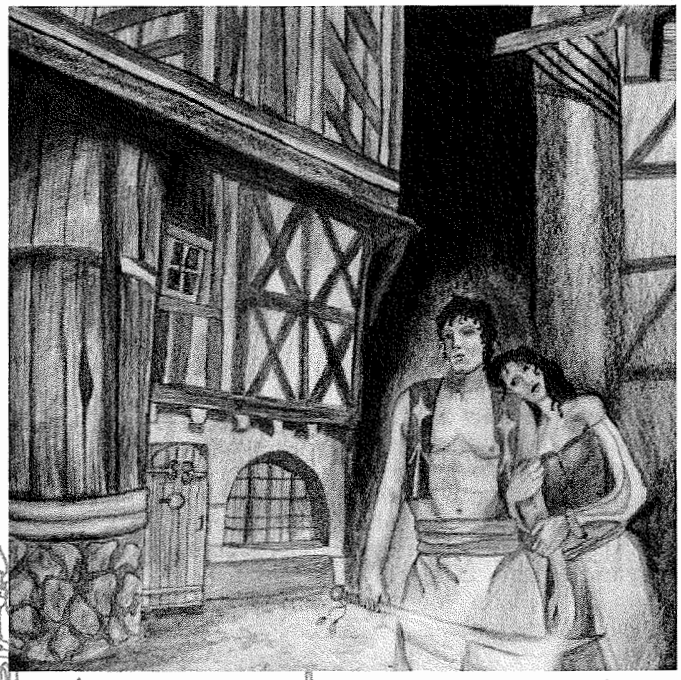
Some problem players are just lackadaisical; these seem as if they'd rather be doing anything else. They can become disruptive by not staying on course, by never being serious, by constant out of character talking and joking, or even by lightheartedly ridiculing or mocking of the events within the game. This kind of player isn't necessarily malicious; they're less interested in the game than in the company, and probably are gaming so they have something to do on a Saturday night with their friends.

Ask them if they'd rather do something else. If they say yes, the game may be a loss anyway; leave the campaign for now, go watch a movie or something, and consider talking to the person about whether or not they want to play in the future. Let them know you want them to play, but you get the impression that they don't want to, and it's fine if they'd rather come over on a different night for a movie and a beer than for game night. It's hard to lose a player, but sometimes it's the best solution.

If they say no, ask the person if they have any idea what you, as Bard, could do to make the campaign more interesting and fulfilling to them. Ask them how you are losing their interest. This puts the blame on you, even though in this age of short attention spans it's usually not the Bard's fault. It also carries enough of a 'guilt trip' that perhaps the answer you get will be honest and undefensive enough to let the player offer you legitimate considerations for improving the campaign. It just may make your game more enjoyable and immersive for everyone involved.

Some players, however, are more malicious in their disruptions. This may be anything from the obnoxious to the illegal. These are usually, however, primarily social matters, and should be handled as such. Gaming is no different than anything else where people are invited into your home, or you into theirs. The best way to deal with problems is to face them head-on, calmly but rationally. If someone wants, for example, to drink alcohol, and your party doesn't go for that at the table, let the person know plainly that the group doesn't indulge while a game is going on. Leave moral judgments out of it, at least until after the session, because everyone has gathered to have a good time.

If a person is exceptionally rowdy or troublesome—well, sometimes you just have to ask someone to leave, or leave yourself if you are playing at someone else's residence. You have to use your own judgment. In these cases, it's always best to do it, with as little talk as possible. The best way this author has found to eject someone from his home is to open the door and say, "I'm going to have to ask you to leave." There's no good way to do it. But sometimes it happens, and it's best to do it as politely, and with as clean a cut, as possible.



PITFALLS OF T'NAH

The following suggestions on game mechanics are totally subjective to the experience of the character. They presume that the character is not engaged in any kind of exertion or other activity, and is not moving faster than a walk. Rather than bog down your game, calculating the size, mass, relative densities, atmospheric humidity, barometric pressure, prevailing winds and genetic background of the character, we present the mechanics as a rule of thumb to help you in telling your story. If you have players who question this mechanic or grill you for your decision, double the penalties listed below. (You can even show them this paragraph if they question you.)

Dehydration

Living beings use water in a variety of ways. It carries nutrients and oxygen to the body's cells through the bloodstream, it carries waste products out of the body, and it helps to keep the body cool. It is no wonder, then, that a deficiency of water can cause major problems to living beings. Under normal circumstances, the human (or humanoid) body requires the equivalent of two liters of water per day (or as much as two gallons in desert conditions) in order to carry out normal bodily functions; for active people this amount can increase by up to three times. When a person stops consuming the required fluids for some reason, or when a person begins to lose fluids faster than he or she gains them (as from vomiting, sweating, or other fluid output), the body begins to absorb fluids from blood and other body tissues.



Dehydration carries many early warning signs, such as increased thirst, sticky saliva, and darkened yellow urine. As the body loses more and more moisture, thirst becomes greater, tear ducts cease production, lightheadedness becomes common, and urine becomes a dark amber or brownish color, coming with either reduced or greatly increased frequency. Advanced dehydration can cause altered behavior, increased faintness or lightheadedness, weak, rapid pulse, cold and clammy or hot and dry skin, and little or no urination. By the time these final symptoms manifest, the body no longer has enough fluid to get blood to the vital organs. This can cause shock and even death.

The amount of time that a living being can survive without water intake is highly variable, but is generally no more than seven days—given ample rest in 90° temperatures or below—and can be as little as a single day in hotter conditions, or during strenuous activity. This is generally true for most of the races of T'nah; Numids, however, can last as long as nine days without any water intake because of the efficiency of their body's fluid conservation.

In that day shall the fair virgins and young men faint for thirst. *—Ahmosh, Yethite Prophet*

Dehydration Rolls

When the character has not had enough water for a full day, begin making dehydration checks every hour. Dehydration checks are made against Consciousness. Each hour of daylight will subtract 1 point from Consciousness. Every two hours of darkness will subtract 1 point from Consciousness. A failed Dehydration roll will cause the character to pass out for a number of hours equal to the ED rolled-but continue to subtract from his Consciousness for the time he is unconscious. When Consciousness reaches zero, begin subtracting the points from Stamina. When Stamina reaches zero the character is dead.

Salt Deprivation

Nearly as important as water, salt is used by all animal life on T'nah to regulate digestion and muscle movement, including that of the heart. Early symptoms of salt deprivation are referred to as 'heat cramps;' these include moderate or severe muscle cramps in the legs, arms, or abdomen. Loss of weight and inertia can also result from more chronic salt deprivation.

Deprivation Penalties

Salt deprivation has a slower effect than dehydration; subtract one point from an attribute in each area (Flesh, Mind, Will) of the character for each day that the character is deprived. Impose a penalty of -1 for all SV tests, and increase this penalty by one for each day the character is deprived of salt. After each full week that the character is without salt, double the penalties. The lost attribute points are not regained once salt has been restored.

Armor and Heat

Wearing armor in the full heat of T'nah presents many problems. In most instances, your characters will need to be discouraged from wearing heavy armor. You should limit the availability of the armor. If your players persist in finding and wearing heavy or metal armor, then feel free to take the total value of all armor protection added together as the penalty against Consciousness for every turn of combat. Those who are trained to use armor may take the number of years they have been trained in the military as a negative modifier to this penalty.

Sun Poisoning

Overexposure to the sun's rays can make living beings physically ill, causing rashes and blisters, fever, fatigue, and dizziness. Sun poisoning often comes in conjunction with heat exhaustion or heat stroke, resulting in a potentially very dangerous combination. The Myrlihk, due to their fur, are more resistant to sun poisoning than the other races, while being more susceptible to heat exhaustion.

Heat Exhaustion and Heat Stroke

Heat exhaustion results when the body has lost a large amount of both water and salt. Headache, confusion, irritability, weakness, dizziness, excessive sweating, heat cramps, and cold clammy skin are all warning signs that a person is suffering from heat exhaustion. If left unchecked this can turn into heat stroke, which is potentially deadly. Heat stroke results from extreme loss of salt and water, and is characterized by the inability for the body to regulate its own temperature. When someone stops sweating, becomes confused, lapses into unconsciousness, and/or has a fast pulse, heat stroke may be in effect. In this case, the victim must be cooled immediately, or death could result. As would be expected, gradual reintroduction of salt and water to the body is the only way to cure heat stroke and exhaustion.

Heat Tests

Characters who labor in the direct sun without protection may suffer from sun poisoning. This is really an intense form of sunburn. Your skin is damaged by the sun and you take this as physical wounding on the exposed skin equal to half the number of hours spent in the sunlight, rounding up. This is actual damage sustained and all damage modifiers apply for movement and use of the affected areas, as if the character were wounded in combat.

For each day that a character is laboring in the heat, a heat test is required. This test is generally performed only at the hottest time of the day. The test is made against Consciousness. Subtract the total number of hours worked in that day. Add +1 for each full draft of non-alcoholic beverage the character has imbibed that day. Apply all salt penalty modifiers. Subtract the amount of heat index for all armor worn by the character. Subtract -3 for a very hot day (90-95 degrees), -7 for a broiling hot day (100-110 degrees), -12 for a scorcher (110-120 degrees) and -18 for a hell-pit (120+ degrees).

Failure of the roll indicates heat exhaustion-which will cause the character to experience a -25 penalty to all actions for the remainder of the day and a -12 for all actions on the next day. A critical failure indicates heat stroke has occurred. Subtract 1D5 (1D10/2) attribute points from the character's Mind (this is a permanent loss, but does not affect the maximum). The character will be effectively incapacitated for 1D10/3 days (round down, minimum one). On the first day of wakefulness, the character will suffer -50SV, on the second day -25SV and on the third day -12SV. Two bouts of sunstroke in the same week will force the character to select mental detriments equal to the total number of attribute points they have lost for all sunstroke within the last week.

Spiders and Scorpions

For the most part, spiders and scorpions are relatively harmless. A bite or sting may cause some painful or irritating swelling, but in most cases this is all that the victim will experience. Some spiders and scorpions, however, have much more powerful venom, and can cause dizziness, nausea, difficulty breathing, tissue damage around the bite or sting, and-in some cases-even death.

The more deadly varieties of scorpions and spiders cause symptoms such as sweating, heart palpitations, rise in blood pressure, vomiting, and diarrhea. These are often warning signs, and should be treated seriously with some form of antivenin, or through sucking the poison out. More advanced-and dangerous-symptoms are blurred vision, unconsciousness, lowering of blood pressure, convulsions, shock, and death. Some spider bites can also induce paralysis.

Diseases and Ailments

There are many diseases that assault the immune systems of the people of T'nah. They range in potency from the inconvenient to the dangerous, but travelers should take care to heed the warning signs of any illness, as even a merely inconvenient disease could leave one open to something worse.

The most common ailment faced by dwellers of T'nah is known as 'bowel fire.' Bowel fire is caused by viruses or parasites found in impure water or food-both of which are far too common-and results in diarrhea, vomiting, fever, and even liver damage. While minor cases of bowel fire are more common and the least dangerous, the more intense cases can lead to dehydration if the victim is not careful, due to loss of moisture from diarrhea, vomiting, or excessive sweating caused by fever.

In areas close to still bodies of water, malaria is an occasional problem. Malaria can be identified by fever and flu-like symptoms. It is sometimes confused with bowel fire because of similarities in symptoms, such as diarrhea and vomiting, coupled with fever. Malaria, however, is the more dangerous of the two, as it can be fatal. If left unchecked, the disease can lead to kidney failure, seizures, mental confusion, coma, and death. Malaria is transmitted by mosquitoes, and special perfumes that keep small pests away can be excellent preventative measures against it.

Dengue fever, also transmitted by mosquitoes, can be a problem in parts of T'nah as well, particularly after the rainy season. Dengue has a sudden onset, and is identified by high fever, muscle and joint pain, vomiting, rash, and severe headaches. Dengue is a long-lasting illness, with the actual fever lasting up to ten days; recovery can take even longer, stretching into two to four weeks. While not as dangerous as malaria, dengue fever is nevertheless a concern.

Sand-pocks are another common ailment of T'nah, often thought to be no more than an inconvenience. They result from a parasitic infection, generally transmitted by sand flies. The most common manifestation of sand-pocks is characteristic sores on the skin, generally in the same place that the victim was bitten by a sand fly. These sores provide only a minor nuisance, causing itching and general discomfort, but leaving sand-pocks untreated can cause further complications. Months-or even years-after the victim is infected, he or she can develop organ inflammation (typically of the spleen or liver) or anemia, both of which can be dangerous if untreated.

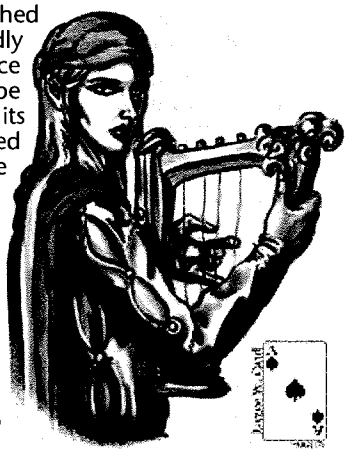
In areas with rapidly flowing streams, black flies can be found. Black flies transmit an ailment sometimes called 'eye-biter,' which can range from the merely inconvenient to the severely debilitating. Most commonly, rashes are all that occur as a result of a black fly's bite. However, the infection has been known to cause visual impairment and even blindness, which cannot be treated medically. As with other pest-related diseases, the best prevention is repellant perfume of some sort.

The most dangerous type of illness on T'nah-and consequently, the most feared-is plague. Usually spread by rats or other vermin, an incidence of plague can wipe out an entire village or city, and the most common way of dealing with such an epidemic is usually with quarantine. There are a number of varieties of plague, all with widely varying symptoms. The common denominator, however, is that plagues are always deadly, and always highly contagious. Even drinking the reclaimed water of a plague victim has been known to transfer the disease, so plague victims are usually burned rather than buried or reclaimed.

LEGENDS

Arywan's Harp

The old harper concentrated on the tune that lay before him. Softly his fingers began strumming the harp, creating an image of soft summer rain, the sound of deer in the morning mist and a feeling of subdued joy at the sight of dawn. His audience was spellbound, trapped in the alluring visions he offered them. They knew that every note he played came from a truth deep in his heart, a fierce love of his people and of this harsh world. With aching clarity he invoked images of love, murder, the cry of a newborn infant, and pride in a craft well done. The notes from the harp accompanied every sob and startled gasp from the listeners. Nothing was ever more magical than when Old Man Arywan played his harp.



A simple harp. Slightly scratched and worn from long use, hardly anything anyone would look twice at. Yet from its strings can be invoked music and passion in its purest form, for the harp is imbued with the love of its maker-the greatest Renizant Bard of all time, Joruz Arywan. Arywan toured the Renizant settlements all his life, bringing joy, news, and passion to the people. According to the stories, he was a somewhat arrogant man with a great wit and a greater heart. He was fierce and did not shy away from battle, but his one love was to play.

He eventually disappeared from the eyes of the world. But where he met his end is still unknown, much to the chagrin of harpers and Bards everywhere, who believe that Arywan's Harp was the key to his success, an instrument of magic.

Lesser known stories tell a tale of Arywan's end at the hands of a Ch'ak column. The Ch'ak had captured a column of pilgrims, but Arywan challenged the Ch'ak for the freedom of the prisoners. A wordstrife—an ancient tradition, in which a contest of riddles and arguments decide the winner—was conducted. Arywan won over the Ch'ak leader, and in doing so he freed the pilgrims and damned himself. The Ch'ak let the pilgrims leave, then hunted Arywan down. Where his harp went, no one knows.

The Brethren

The bearers of the taint. The witherers. Unreasonably devoted to their own mystery management, the Brethren are difficult to find. Their members use intricate innuendo and a great variety of secret signs to hide their natures, confining their operations to places where they can easily slip past any present authorities.

Fully appreciating the convenience of the souqs, they scheme in the dark, their leaders are masters of diseases, and their goal to spread those very diseases to the world. To destroy life itself. Their presence can only be detected through analysis. If disease and plague prospers, it can be mere coincidence-or it can be the handiwork of the Brethren.

Yet the problem is not what they seek to do, but how they do it. Applying the bubonic plagues and viral diseases to their own frail bodies, their ragged selves become the very containers that spread their physical agenda. Dying pestilent death in the granaries of the sentient races bring them the same confirmation that any religious zealot seeks.

It is said that, in their hideouts, their masters serve them with contaminated water and food, sending them to different parts of the world to spread the Cleansing that is their ultimate goal.

Their mark is the fly, swarming wherever they are present, foreboding their eventual success.

The Canyon of Fire

The Canyon of Fire is found among the volcanoes located just south of the Drachen Wastes, in the northern quadrant of Jaan lands, so named because of the geysers riddling the canyon floor. It is a dangerous, deadly place that spouts great gouts of flame. Few are the travelers who have traversed its obstacle course of fire and poisoned air and lived long enough to tell of their experiences.

It is actually a large valley, rather than a canyon, but the virtually unclimbable cliffs that border it have earned it that reputation. The floor of the valley is covered in sharp, slippery shale, making footing treacherous even on the few known 'safe' paths. Smoke and other visible gases hang in heavy multi-colored clouds above the valley, obscuring all view of the sky and casting the valley in perpetual shadow.

Earthquakes are a frequent occurrence in the surrounding area of the valley, for the land is restless, the great plates of the earth shifting constantly as the lava heaves and swells within underground rivers and lakes. This is what creates the phenomenon of the geysers. Gases build up within the earth and are ignited as pressure vents them out through natural chimneys in the stone. Great stone monoliths have been shoved up from the earth as well, creating odd channels within the valley that funnel fresh air.

These channels are what create the few 'safe' paths through the valley, but even those are no guarantee due to wind shifts and the heaving of the earth. The majority of the valley is filled with poisonous gases that make it impossible to breathe or survive if you stray into a patch. These patches cover kilometers of terrain.

But there are always foolhardy or desperate people willing to risk death by traversing the Canyon of Fire. Those few who have made it out swear that there is a cavern upon the western rim, wherein lies a veritable hoard of otec trinkets. The allure of finding some great device lost for millennia, or just greed at the thought of what those rumored base components would sell for, is often too much of a temptation to resist.

'To walk the Canyon of Fire' has become a phrase synonymous with committing suicide. There's always a chance of surviving, though many are delirious with poisoned fever or just downright insane after they make it back out again. Tales of horrible beasts too frightening to describe have originated from some survivors, while others have babbled stories of hidden pockets of unparalleled beauty and riches there for the taking.

None of these tales have ever been substantiated by any kind of proof. Otec devices are found to be nothing more than curious twistings of metal ore that have been pushed from the earth over the centuries. Pockets full of 'treasure' are revealed to hold nothing more than strange bits of oddly hued stones, none of them considered very precious or valuable. But the tales continue to grow more fanciful with each telling, and the words, "I survived the Canyon of Fire," will do wonders for an adventurer's reputation as long as they have a story to back up the claim.

The Cave of Renz

The cave of Renz is but a rumor, a footnote in the legend of Renz I and the golden age. Bards tell a tale of Renz being plagued by doubts. While walking in the desert, submerged in deep and troubling thoughts, Renz stumbled upon a small cave at the base of an unseemly sandstone cliff. Seeing that night was upon him, he entered the cave and prepared to rest. As darkness fell on the burning sands, Renz felt a peculiar quiet settle in his mind. His vision cleared and his thoughts were no longer of despair and death, but calm and discerning. Understanding that this place was bigger than him, he knelt and spent the night meditating and praying in the small cave.

In the morning, Renz felt his resolve strengthen and saw with clarity the actions he had to take to safeguard his people. Gazing out onto the dunes in front of the cave, he seemed to hear a voice whispering like the desert wind in his ear: "This I promise to your children: A hard life like the desert. Hardship and want, burning sun and lonely death. But live in peace and share your knowledge and wealth and you shall know cool shade, love, and prosperity even in this harsh world." Renz knelt again in gratitude, before returning to the world of men and introducing a golden age for all under his rule.

Bards will sing that this cave still exists, that it is a place of thought and vision, a place where the gods dwell. They claim that any man who spends a night in this barren cave will know the answer to his heart's question.

The Cave of Truth

Somewhere in the mountains near the city of Krellar lies a hidden cave. To reach it, a single treacherous and winding path leads up through the foothills. Rock falls and landslides are common here, and many travelers seeking the cave have perished even before taking their first steps upon the path. Should anyone brave the dangers of the ascent, the cave itself is difficult to locate. Coarse bushes cluster around the entrance, obscuring it from sight. Behind the stubborn plant life, a narrow crack in the rock of the mountainside leads inwards, finally widening out. The cave itself is bare of decoration or ornament, with only one sight drawing the visitor's eye.

From the back wall of the cave protrudes a giant stone face, easily five times larger than the average human head. Even in the semi-darkness, its features are recognizably that of a Denizen. A bold nose sits above half-parted lips, and its brow is creased in what resembles concentration. At the left and right, huge fingers can be seen, stretching out of the rock, reaching, as if desperate to be free of the stone.

Here the tale grows stranger. Legend has it that if you were to approach the face and beseech its help in the ancient fashion, then the features would stir, stony lips twisting, and even drawing breath. Once the face awakens, the visitor is allowed to ask a single question, and before returning to its sleep, stone eyes would blink and the strange mouth would whisper a truthful answer.

All questions are answered in the Cave of Truth, yet the mighty stone face within frames its answers in cryptic fashion, reveling in exaggeration and misdirection. Only once may a man ask a question of the Face, so should you have chance, consider carefully before asking....

Truth shall spring out of the earth;
righteousness shall look down from heaven.

—Daveeth, Yethite Philosopher

The Children of Thar

Thar was a historical figure that claimed to have found an ancient book buried deep within the underground. This book, prophesying the collapse of 'The Great City,' became the basis for Thar's conviction. People followed him to preach the errors of the great mining community's greedy, thoughtless endeavours to destroy the very rock fundament holding the city together.

After a while the group, known as the Children of Thar, resorted to more drastic measures and even violence in their struggle to 'open people's minds.' As vandalism became a nuisance, someone eventually murdered Thar and made him a martyr. Support waned, but the Children of Thar that remained started to study their ancient book and hide away in the shadows. Organizing silent meetings, plotting and scheming, they became even more dangerous than with the leadership of the founder.

Today, many years later, their actions are still rare, but once they act they do so with utmost precision and minute planning, often killing caravan owners and vandalizing gold transports.

Evertree

None favor trees more than the elusive Syl. Few outsiders have ever seen the inside of a Sylvan glade. The Glades are reputedly centers of nature, where the Sylvan nurture and tend to the trees with great love and pride. But even the Sylvan have their legends, which of course deal with trees and nature in general. One of them is the legend of the Evertree.

According to Syl legend, the Evertree resembles a great, ancient oak with silver leaves. Its roots go to the earth's core, its branches block out the heavens. It is teeming with life and the forest surrounding it is lush and green. When a Syl dies outside of a glade, its spirit is taken to the Evertree to be measured. If the Syl still bears an undying love for nature, its spirit is allowed to dwell amidst the branches of the surrounding forest. If not, it is cast into the earth to nurture the Evertree and rediscover the power of the forest. Many a Syl has gone off in search of this forest and the Evertree, hoping to find relatives lost in the world. Some have even found it and spent their lives tending to the forest and nurturing the great tree. The Syl say that if the tree is ever uprooted, all forests will die and the spirits of all Syl banished to the core of the world.

The Five: A Hand and a Guild

Deep within the earth an axis of power controls the world. The Ebon Syl, ancient cousins to the Troog and Syl, dominate from behind myth and legend. The Hand of Five is a group of Ebon Syl who has taken an interest in the world above. While travel on the surface world causes them pain they have come to value its resources. Created during the early years of the Renizant Empire (3175), the Hand of Five began as group of advisors to her highness, Nerae. Originally seen as a token political body, the Hand of Five has stretched their reach to cover the entirety of T'nah. Their discovery of the Wet Denizen plans for the reclamation of the surface world has made them the master of secrets and the keeper of shadows.

The cataclysm that shook the earth to its core created a massive network of underground tunnels and caverns. Having created their home beneath the surface, the Ebon Syl have spent many centuries exploring these tunnels and have developed a subterranean highway that can take them anywhere in T'nah. This system has allowed the Ebon Syl society to flourish and thrive. The pinnacle of their craft is the construction of their abyssal cities. Enormous stalagmite buildings house several hundred people while the city lights illuminate

markets, artisan's workshops, and public forums. There are five major city-states, all located on particularly large hubs in the tunnel network. Traditionally the leaders of the various cities represent the Ebon Syl to the surface as the Hand of Five. They erase any rumor of the connection between the Ebon Syl and the Hand, thus allowing all sorts of information into their data banks.

The city-states are in a constant state of tension. Almost every member of the Ebon Syl belongs to one city. Those outside the cities are shunned because they belong nowhere. The city-states are always competing in just about everything, but the most heated competition is the technological race. Their time underground has enabled the Ebon Syl to become intimately familiar with geothermics. The steam engine was not far behind the discovery that steam could be siphoned from lava tubes. Over the centuries they have become excellent mechanists. Giant drills propel mining crews deeper into the earth in search of precious metals. Elaborate pulley systems propel citizens among the stalactite towers in their cities. Steam propelled vehicles zoom at dangerous speeds through small tunnels carrying goods, passengers, and other cargo between the massive metropolises. Eventually they will make their way to the surface world, and then their time shall come.

Haramesh's Corruption

The Ebon Syl 'thief and liar,' Haramesh, was once cast out from his underground dwellings after questioning his authorities one too many times. Due to his pale complection, his banishment was the most serious punishment to anyone of his race.

He settled in Uythal, in the Thalve Woodlands. A Yethite community liberal enough to greet differences with open arms, although their Ch'ak enforcers could prove to be a dilemma if Haramesh's wit could not assess the situation. After some time, Haramesh had managed to create his own underground network of other heinous or rebellious people, obviously from the people seeking refuge in the city and not the actual Yethite populace.



Although his criminal activities were guaranteed to eventually collide with Yethite interest, he was not dealt with. Whether this was a result of bribery (bribing a Ch'ak? Hardly....) or respect of the fact that he had managed to pull something off right under the nose of authority was irrelevant. Because, to this day, Haramesh maintains his criminal Uythal network, smuggling, extorting, and stealing during the dark hours of the community.

Legend of Barrakez

He came with the north wind. Out of the desert, just as deadly and unrelenting. Seven feet tall he stood. Powerful and savage, cloaked in the skins of his victims, easily recognizable by his cruel-looking blade, the Reaper. With a fell voice he would demand the treasures of the unwary travellers that had passed into his domain. Failure to deliver would spell certain death, for Barrakez the Undying would spare no man, woman, or child who stood against him.

Barrakez is believed to have been a Rolen highwayman who led a successful life robbing caravans and travellers for more than two decades. He was never caught, and legend told that he could not be killed. Over the years, sightings continued to be reported and from time to time a caravan would enter a settlement claiming to have been waylaid by the mighty bandit. Today, Barrakez is a legend, a story told at campfires, a horror used to scare new companions embarking on a journey.

New tales of Barrakez crop up now and again. More than likely, it is another highwayman who is using the towering reputation of his evil predecessor to ensure success and many a new rogue has been duped into buying the authentic sword of Barrakez-'the Reaper.' However, given the number of 'authentic' swords on the market, it is more than likely that all are fakes.

The Lost Palaces of the Hasmin

Forgotten amongst the sands of T'nah for countless generations, the Lost Palaces of the Hasmin have long been little more than a rumor, a legend told in the souqs at night and a quest embarked upon by greedy treasure hunters. No Bard has ever agreed on who had built the palaces, what had caused them to be swallowed up by the vengeful desert, or even if they existed at all. Indeed, the only thing Bards do agree on-as so often is the case with tales such as these-is that the inhabitants of the Palaces had treasures beyond the dreams of mortal men. Many an adventurer or treasure hunter has ventured into the desert seeking glory but few returned with wealth...or returned at all.

Yet a wind of change blows across the desert, for little more than a month ago a lost traveler was found wandering within the sands, delirious from sunstroke and dehydration. Clutched in his hand was an artifact never before seen-a twisted piece of gleaming metal etched with a strange, linear script inlaid with gold. The traveler told his story to all that would listen, for he was still confused by the heat and not thinking as a treasure hunter should. He told that he had lost his way while traveling to Vargas, and seeking shelter from a sandstorm he had bedded down in a cave.

When he awoke the storm had passed and the cave was gone! Instead he found himself lying amidst strange ruins, half-buried towers of rusted metal and crumbling stone. In the souqs, countless expeditions were begun with each telling of the story, for surely the Lost Palaces had been found!

Countless parties ventured out into the sands, finding nothing but sand and stone. Some did not return at all, and those less foolish fellows who had remained at home muttered about the harshness of the sun. However, one group of explorers did not return home because they met not with death, but with fortune out in the sands. A sage named Prosor J'hon and his companions stumbled upon part of the ruins and have set up camp in their shadow. J'hon was well prepared for the voyage, for he has spent his life trying to find the Palaces, and his band carried with them enough water and food to last another two full months. They have begun to excavate the ruins, digging deeper into the sand in search of their treasure. J'hon insists this is undertaken meticulously, because for him knowledge is his treasure.

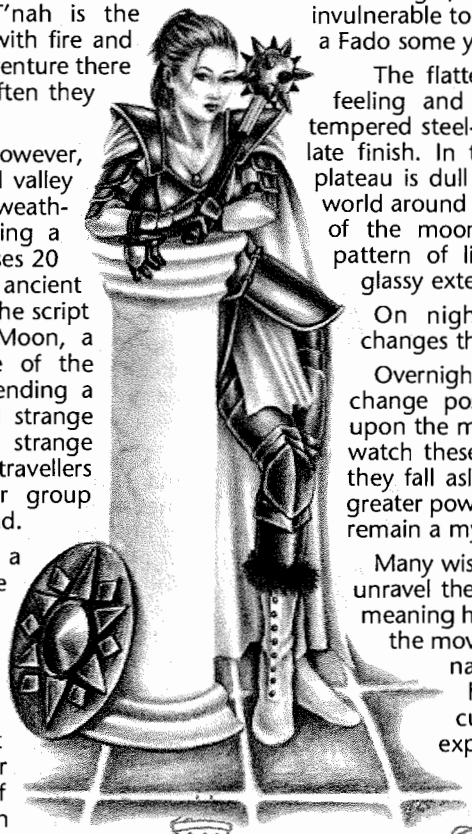
His men are not so inclined, and a several of them have begun to hurry the process along, digging while the others sleep. In the last few days they have uncovered a passageway leading into the depths of the Palace and two of them ventured into its halls. Neither returned, and after waiting two hours the entrance was covered up to avoid discovery. Since then, three more of the group have entered the tunnel and not returned. J'hon is getting wary of the disappearances and his men are becoming increasingly paranoid. Questions abound as to whether a rival expedition has found the ruins and are trying to dispose of J'hon and his party, or whether they have reawakened the curse which toppled the Palaces long ago. It is only a matter of time until the secret passage is discovered, but whether the mystery will be solved or deepened remains to be seen. Back in Vargas, J'hon's Trade Guild patrons are getting anxious as to the expedition's fate and are trying to hire a search party. But in what state will they find the expedition, and can they avoid it themselves?

Marocai—The Whisperers in the Night

The most dangerous of places on T'nah is the Scorchlands, a blasted, barren place filled with fire and storms. Few but the bravest or most foolish venture there in search of adventure or treasures. Most often they do not come back.

Some of those who have come back, however, speak of an old relic standing in a secluded valley not far from the edge of the Scorchlands. A weathered statue cut from black stone resembling a great, winged lion or possibly a demon, it rises 20 meters from the valley floor. It is carved with ancient script along its base, and it is rumored that the script contains directions to the Valley of the Moon, a mythical land of plenty on the far side of the Scorchlands. Those who have survived spending a night near the statue claim to have heard strange whisperings in the night-silent words and strange cries from the surrounding hills. At times, travellers have wakened to find members of their group missing, only a trail of blood left in their stead.

The missing persons are the work of a mysterious group known to themselves as the Marocai—the servants of Maroc, a small, fanatical cult living in the hills around the statue, practicing strange and bloody rites to gain favor with the spirit believed to be trapped in the statue. Cunning warriors and deadly assassins, they creep into camps at night and abduct unsuspecting victims for use as sacrifices to their stone idol. In times of need, small bands of Marocai have been known to sweep the nearby countryside for victims, sometimes even raiding small farmsteads or abducting people from less protected settlements. Locals speak of these Whisperers in the Night with dread, lacking the courage to venture into the hills to root out this evil.



The Obsidian Mask

There are many stories of the mysterious Obsidian Mask. Is he myth, or do the tales surrounding his exploits have a basis in truth? No one really knows, except those who have seen him, and they are few and far between.

His true identity is still shrouded in secrecy, concealed behind the mask that has given him his name. While many consider him a thief and malcontent, his motives seem pure. Despite the rumors, the Obsidian Mask does not murder (in truth, so far no one has died by his hand), does not make a nuisance of himself with women, and he does not steal-unless you consider freeing slaves 'stealing.'

What are his motivations? Was he a slave once, perhaps one of the unlucky ones who are mistreated and abused? Whatever his reasons, this man is fighting a battle single-handed against all those who 'own' people. This, of course, puts the Obsidian Mask at odds with many of the cultures of T'nah-not that this concerns him. So far, his efforts have been successful on a small scale: freeing a caravan transporting slaves, or disrupting a market where people are sold. Although his campaign has been bloodless so far, nobody knows how far this man will go to achieve his impossible goal.

The Pillars of Teytha

Not far from the borders of the Equin Pampas, where the grasses give way to sand, lie the Pillars of Teytha. As tall as a man, the six stone pillars are covered in ornate carving of ancient origin, unworn by time or wind. They seem invulnerable to damage, surviving even the passing of a Fado some years ago.

The flattened plateau where they sit has the feeling and look of glass, but the strength of tempered steel-no mark or blemish ruins its immaculate finish. In the noonday sun, the surface of the plateau is dull and cloudy, reflecting nothing of the world around it. Yet on certain nights, under the rays of the moons, a change occurs, and a hidden pattern of lines and curves appears beneath its glassy exterior.

On nights like these, the pillars undergo changes themselves. They move.

Overnight, unseen by any who watch, the pillars change positions, arriving at different locations upon the moon-pattern. Anyone who attempts to watch these amazing movements somehow fails-they fall asleep, or are distracted; it is as if some greater power wishes that the mystery of the pillars remain a mystery....

Many wise men and scholars have attempted to unravel the nature of the markings, to divine the meaning hidden behind them, and to understand the movements of the pillars. The dry, desolate nature of the plateau's location, however, makes long-term studies difficult, and only a well-provisioned expedition stands a chance of uncovering the pillar's secret. Who knows what that secret is?

The Remembrance of the Trees

Amongst the Sylvan is told the ancient tale of the first woodsman to enter one of the tracts of woodland forbidden to outsiders, and of his fate amongst the Sylvan people. It is still told today—as a warning to any who might be foolish enough to anger the Children of the Trees....

The Woodsman stood silently at the edge of the tree line, looking in. He seemed to be waiting for something, or thinking something through. Tall and proud he was, with powerful arms and broad shoulders. He had the look of a man of power. The Woodsman had heard the stories of the strange folk that dwelled within the forest, but he gave them little credence.

Long dark hair framed his face, and a scraggly beard tumbled to his chest. In his right hand, a flaming torch burned away the early morning mist. Over his shoulder was a stout-shafted axe, rosy torchlight flickering on the bright metal of its blade.

After a few moments, he strode across the tree line that marked the edge of the wood, and into the trees. Without pause or concern, he made his way deeper into the forest, leaving a trampled path of grasses in his wake.

He came to a stop at the foot of a great tree, and the Woodsman nodded approvingly as he surveyed its girth and age. There was much fine wood here. Fixing his still-burning torch in the ground, he took his axe in both hands, feeling the strength of its shaft, and the weight of its head.

Legs apart, he took his stance, and raised the axe.

A few days later, a group of hunters returned to the village, eyes bright with fear, hearts brim-full with terror. They had been trapping near the edge of the woods, and also searching for the Woodsman, who had failed to return home. Fearing him injured, they had combed the lower fields.

To their chagrin, they found him.

At the edge of the forest, the body of the Woodsman was suspended from the trees, a noose tight around his neck. He had been cruelly mutilated-his ears severed, fingers of his hands removed. His body twisted gently in the breeze, the branches creaking far above. It was only when his lungs shuddered, and a plaintive wail of agony escaped his cracked lips, that the hunters realized he was still alive.

Appalled, the hunters moved to free the Woodsman. Who could have done this? Who could have been so cruel? Yet as they approached, a hail of arrows burst from unseen bows within the trees, piercing the ground at their feet. As the hunters stood stock still, paralyzed with fear, something glittered in the air as it was thrown from the darkness of the woods.

The Woodsman's axe landed with a heavy thump on the ground. Recognizing it, the leader of the hunters picked it up, a question forming in his mind. Why would this be returned? What was the purpose in doing so?

It was only as he turned it over that he saw that the axe's shaft had new decoration; the worn handgrip was now skillfully inlaid with short trips of stained ivory. It was beautiful work, he thought, before he realized where that ivory had come from...

He looked again to the still-wailing Woodsman, and his ruined hands. The hunters ran for their lives, shrieks still ringing in their ears.

The tale says that somewhere, the body of the Woodsman still hangs from the trees, still alive, and still in agony-a warning to those who would gather wood from Sylvan trees...

Renizant Hothouses

The Renizant are gone, their legacy is slowly fading into oblivion. Perhaps one of the greatest achievements of the Renizant is their development in agricultural technology. In an attempt to prolong the life of staple crops, several Renizant cities built large hothouses, buildings filled with plant life from all over T'nah. Botanists would work to combine various plant strains in order to enable them to better survive the harsh climate. Their crumbling civilization left these hothouses behind for future generations. Unfortunately, the secret of their construction and maintenance is largely a mystery. Several scholars have spent years attempting to recover the lost knowledge, but progress is slow. Until the information is unearthed, the hothouses continue to house bountiful gardens of plants from the far reaches of T'nah.

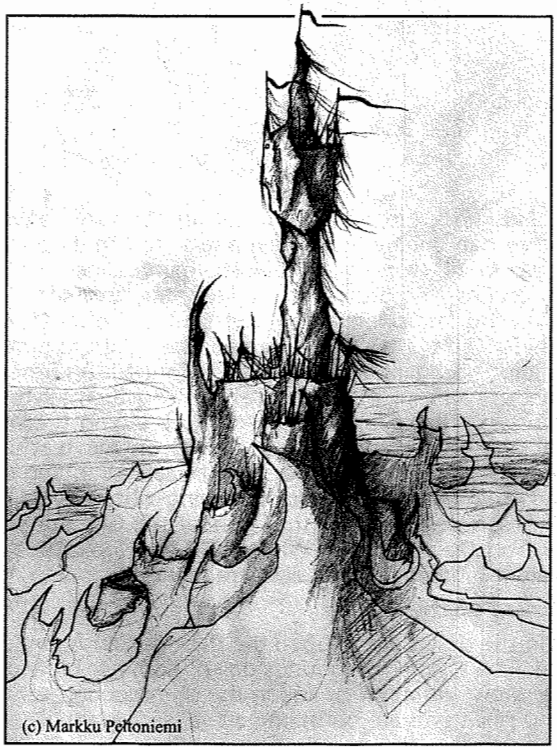
I said in mine heart, Go now, I will prove thee with mirth, therefore enjoy pleasure: and, behold, this also is vanity.

—Saulumein, Ancient Renizant Philosopher

Sarnon Fortress

Lying deep within a valley along the border of Ashik's Anvil, isolated and difficult to reach, lies the overgrown ruins of the Sarnon Fortress. Once a military bastion for the Renizant Empire, now it is nothing but a shambled heap of rocks and buildings covered in vegetation.

No one knows why, but many years ago, contact was lost with this installment, and not even the leaders of the Renizant themselves dared to shed light on why. Instead, the place was shunned and designated as cursed by whatever had destroyed the once powerful fortress.

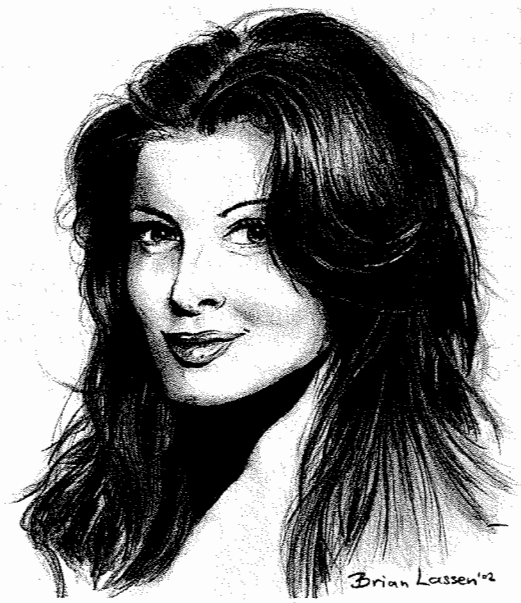


Scarlet Sisters

"More tea, Master?" The concubine knelt beside him, a picture of reverent submission and frail beauty.

"Nay, I have relaxed enough. Follow me." The fat merchant-lord arose and waddled heavily towards the bedroom door, undoing his robe as he moved. In the doorway he stopped and turned. "Ah yes, come closer, little one." He opened his arms, and the concubine obligingly slid into his embrace. A small gasp and the merchant-lord shuddered, his eyes bulging in terror as blood fountained from his mouth. Stunned, he looked down and saw the hilt of a dagger protrude from his belly. Then he flopped to the ground.

The Red Vale is possibly the lushest and richest place on T'nah. Here the Trade Guild hold sway along the banks of the mighty river Lorad. The Vale is the center of Guild Power, home of the Guild's largest cities-Sephas, Ariz and Rainoz. Merchant lords pride themselves in having both total power and the support of the people. After all, the Vale is a rich and fertile environment.



It would shock them to learn that, in the very center of their power, an enemy is growing and hatching its plans. A secret group of women-concubines, handmaidens, seamstresses, guards, and others-are planning the downfall of the Guild. Moving into unassuming, but central, positions, they bide their time, striking only at the right moment. Assassinations, kidnappings, theft; they do it all. And they all do it in the name of the Red Witch, calling themselves the Scarlet Sisters. The group is dedicated to bringing the Witch back, or at least instituting a rule based on her teachings. They are utterly remorseless, adept at assassination and even Ido, and they think nothing of removing obstacles in their way. Their greatest power is the fact that the Guild does not even suspect their presence. Who would ever look twice at a handmaiden? They are, after all, mere servants.

The Shrine of the Cup

Lost in the desert, adrift upon the trackless sands, a man is doomed. The savage sun pounds down, hammer blow upon hammer blow. Vision blurs, and in the shimmering heat, illusions and phantoms are born, immaterial and wraithlike.

Or are they?

The Shrine of the Cup is a mythical desert temple that appears rarely, and only to those dying of thirst in the most remote parts of the desert. The heat haze slowly vanishes, revealing simple stones rising from the dunes, and ancient steps leading downwards to a single darkened room below. Inside, the room is empty save a solitary finger of stone thrusting up from the floor.

Atop this pillar stands a rough stone bowl with a narrow crack in its bottom. From this fault line, clean water swells, but only enough to save the life of the thirsty man-it is not a cup of infinite plenty. The bowl cannot be removed from its resting place, held in position by some unknown force.

Is this cruel? To give a dying man water, only to have him leave the Shrine's protection later and perish in the desert? No. When finally the unfortunate chooses to leave, he miraculously finds himself within sight of his intended destination. As he turns to look back at the temple, it is gone forever.

No one ever sees the Shrine of the Cup twice.

The Sisters of Fire

The Scorchlands: a dark and barren area-utterly inhospitable and inimical to existence as we know it. No life prospers in that scalded and charred soil, and its hostility is almost a living thing, palpable and real, burning with hatred. Great geysers of fire burst from the ground without warning, bringing awful death to the unwary.

Who would choose to live on the borders of this desolate place, and spend their lives in its perpetual shadow? Perhaps only the mad....

The Sisters of Fire are a close-knit religious group who only welcome women to their numbers. While they discriminate against gender, they embrace all the races of T'nah with open arms. They dwell in a small, ramshackle tent town set on the very edge of the Scorchlands, scratching out a meager existence between the great emptiness of the plains and the stark horror of the burned lands to the east.

No one really knows whose teachings they follow, or much about their practices, as the group protects its knowledge and rituals fiercely. The only well-known custom of the Sisters is more a thing of rumor than fact: the 'Walk of Fire' is an act of devotion, a seeking of visions.

The initiate fasts for a week before walking unaccompanied into the Scorchlands. Madness, you say—and many would agree. The dangers that lie in wait beneath that unending cloud cover are many, and few Sisters return from their quest, most perishing alone and unmissed. Those that do, however, are sometimes blessed (or cursed) with strange truths or glimpses of prophecy. Sometimes, those who search for knowledge have nowhere to turn except the most unlikely sources.

Spirit Mountain

Among the mountain range piercing through the glacier, like a hand coming from the ice, exists a large mountain, larger than any other nearby. It stands up like a mighty oak in a field of saplings. A ring of clouds obscures the peak. Due to its height, even the villages on the outskirts of the glacier live in its visage. They call it Spirit Mountain, and even their hardiest warriors will not attempt to scale it.

A legend among their people is that Air spirits live there and guard the summit from anyone trying to reach the top. The reasons cited for this vary. Some call it home of the North Wind; others say they guard the castle of Natari, the mistress of sun god Ashik. The spirits protect and keep everyone away so that only he may have her.

Air spirits do not inhabit the mountain, but it does hide a secret. The Infinity Group is a collection of survivalists that have built a secret den at the top of the mountain. Their leader, Cyrus, started the group almost four decades earlier. Possessing the dumb luck of youth, he stumbled upon a treasure trove of otec while climbing the mountain on a dare. Assuming the mantle of ownership, he soon had a large following. Wishing to horde the technology for themselves, Cyrus and his group have encouraged the myth of the spirits, and through technological manipulation they can create feats that further validate the myth.

Stairs of Cor'ai

The stairs of Cor'ai is believed to be a natural phenomenon, or a work of the gods themselves. The stairs of Cor'ai is the name given to a long sloping cliff, a few days ride north of the Renizant settlement of Oase. The slope itself is steep, but made passable by naturally occurring steps eroded into the cliff face. On the whole, the cliff resembles a big, steep stairway leading to the top of Mount Cor'ai—"Heaven's Pillar."

A common mistake is to believe that the presence of the stairs makes it easy to ascend Mount Cor'ai and cross into the valleys on the far side. Travellers believe that it is just another staircase that can be climbed with pack beasts and cargo. But Cor'ai is a dangerous mistress. The mountain is home to powerful gusts of wind that can fling a traveller or a beast from the stairs at any moment, plunging them to certain death. These winds are the cause of almost all fatalities on the stairs.

Given the right precautions, it is possible to cross Mount Cor'ai using the stairs. Safety lines or harnesses, spikes, and rope should remove most of the danger involved in the crossing. Of course, there is still the matter of thugs and bandits lurking in the area looking for easy targets.

Sulfa Springs

Deep in the glacial wastes, almost near the pole of the world, are pools of water heated by the world's core. Heat seeps up through the earth, melts the glacier, and creates small inland lakes. The adventurous groups that can survive the trek through the outlying wasteland stumble upon one of nature's treasures. Varying in size, the pools are a hotbed for the growth of plant life and algae. Frost Moss, a plant that can be employed to combat infection, thrives in the sulfur rich pools. While the pools hold many pharmaceutical treasures, there are also many carnivorous invertebrates that prey on anything that enters them. Many adventurers have lost their lives searching for the springs.

The Synod of Water Bearers

My father always told me that kindness is a price ill afforded on T'nah, yet I live, and he is dead because of it. Kator Shen was the village of my birth, though only old maps now mark where it once stood. Few, indeed, were the travelers that willingly came to Kator Shen, for it was a foul place where dark deeds were committed and arranged for daily. I cannot say that all of the people of Kator Shen deserved the fate that Ashik dealt them, for what can simple townsfolk do against murderous thieves?

This I know, that in the Spring of the Long White Grass, some 40 years ago, a man, a Rolen, stumbled into my father's shop. He was sun-baked and raw, his features cracked and haggard. I gave him water and a place to sleep in the storeroom. It did not occur to me to do otherwise, for so my mother had taught me. My father would've turned him away, or worse, if he had known about him. He called himself 'Eyoch' and as his health improved he asked me many questions about Kator Shen. I answered honestly. What harm was there in it, I thought? I now comfort myself with the thought that if he hadn't asked me, he would've asked another...

When my father discovered Eyoch, he drove him forth with blows and curses. My father didn't have long to be angry with me, though. I awoke that night to the sounds of screaming and the smell of smoke on the wind. Kator Shen was ablaze and dark clad warriors strode through the streets, slaughtering every living thing, regardless of race or age. I watched one, a Suv'ik, cut down a man and the horse he rode with one blow. I heard boots scrape across the porch as the door to my father's dwelling splintered and burst inward. A heavily armed Eyoch stalked through the breach. He looked at me for a long moment, then stepped away from the shattered doorframe and nodded at it with his head.

"Don't look back. Just run."

I did not hear him kill my father or my little sisters, but I did see Yai's Drop upon his chest as I fled. I heard later that the village of Morket Shen survived the summer despite all expectations to the contrary, which was a blessing, for it was a fair place. What the Synod takes, it gives away, and I question it no more than I do the Fados. You would be wise to do the same.

—Teren Mesik, Kel Tradesman

An open secret during the time of the Renizant Empire, now forced once again to be clandestine, the Synod of the Water Bearers has chosen to decide who lives and who dies using standards known to none but its members. Formed well over two thousand years ago by individuals more concerned with the survival of sentient life on T'nah than morality, the Synod chooses villages to help in times of trouble and drought. They do this by deciding which 'less worthy' village they will sacrifice for the good of the others. The chosen village's entire population will then be slain so they can be 'reclaimed.' The resulting water helps other villages survive.

Members of the Synod of the Water Bearers seldom reveal their allegiance, for obvious reasons. When they go out on 'harvest' they wear dark silken scarves that conceal their features. If they choose to declare themselves, they use a symbol called Yai's Drop, named after the Renizant goddess of mercy. Yai's Drop is a crystalline water droplet with a single swirl of red running through it, typically worn as a pendant. The Synod is willing to accept members of any sentient race, though no Troog could ever stand working for them. Their only requirements seem to be martial skill and an iron will.

A schism appeared at the heart of the Synod, one with dangerous repercussions for T'nah. As their services have been needed less and less, a few members have become increasingly vocal that the time has come for them to start culling groups based on more liberal criteria. What was once a dark, but arguably necessary task has, to some of the Synod, become an apocalyptic religion for survival of the 'purest' that they pursue with unwavering fervor. Their counterparts who, in the main, believe that the time of the Synod is soon to pass, are coming to realize that their final act of duty to T'nah may well be to cull their own ranks before disbanding forever.

Tomb of Kings

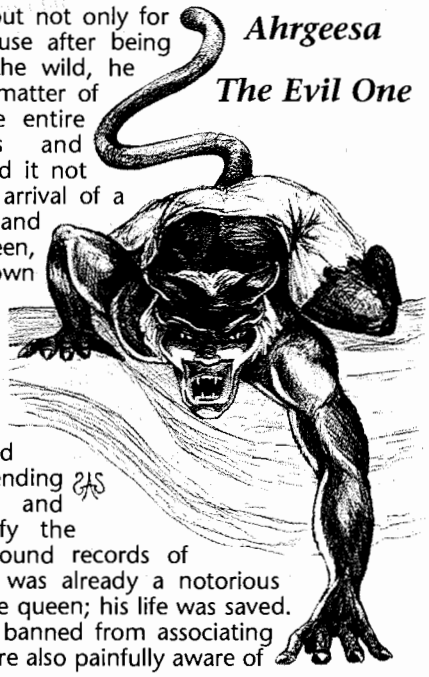
One of the legends among spiritual Rolen is the tale of the Tomb of Kings. Said to be situated in a castle of ice somewhere in the Glacial Wastes. The tomb was supposedly built to house the corpses of the leaders that let the human race survive and adapt. The very kings that formed the fundamentals of today's society, ensuring that the human legacy was unharmed and secured through the ages.

Some people dement these legends, of course, while others brave the dangers of the endless sheets of ice in search for the cultural treasures supposedly found deep within the now ancient tomb.

PEOPLE

Ahrgeesa the Evil One

Ahrgeesa is an Oseek. He is a Myrshal Outkast, and for good reason. His fur is black as a moonless midnight in a cave, but even on the sands of T'nah and the few grasslands around the Myrlihk territories, he has an uncanny ability to be nearly invisible. One look in his constantly glowing yellow eyes and you will understand insane bloodlust—on his part—and terror on yours. His teeth are stained red from blood, and his breath is foul from rotted meat and fresh kills. Ahrgeesa is large for an Oseek. He is fast and sure in his movements and stealthy and patient in stalking his prey. He is silent until he kills; on victory of the kill he lets out an enormously loud roar, which some say can cause the sands to shift for miles around. Ahrgeesa's teeth and claws are as sharp as any stiletto or butcher's qatar.



Ahrgeesa
The Evil One

Ahrgeesa was cast out not only for being male, but because after being only a few years in the wild, he snuck back, and in a matter of hours slaughtered the entire pride in torturous and depraved manners. Had it not been for the morning arrival of a neighboring emissary, and his detachment of Voheen, no one would have known who had done the horrendous deed. He scrambled away, wounded but alive. His last victim, still conscious but beyond help, identified the attacker. After spending three days burying and attempting to identify the populace, the party found records of Ahrgeesa's crimes. He was already a notorious killer, but brother to the queen; his life was saved. All Myrshal have been banned from associating with him. The Loshad are also painfully aware of this demonic Myrlihk.

Ahrgeesa wanders the lands of the Myrlihk and Loshad preying upon any in his path no matter the race or culture. He is large, fast, muscular and lean. A true killing machine, he is one of the greatest dangers to anyone traveling these lands.

Grandma Glys

Grandma Glys is a kindly old figure. All the kids know that they can go to Grandma Glys' to hear a good story, get a scraped knee dressed, or maybe munch on a nice warm cookie, just like their parents did when they were young. Grandma Glys is also the local midwife and village healer. All the villagers go to her whenever they need the services of a Rusahni healer.

Grandma has a secret, though. Grandma was once, and still is, a Qyen. Her crystal blade has been safely stored away in her hut for more than 30 years. But it still keeps its edge, and she knows exactly where it is at all times.

The Loshad are intended to teach us that not everything in nature serves a function.

—Minr Syree, Myrlihk Huntress

The Crying Man

There is a Troog who wanders the wastes, providing burials and offering prayers for the unburied dead. He is known by many names; The Crying Man and The Gravedigger are just two of them. He can often be seen working his way across recent battlefields, tending to the corpses left behind by the victors. Once others appear to take over the task, he will disappear and not be seen until the next field of death.



The Crying Man

The most popular story of his origin is that he is The Wandering Yethite. When the Ch'ak nearly wiped out the Yethites, there was one Troog who finally convinced the Ch'ak that while they could destroy the Yethites, they would never be able to actually defeat them. This Troog, the last of his village, was left to bury his friends, family, and neighbors by himself.

Legend has it that this Yethite was granted immortality by his god in order to continue this holy mission until his grief was assuaged. Now, hundreds of years after The Pact, he still grieves.

Either that, or he's just a crazy old Troog who really has nothing better to do with his time.

Kadeshi Youssef Osman

Kadeshi is an unimposing Troog Yethite missionary. She wanders the lands of T'nah spreading the teachings of Yethu. She is unimposing, but when she speaks it seems like the wind stops moving just to listen. She is powerfully persuasive. When she begins to talk of her convictions and beliefs, she has the power of those convictions in her voice. Once she begins she gives the impression of being twenty feet tall and punch gun proof. She has spoken for hours upon the topic she loves most without showing any signs of tiring or having a dry throat. Otherwise she is a soft-spoken, congenial, and philanthropic old woman. Kadeshi is as wrinkled as a piece of phah'lok jerky and twice as tough. No one seems to know exactly how old she is, and she isn't telling. She says, "What is physical age when the soul lasts for an eternity?" Many have converted to Yethu solely because of Kadeshi's teachings and example.

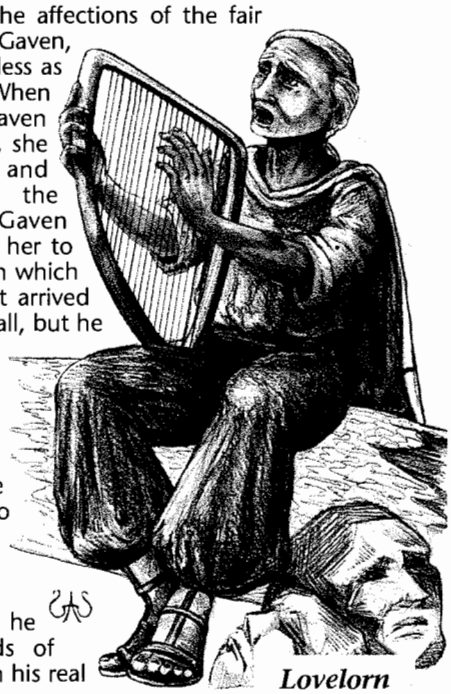
Kadeshi lives a truly sparse lifestyle. She has only a few changes of clothes, her faith medallion, a full fluidskin, and a walking stick. She carries little else unless it is specifically for someone where she is headed. Any money or items of value she obtains beyond what she needs to survive, she gives to the poor and unfortunate around her. This is part of her fame and one reason many listen to her teachings. When asked about this behavior Kadeshi says, "I am an emissary of Yethu and tend to the less fortunate of this world. That is all I am doing."

Kadeshi herself never speaks to, or is seen with, any sort of Ch'ak escort. Not even a solitary warrior is ever seen in her presence. Under most circumstances there would be columns protecting such an influential Troog Yethite figure, yet no such escort is present. Neither the Ch'ak, nor Yethites, or even Kadeshi herself have ever given any hint why this is so, and all are tight lipped when the subject is broached—sometimes even too adamant in their denials.

Lovelorn The Harpist

Once, many years ago, the Harpist lived with his people beneath the waves. He lived a simple and pleasant life as a renowned entertainer. Occasionally, he would be called to other domes to perform. (This was exceedingly rare.) But it all came to an end when he fell in love.

He had a rival for the affections of the fair Lemara. His name was Gaven, and Gaven was as ruthless as the Harpist was kind. When Lemara recognized Gaven for the serpent he was, she renounced him and declared herself for the Harpist. In a rage, Gaven struck Lemara, causing her to fall from the balcony on which they stood. The Harpist arrived just in time to see her fall, but he never noticed Gaven.



Lovelorn

Gaven convinced the judge that it was the Harpist who killed Lemara in a fit of jealous rage, but he lacked the evidence to get him executed. The Harpist was banished to the surface world.

For nearly 30 years, he has walked the sands of T'nah. He has forgotten his real name, accepting the name given him by his audiences: Lovelorn. Some say that his music can cause stones to weep. Others maintain that the sea is salty because of the tears he has caused people to cry for his lost Lemara.

Some people believe that he came from beneath the sea. Others believe he is a god who was cast out of the heavens and made mortal. Either way, once you hear his haunting strains, you will never be the same again.

Sheriff Morre

The small town of Lake Ferra has had the same sheriff for the last 15 years. Her name is Morre, and she is a Myrlihk. Her appearance is misleading. She is a little more portly than most of her kind, well into the 'pleasantly plump' range, but she is still quite capable when it comes to keeping the peace. At 50-something years of age, she is graying at the temples, but that only serves to make her more distinguished and regal. She pays great attention to her wardrobe, and has made the local seamstress a rather well-to-do woman by local standards.



Sheriff Morre

The sheriff has two deputies, both male Rolen, who realize that she is probably the best thing to happen to their little hamlet. They will defend and support her to the last.

Lake Ferra is a peaceful little town, and Sheriff Morre intends to keep it that way.

The Shorn

There was once a band of Ch'ak who were disgraced and stripped of honor to the point of losing their citizenship. They were held down and their heads and faces were shaved as part of their excommunication. Now they are a band of thieving nomads wandering the wastes. They continue to bear their mark of shame as a spit in the face to the mighty Ch'ak Empire. They will actively recruit disenfranchised Ch'ak warriors, whether they want to join or not. They take pride in being dishonorable cutthroats. No deed is too despicable.

The Shorn are led by the Nil'ak, the Defiler of the Pledge. And since assassination is seen as a viable means of career advancement, this is an office that is usually held for life.



The Shorn

CONTACT ARCHETYPES

Andw'ahr Kheem: She can sing, she can dance, she can tell jokes with flawless timing, and she's short! And you know, boys, for the right kind of orb, she can be one heck of a distraction.

Armorer: Mostly he works in hides and leathers, but he can add a plate or a rivet if you really want it. Trust him when he says that you don't want to be packing a lot of metal on your body when you're in the wastes. His hands are stained from the tanning fluids, his muscles are lean and rope-like. And when he listens to your stories of adventure as he fits your armor, you can see a longing in his eyes. No one knows why he's made the life decisions he has. But it doesn't take a Rusahn to know that he aches to be out there. People have offered him the opportunity to live out his dreams, but every time, he has declined. Don't let any of this stop you from sharing your adventures with him. If your story is good (and at least for the most part true), he may offer a discount on his work.

The Barfly: He has become a permanent fixture in this little corner of the universe. Historians often wish, "If only these stones could talk." Well, this one can. His scope may be limited, but his information is cheap. For a beverage or two, you can learn a great deal about this particular vahna, and the events that transpired here. But you'd better get your information quick, before he lapses back into one of his 'meditations.'

The Bartender: Always ready with a joke or a refill of your mug, this jovial fellow is a familiar landmark in any town. He may even listen to your woes, if he's bored enough. His tables are often the centerpiece of the local vahna, and as such, offer ample opportunities for diverse types of people to meet inconspicuously. Can he help it if occasionally he overhears a few words here and there? Perhaps it would be worth your while to listen to his stories for a change.

The Beggar: Most people don't even notice when they trip over him, but it may be worth your while to stop and introduce yourself. Sure, maybe he collects a coin or two from a sap who wants to buy some cheap absolution, but there are three things that keep his belly fed and thirst slaked. Getting paid for what he saw, getting paid to forget what he saw, and getting paid for the secrets he finds in your garbage.

Bodyguard: This Suv'ik's job is to keep you away from his charge. Perhaps his strength lies in intimidation. On the other hand, why would someone hire such a diminutive figure for protection? He will try to be polite, if you let him. However, if you get insistent...so will he. Move along, please.

Bureaucrat: He takes great pride in his hard earned, prestigious position. He is a very busy man of great importance. He'll be only too glad to tell you so, himself. If you really want to get anything accomplished with him, your best bet is to convince him how it will benefit him and advance his career (or personal wealth).

The Caravan Driver: He first joined the caravans as a young man in order to get out and see the world. He's been lots of places, seen lots of things, and there isn't much in the wasteland that he hasn't seen, run from, or heard about. That does little to pass the time counting the dimples on a phah'lok's buttocks.

The Ch'ak Mercenary: The last surviving member of his unit, he has been granted permission to operate as a Ch'ak'nor, or 'unit of one.' As such, he may be approached directly for employment rather than going through a Dusteen Recruiter. Just don't make any sudden or threatening gestures as you approach him, and keep your hands where he can see them; at least until you've introduced yourself and stated your purpose.

Ch'ak Rusahn: Shamed by an accident of birth, this barely tolerated member of the Ch'ak does his best to earn his reputation. Cursed with an innate respect for life, he will fight savagely, stopping just short of killing (most of the time). He refuses to use Qai in combat unless faced with another Rusahn. When he does encounter another Rusahn...you'd better clear some room.

Crime Boss: If this Noma knows your name, you are already in too deep with him. He has risen to the top of the criminal hierarchy through guile, treachery, viciousness, and savagery. Is this really the sort of person you want to owe?

Criminal Enforcer: This Pluceh is no one to mess with. She doesn't even pretend to care about what she does. If her boss wants you hurt, you get hurt. If her boss wants you dead, you die. This is her job; this is how she earns her meat and water. You are just an job, no more, no less.

Criminalist: With no need to struggle for the necessities of life, and bored with the day-in, day-out inanities of simple existence, this Numid has turned her keen powers of observation and deduction to the task of divining the motives of criminals. In other words, she tries to figure out why bad people do bad things. Though most people predict that this busybody know-it-all will one day end up with a clue stuck between her ribs, she has been known to be occasionally correct in her deductions.

Denizen Rebel: She resents everything that her people are trying to do. She and her friends embrace a mythic political concept of individual freedom and responsibility. She feels that the oppression of the domes should stay beneath the waves. She intends to bring freedom to this brave new world...whether it wants it or not.

Denizen Soldier: Well-armed and rigidly disciplined, this soldier was ready for anything—until he saw the horrific mutations of mankind that walk the drysiders' world. Though shuddering in his soul, his aim is steady enough when he gets one of those tragically deformed monsters in his sights.

Denizen Spy: The right build, a little makeup, and a few surgical modifications, have allowed this woman to pass as a Sylvan among the not-too-perceptive primitives that occupy this drysider city. A menial job in the local vahna has given her ample opportunity to observe the occupants of this savage world. Soon her assignment will be at its end, and she will return beneath the waves to make her report to her superiors. With a tinge of guilt, she suspects that she will miss the warmth of the sun on her skin. Best to enjoy it while she can.

Djezinti Hunter: Djezinti aren't so tough so long as you are properly prepared. This Andw'ahr lost her husband, children, and left arm to a rabid djezin. That one choked to death with her fist in its throat. She has since buried her grief in her work—the systematic slaughter of every djezinti in the wastelands. She has spent long hours studying their activities and habits. She knows their ways, and she knows the best (and most satisfying) ways to kill most varieties. As for the others, she'll get to them in good time.

Dusteen Recruiter: If you are looking for an army or a squad, this is the just the Numid to talk to. He is the Ch'ak agent for this region. The prices may be steep, but they are fair. You may divulge your goals in complete secrecy, and he will match you up with the Ch'ak unit best suited to your needs and your purse. Their battle history is available for your perusal, but keep in mind that some campaigns may not be listed in the interest of discretion.

The Explorer: This Rolen has been everywhere and done everything, just ask her. Some of her stories might even be true. One of my favorites is how she once captured a herd of stampeding phah'lok by stringing up a trip wire in their path.

Escaped Da'Mete: This Troog has never even seen a Yethite settlement, but some people tend to make assumptions. Her mistake was in encouraging those assumptions for personal gain. A passing Ch'ak mercenary discovered her ruse, but she managed to slip away from his custody before he could call up the hunt. She has been on the run ever since, praying that she never again runs into anyone who can recognize her from her past.

Fan: This Andw'ahr youth can be very good for your ego...for a while. For most people, it doesn't take long for his incessant questions about the places they've been, and the things they've seen, to get on their nerves. Every time you turn around, he will be there—eager and underfoot.

Fire Fighter: This figure is a hero in any culture, the one who volunteers to face terrifying dangers in order to preserve the lives of others. This Rolen may be a nobody in his day-to-day existence, just another farmer, just another husband, just another father. But when people are in peril, he is among the first to rise to the occasion. A simple 'thank you' or a grateful smile is all the reward he seeks.

Former Military: He's seen action, all right. And he's got the scars to prove it. He's even faced the Ch'ak on two occasions and lived to talk about it. But just because this old Rolen is retired, doesn't mean he hasn't got what it takes. He's just a little slower about it these days. Now he serves on the town militia, and his experience has finally earned him a command position.

Gadgeteer: This Rolen has a bad heart that keeps him off the jobsite these days, but idle hands are the devil's playground. His mind is abuzz with ideas of machines and gadgets. Sometimes his hands have trouble keeping up. As a result, his home is littered with half-completed devices and broken toys that the local children have brought to him for repair. Be careful about dropping in to visit, though; he is lonely and it may be awhile before you can politely leave.

Healer: This Numid views all life as sacrosanct. He suspects that is why Qai has called to him. He doesn't care about your motives or your desires. All he cares about is healing the injured and tending to the sick. He'd do it for free, if he could, but this lifestyle can be expensive at times.

Kel Engineer: Especially considering his Rolen nature, he seems somewhat absent-minded. This is because his mind is constantly ablaze with new ideas. Ideas for new constructions, innovative braces, and dynamic improvements are sparked by almost everything that catches his eye or ear. His family and friends try to keep him well supplied with paper, otherwise he would be sketching on walls, floors, and furniture. Once he got in trouble with his wife for doodling a new water pump on the shoulder of the baby he was supposed to be watching. It took weeks for the ink to fade from her skin.

Kheem Joygirl: Don't let the name fool you. Her job is to make you happy, that's all. If she can do that with a song, so be it. If you want someone to talk to, she is conversant on many subjects. If you want a home-cooked meal, she might be able to throw something together. If you want someone to massage your tension-filled neck and shoulders, her hands are strong and nimble. She has many diversions and entertainments at her disposal, it all depends on how much you have to spend...and how far she is willing to go.

The Maroc Warrior: She commands the elements to deadly effect, but only in service to the greater cause of defending her lord and his lands. She and her unit are soldiers, not mercenaries, and anyone who tries to draw a comparison, is likely to end up comparing their face to a lump of charcoal. (...And that's before she lights up her maroc stones.) You want to compare war stories, she's up for that, but if you want to know what their current assignment is, you better talk to the CO.

The Musician: This character can be found virtually anywhere there is a crowd. She has worked and practiced for many years to make her labors appear easy. When she is working the vahna, she usually has a deal worked out with the bartender. When she pauses between sets to rest her voice, or cool her harp strings, she will usually encourage a patron to buy her a water or two to soothe her throat. She in turn gets a cut of the profits from all the beverages she sells. She is always eager to add new songs to her repertoire. Perhaps it would be worth a coin or two to catch her ear; the next time you pass this way, you may find yourself immortalized in song.



Grandma Glys

Myrlihk Peacekeeper: Her job is to patrol the edge of the wilderness where the outkasts roam. If one of them gets out of hand, it is her job to protect the pride from his savagery. She may allow herself to become embroiled in the affairs of the 'baldies' in the interests of keeping the peace. But her primary duties will always take precedence.

The Porter: If your only marketable skill is lifting heavy objects and carrying them for hours at a time, you too could be a porter! Most people treat the porter like snot. He is usually looked upon with distaste, but life would be much more difficult without him. His is a demanding and menial job to be sure. But for a quiet introvert like him, this job is near perfect. He usually only talks with his fellow bearers; and even then only during breaks, and just before hitting the bedroll. He loves the outdoors. He stays fit and healthy. And all that quiet time gives him ample opportunity to contemplate mankind's place in the ever-shifting sands of the universe. Is every footstep he takes another knot in the grand tapestry of some master plan guided by some all-powerful architect, or are they merely coincidental occurrences that only appear to emerge from order and are, in reality, completely random events?

The Quartermaster: "Sorry folks, he's got no time to talk, the load on that wagon is still unbalanced because the shipper is trying to pull a fast one and sneak his way around the weight limits and don't they realize that exceeding the weight limits can get the entire caravan killed and now the whole thing has to be unloaded and repacked and if the shipper still wants his cargo to get out of town he has to pay for an extra wagon an extra beast and a driver and those negotiations could go on all day and that's gonna put at least the next three caravans behind schedule and it'll be more if he can't get those lazy workers to put their backs into it and hustle up and get the job done..."

He knows every package that goes in or out of his loading docks. He may not know the exact contents, but 26 years of throwing bundles is enough to let him make an educated guess.

Qyen Missionary: This Troog appears to be the strong silent type. Usually hidden away in his trademark robes, he tries not to draw undue attention to himself, but you can bet that he misses nothing. He is merely passing by. He has been sent out to find a site on which to establish a new mission house.

Scribe/Historian: We are living in exciting times, my friend! Just ask this Numid. He should know. He has made extensive studies of every historical treatise, story urn, and cave painting he can get his hands on. He sees it as his personal mission not only to encapsulate all of this history into one comprehensive series of tomes, but also to record everything that happens today for tomorrow's posterity. So be warned, if you do intend to ask him about these exciting times, your every word will be placed into the record as well as his observations of you. Welcome to immortality.

Slave: When her husband died, this Rolen still had his debts to pay. She had no choice but to borrow the money she needed. As time went on, she found herself still unable to pay back the money she borrowed, thus she allowed herself and her young son to be sold into slavery to cover her debt. The work is sometimes hard, but they are not mistreated. And, with luck, in a few years, when her son reaches maturity, she will be able to buy his freedom at least.

Store Owner: This Ebon Syl is industrious, savvy, and crafty. He sees it as his duty to separate you from your hard earned wealth, and if he has to provide you with quality service and merchandise in order to accomplish this...well, so be it. His prices are competitive, and if you are shrewd, you will get your money's worth from him. However, you will not get any more than that. He is not running a flophouse, nor a soup kitchen. You will find no charity here.

Storyteller: This man is in every town, every inn, and every way station on every trail. The stories, the style, the face may change, even the gender or race may change, but his role in T'nahran society remains constant. He is the keeper of traditions, the repository of history, the lifeblood of legends, and the library of lore. Whether you encounter him as cheap entertainment or as a vital link to history, there is one thing you must keep in mind: the more outlandish the story, the more likely it is to be true.

Street Urchin: If it happened on the street, he either saw it, heard about it, or was involved in it. If you can gain his trust, he could be a valuable resource. If not, this little hustler-in-training is going to see you as another sheep to be fleeced. Just make sure you have one hand on your purse when you stop to ask directions.

Sylvan Maroc: Take care how you address her. She has maroc stones in her forehead and a chip on her shoulder. She shapes Ido to her will, and if you make it necessary, she will shape you too. If you approach her with due respect, she may be more inclined to listen to what you have to say.

Sylvan Warrior: The Ch'ak are not the only ones that thrill to the song of ringing steel and thundering heartbeats. He sings lyrics of grunts, growls, and curses, he steps to a dance of courage and death. To him, it is not a matter of honor. When he engages you (regardless of his motivation) it is a matter of artistic expression. His spear is his paintbrush and you are the canvas.

WISDOM

Wisdom is awarded when a character learns, grows, matures, develops and advances through his experience. Sometimes the experience is good and sometimes it is bad. But, in both cases, the character learns.

Wisdom is awarded in points and is spent for such things as skill advancement, attribute advancement and increases in status or fame.

Awarding Wisdom

Wisdom awards are given in several different ways. The most notable and direct awards are through the use of skills. The Bard provides additional Wisdom awards in accordance with a list of guidelines. However, players should remember that Wisdom awards are not something they can 'bank' on—and they don't come from good rolls.

Individual Awards

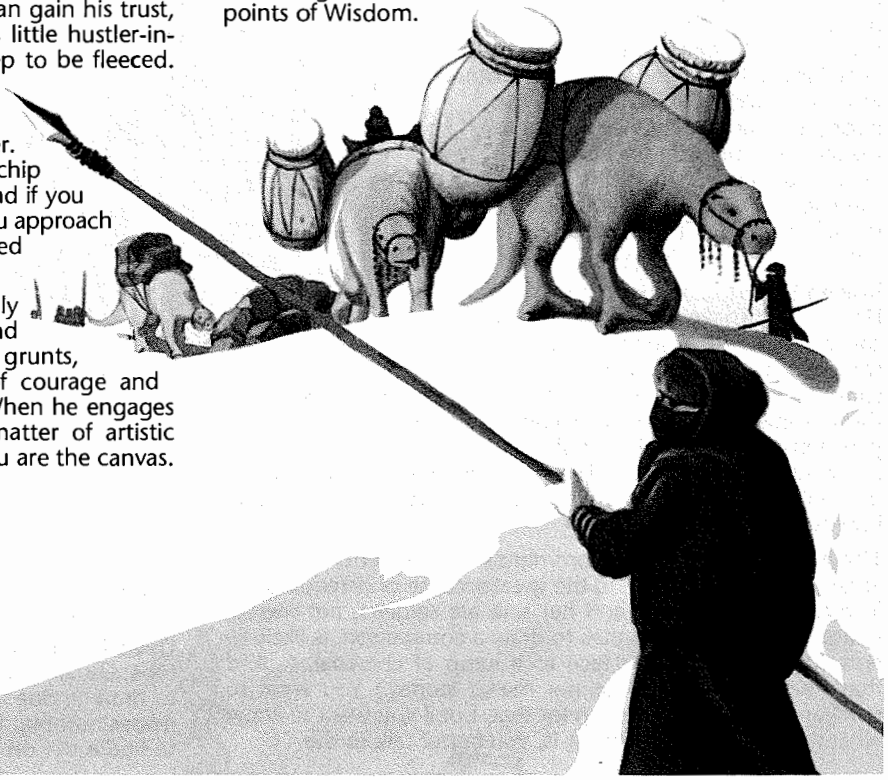
Unless otherwise specified, all awards are generic Wisdom awards and can be spend upon any improvement.

Blessings of Yethu: A player—Yethite or not—who adheres to the teachings of Yethu is blessed with 5 Wisdom for keeping all aspects (and it is all or nothing): No murder, no lies, no blood ingested, no stealing, giving freely of all he possesses. Any infraction nullifies the entire reward.

Creativity: A player who thinks of a good idea—something the Bard did not already plan for—should be rewarded with 1-10 points of Wisdom.

Documentation: Players who document their adventures, keep logs and diaries, and/or write stories about the team's adventures should be rewarded with 1-5 points—or up to 10 for particularly detailed documentation.

Drive: Pushing the plotline along and continuously motivating the story should be rewarded with 1-5 points of Wisdom. Characters who create their own plotlines, start side stories and take the creation of the story into their own hands without awaiting the Bard to drop it in their path are deserving of 5-10 points of Wisdom.



Failure: Using a skill unsuccessfully provides 2 points of Wisdom that can be used for any purpose. Through failing, the character has learned a valuable lesson that can be applied to his character in general. It is not bound to the specific skill that failed.

Humor: Someone who causes the entire room to burst into laughter while remaining in character is worthy of an award of 1-5 points of Wisdom.

Roleplaying: Staying in character throughout the scene should be rewarded with 5-10 points of Wisdom.

Skill Use: Using a skill successfully, for the first time in a single session, provides 1 point of Wisdom for that specific skill. Adding a 'tic' beside that skill when it is used is the best notation. These tics are useable only for the advancement of that particular skill. This is a specific Wisdom award for the skill used.

Teamwork: Working together as a team should be rewarded. Independent thought is good, creative thought is good—but abandoning the rest of the team to seek individual glory is its own reward. Those who work together to accomplish a goal should be rewarded with 5-10 points of Wisdom.

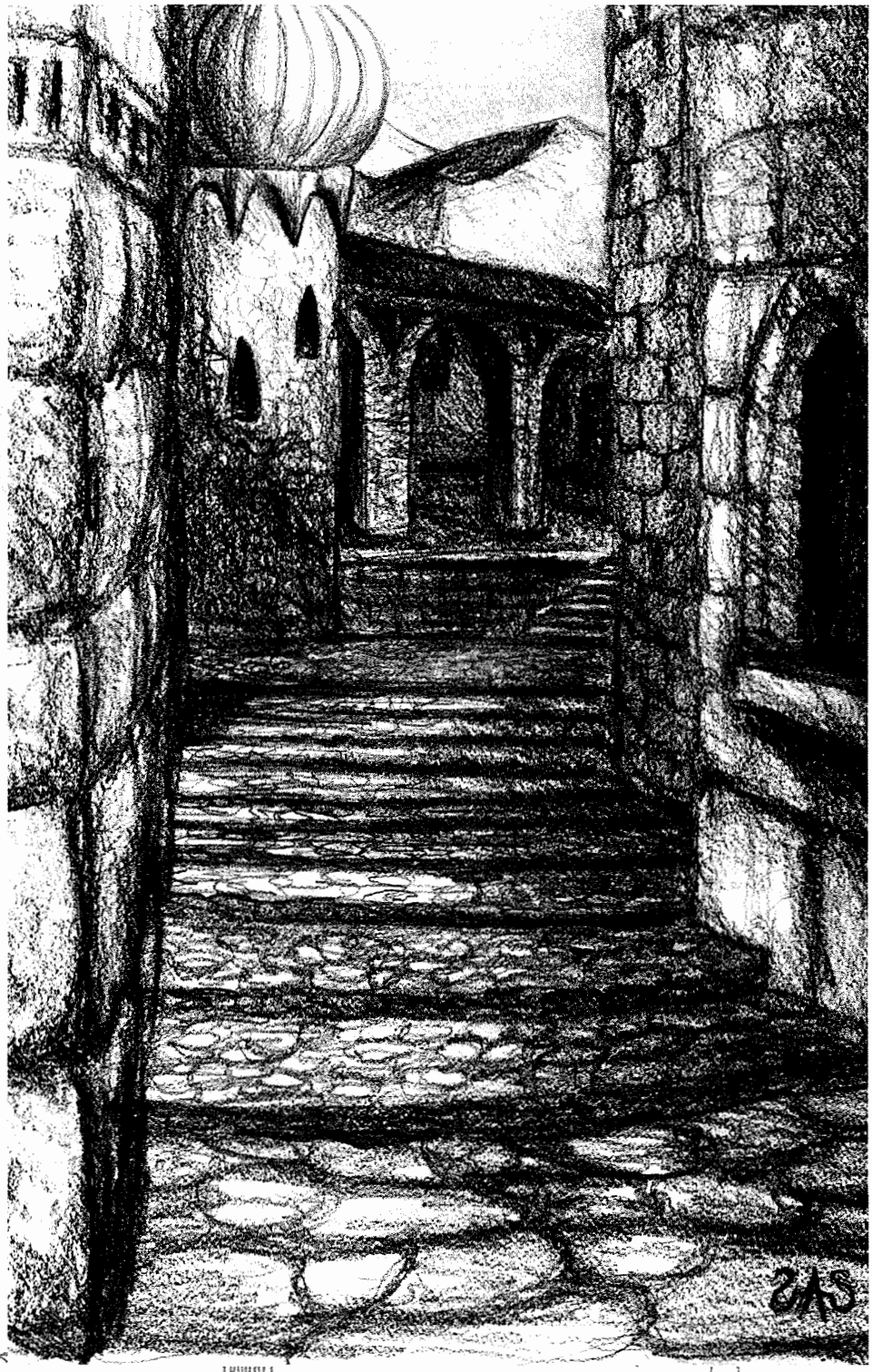
Unskilled Use: Using a skill that a character does not have nets an award of 1 point if unsuccessful or 2 points if successful. This is awarded a maximum of once per session, per skill—and must be appropriate as deemed by the Bard. The Wisdom points earned from this unskilled use may only be applied to the skill used. This is a specific Wisdom award for the skill used.

Team Awards

Discovering Secrets: Often a Bard will have a secret agenda working against the characters. If a character uncovers some aspect of that agenda, the Bard should provide them an award based upon how much detail was uncovered—though he doesn't have to reveal why the award is given. Merely saying, "You receive 20 Wisdom for discovering two secrets," is enough..

Success of Objectives: During the course of a scene or adventure, the Bard will have certain objectives that need to be accomplished. These objectives are awarded Wisdom based on how important they are to the overall plot of the Bard's tale. An objective is typically a simple task—killing a creature, finding a scroll, rescuing a prisoner, etc.

Some general guidelines for these awards are as follows: inconsequential (5), important (10), significant (25), vital (50) or critical (100). These points are often distributed amongst several characters working together.





FLORA AND FAUNA

Special attacks or abilities are listed as Success Values and bonus damage to ED values.

Venom: The specific effect of the venom is listed with each entry. In general, to resist venom, the character must make a Consciousness check. The rating of the venom must be exceeded by the ED value of this test.

Anklebiter

STR: 5 **DEX:** 15 **STA:** 10
INT: 3 **PER:** 5 **SAN:** 9
CHR: 3 **INS:** 12 **RES:** 14
(**Actions:** 1)

Special: Crushing attacks do little harm, subtract 8 from any crushing attack.

The desert starfish, or 'anklebiter' as it is commonly known, is a devious and deadly creature. Its form while stable is incredibly flexible. It is also able to withstand enormous amounts of crushing pressure (the entire weight of a phah'lok has been recorded) and still sustain little to no damage.

The anklebiter has one row of sharp spines down the entire length of each of its legs towards its central mass. At its core on the underside is an aperture lined with rows of qatar-like teeth. This mouth is expandable to at least as wide as the connecting points of each leg. The rows of teeth work in an undulating pattern to rend and pull food into its stomach. It travels by pulling its body along in a slithering rotation.

Behavior: Once it reaches its desired destination, it flips itself over onto its back, then undulates its body and legs until it is just below the surface of the sand. Only the very tips of the leg spines are barely visible above the surface. Once in this position with all legs splayed out, the anklebiter can wait indefinitely for prey to come along. The anklebiter patiently lies in wait. When something steps on the protruding spine, or sufficiently disturbs the sand around it, the legs rapidly envelop the prey as much as possible, driving their spines into the target and collapsing in toward the anklebiter's mouth. The mouth expands to take in as much as possible. The muscles inside the mouth are strong enough to cause it to be able to crush bones. Larger anklebiters have been known to attack, swallow and sever a human foot to the ankle, which is where it gets its name.

Ecology: The anklebiter can be found all over T'nah. It prefers a sandy habitat but can survive in any climate that will provide sufficient substance to bury themselves into, from sand and dirt to ash or leaf-coated forest floors. They have even been found in the glacial wastes, but few survive there for long—those that do have a voracious appetite and have been known to actually seek out their meals, while the more common southern variety can go days, perhaps even weeks, on next to nothing as they wait.

The anklebiter reproduces asexually and can regrow severed limbs in a matter of weeks. Their abilities of movement and feeding are innate, for a newly produced anklebiter can perform these actions without the need for any training whatsoever. The originator will then drive the 'offspring' away from their current space or eat them.

Avci Gagahl

STR: 2 **DEX:** 27 **STA:** 3
INT: 4 **PER:** 11 **SAN:** 9
CHR: 4 **INS:** 12 **RES:** 4
(**Actions:** 3)

Avci Gagahl are dull-colored, largely flightless fowl that prey upon small rodents and insects by pecking at the surface of the ground. They stand about a foot high, and are relatively scrawny. Members of both sexes have folds of skin at their chins. Males also have bright red crests. Chicks are fluffy and gray.

Behavior: Avci Gagahl live in flocks, nesting amongst low shrubs or amidst rocks where they are relatively safe from predators. Members of the flock will defend the young, but are otherwise more likely to flee than to fight. When one bird detects a threat, it will call to the others, an urgent, bawling squawk. Soon, the rest of the flock will pick it up, and they will run away or seek cover.

Ecology: Avci Gagahl live in the scrublands, in small flocks. They have been domesticated, mostly for the eggs, since the meat is thin and stringy. The meat is used in broth, and the bones can be ground into a protein paste as a substitute for hummus.

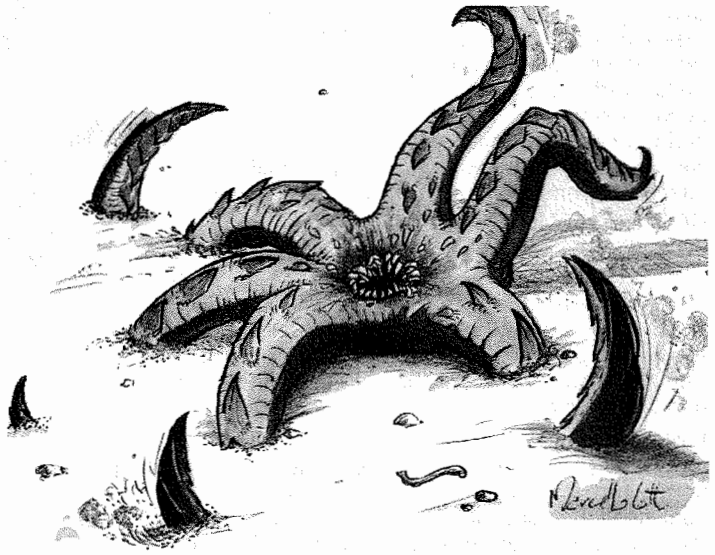
Beaver

STR: 3 **DEX:** 25 **STA:** 4
INT: 7 **PER:** 8 **SAN:** 8
CHR: 5 **INS:** 12 **RES:** 10
(**Actions:** 2)

Beavers are squat, round rodents with broad, flat tails. They are renown for their dam building. A family of beavers will dam a small stream and use the resulting pool as a fishing ground. The dam will also conceal the beavers' den, which will have a submerged entrance. Their fur is generally in shades of brown, and is very water repellent, as the creatures spend most of their time in water.

Behavior: Beavers hunt for fish, and eat plants. Like most rodents, they must gnaw on wood almost constantly to wear down their front teeth. They use their teeth to fell small trees and shape their dams. They are not generally aggressive to large creatures, being more likely to respond to threats by hiding under water or running.

Ecology: Beavers live in the rivers of the pampas and in the Yethite lands. They are prized for their fur, leather, and their meat is also useful, but not prized.



Baphir

STR: 6 **DEX:** 28 **STA:** 4
INT: 4 **PER:** 8 **SAN:** 6
CHR: 4 **INS:** 9 **RES:** 14
(**Actions:** 3)

Bite attack: 40SV, +1 Impaling

Venom: Paralyzing (4)

Baphir were created in the last age by scientists who melded the genes of goats and spiders, so as to harvest the silk of the spiders in greater quantity. The world is a victim of their success. The melding of traits was far greater than expected, and continued uncontrolled throughout the years of chaos.

Baphir look like goats, with the legs of spiders. Each of the eight, chitinous legs ending in clawed hooves. Their heads are long, thin, and multi-eyed. Four eyes stare forward. Two cover each side, and two cover the top. They have long, curving horns, which they use as weapons. An adult baphir is about the size of a medium dog—strong enough to carry away a small child.

If a person falls victim to the paralyzing effect of the venom, they will lose 15 points of consciousness (for each bite). Each combat turn, the character must make a Consciousness check to remain unparalyzed.

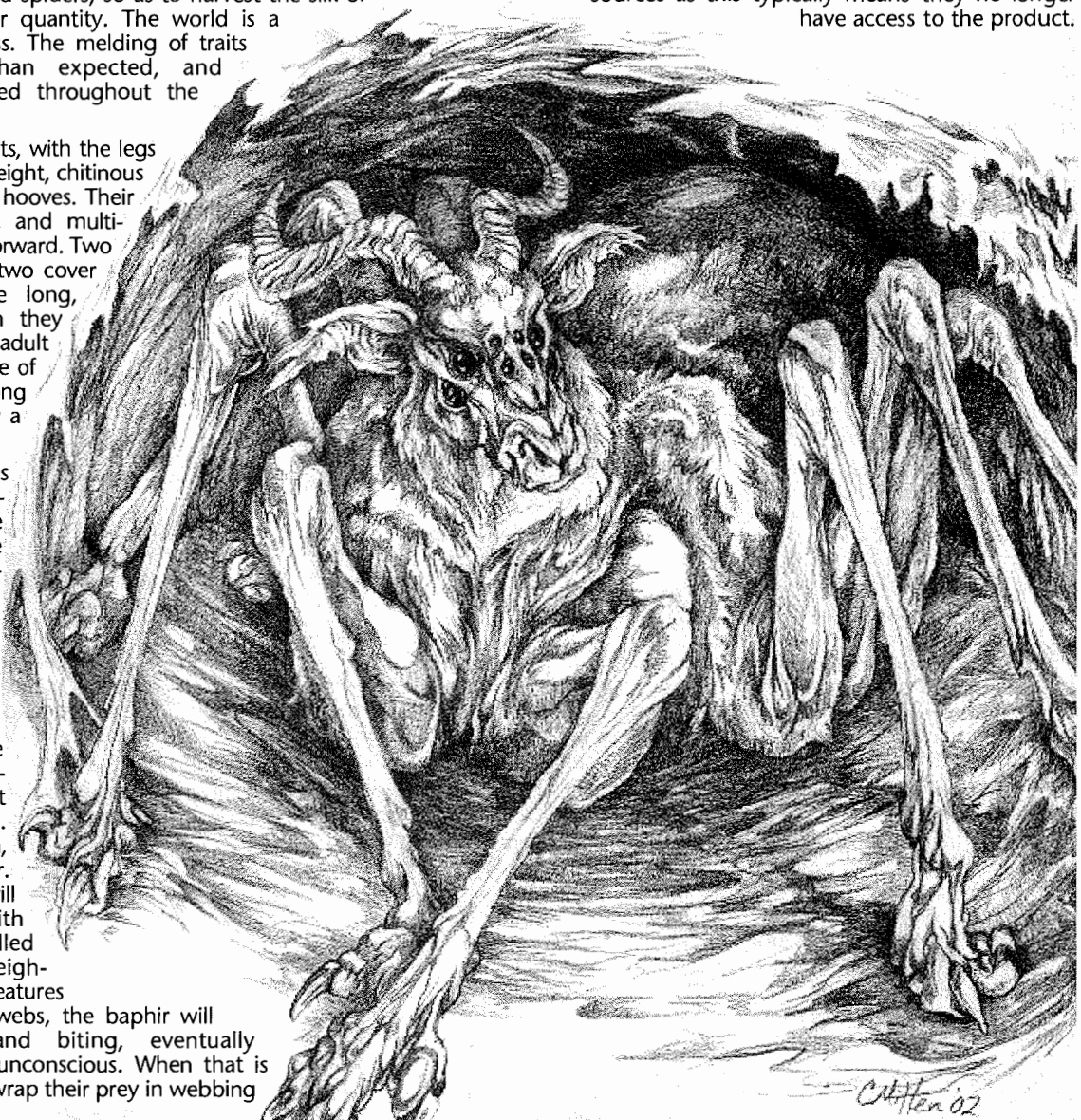
Behavior: Baphir are web-spinning predators, but they are not like normal spiders. They will infest an area, spinning webs all over. Clever beasts, they will seed their webs with fruits and nuts pulled down from the neighboring trees. When creatures are attracted to the webs, the baphir will attack, ramming and biting, eventually rendering their prey unconscious. When that is done, the baphir will wrap their prey in webbing and eat it alive.

Baphir have little fear. They are unlikely to attack large groups, but anything that falls into the web is potential prey. Baphir tend to pack together and usually number in communities of six to twelve.

Ecology: Baphir generally find forested or very rocky areas to their liking. Places that provide high ground from which to pounce. They are omnivorous, but prefer to hunt small animals. Large herbivores are big enough to escape the webs, and large carnivores can too easily turn the tables.

Female baphir give birth to live young, which must be nursed for several months. Once the young are old enough to stand on their own, the mother will chase them off, even killing those that don't move fast enough.

Baphir fleece may be spun into exceptionally strong wool, but it is not commonly cultivated. Harvesting silk for the baphir is done by a secretive clan of silk harvesters about whom little is known. Products show up in the souqs and markets infrequently. Sellers are unwilling to divulge their sources as this typically means they no longer have access to the product.



The baphir hides in secret caves, tended by unknown masters. Their silk is lighter than air, stronger than iron and softer than down. Where do they hide them? I know not.

— Tikrin, Questor

Bloodwing

STR: 1 **DEX:** 18 **STA:** 2
INT: 2 **PER:** 14 **SAN:** 4
CHR: 3 **INS:** 3 **RES:** 3
(**Actions:** 4)

Bite Attack: 45SV, +1 Impale

Special: Lose one blood point for every point of damage taken.

Bloodwings are social creatures and live in communities. It is not uncommon for huge flocks of several thousand Bloodwings to band together. Needless to say, few other animals survive in these places.

A Bloodwing is a bird about the size of a sparrow, with angular wings marked with tiny, needle-sharp claws. Their beaks are sharp and hooked, somewhat like a raptor's, but serrated. Their plumage ranges from gray to black, with red highlights.

Behavior: Bloodwings are vicious little birds. They will stalk and attack other birds to maintain dominance of an area. They hunt in flocks of a score or more, flying through the sky looking for meat. When a bloodwing finds a target, it will swoop and attack, latching on with its talons and wing-claws, and using its razor-sharp beak to tear through the skin. The bloodwing will then drink a small amount of blood and rip away a chunk of flesh before flying away. They signal one another with the presence of likely prey by emitting a sharp, high-pitched squeal. A single Bloodwing is no great threat, but two-score of them can devastate a herd or pick a Rolen clean in minutes. After a night's feeding, the birds will not need to hunt again for several days, though the interval is unpredictable.

Bloodwings are very social. Flocks can swell to thousands of birds. Needless to say, few other creatures survive in these areas. Once the Bloodwings have over-hunted an area, the flock will either split up as different elements search for new territory, or will fall into infighting until enough birds have been killed so that the area can support the flock again.

Ecology: Bloodwings nest high in the trees, or in rocky mountains. They range over several leagues to hunt. They give birth in the spring, and chicks are ready to fly in the summer. They migrate south in the late autumn, carrying a wave of death on their wings.

Bloodwing plumage is, since it is so dangerous to acquire, a mark of bravery and courage. Hence, it is highly valued despite its relative drabness. Archers swear by it for fletching. Bloodwing meat is, at best, an acquired taste.

Bruckbird

STR: 1 **DEX:** 15 **STA:** 2
INT: 3 **PER:** 8 **SAN:** 3
CHR: 4 **INS:** 3 **RES:** 3
(**Actions:** 4)

The Bruckbird is a small flightless fowl. They are most commonly covered in white feathers and weigh approximately 1-2 kilos. They are typically of a...aw, come on, it's a chicken!

As a bird that wandereth from her nest, so is a man that wandereth from his place.

As the bird by wandering, as the swallow by flying, so the curse causeless shall not come.

– Davith, Yethite Prophet

Buzzard

STR: 4 **DEX:** 18 **STA:** 9
INT: 7 **PER:** 15 **SAN:** 8
CHR: 7 **INS:** 8 **RES:** 13
(**Actions:** 3)

Buzzards are raptors with wide wings. Their plumage is generally dark and subdued, brown, black, and gray. They have squat, wide bodies and sharply hooked beaks. Females are only a little smaller and duller than males.

Behavior: Buzzards use their huge wings to glide over vast ranges, searching for prey with their keen eyesight. They generally prey upon small rodents and lizards. A Buzzard kills by diving and crushing its prey in its sharp talons, then using its beak to rip the creature into small pieces. It eats everything, flesh, sinew, and bone. Much of this material is indigestible, and the Buzzard will vomit it up in pellets.

Ecology: Buzzards nest in cliffs, trees, or sheltered spots on the ground. They hunt a very large range around their nesting site.

Buzzard feathers are much favored for arrows, though they are not particularly more effective than others. Their eggs are something of a delicacy, as well. Buzzards, like falcons, can be trained to hunt on command.

Cirrakahl

STR: 10 **DEX:** 18 **STA:** 15
INT: 7 **PER:** 15 **SAN:** 10
CHR: 13 **INS:** 12 **RES:** 8
(**Actions:** 4)

Bite Attack: 35SV, -1 Impale, +1 Crush

Slash Attack: 55SV, +1 Slice

Cirrakahl are half-breed great-cats, the result, generally, of the mating of a male Myrlihk and a female cat of a compatible species. They are larger and smarter than typical members of their species, but not sentient.

Behavior: Cirrakahl cats behave largely like other hunting cats, but they are more dangerous. They will use such advanced tactics as laying traps for their prey. They are also intelligent enough to modify their environment in simple ways, such as felling trees to create hidden dens. Cirrakahl are too dangerous to train if caught wild, but if raised nearly from birth they can make excellent companions. They are smart enough to learn very complex commands and to understand simple speech. Unfortunately, they are fiercely territorial, and are the only hunting cats with a preference for humanoid flesh. A Cirrakahl might look up to a single human as the leader of its pack, but it is likely to see that human's friends as easy prey.

Ecology: Myrlihk society is highly matriarchal. Those males who cannot win mates will occasionally seek other outlets. The results of these matings are Cirrakahl. Fortunately, the Cirrakahl are not, themselves, fertile. Most sentient species consider Cirrakahl highly dangerous beasts. The Myrlihk are deeply ashamed of them, and will go to great lengths to kill them.

Condor

STR: 5 **DEX:** 16 **STA:** 7
INT: 7 **PER:** 13 **SAN:** 8
CHR: 14 **INS:** 9 **RES:** 9
(**Actions:** 4)

Condors are large, black birds with bald, reddish heads and hooked beaks. They can have a wingspan of nearly 3 meters.

Behavior: Condors are scavengers. They glide vast distances on their huge wings, looking for a likely meal. They are not likely to attack a moving target, but they will help something to become carrion, or start eating before it dies.

They are large and strong enough to frighten away most other carrion eaters such as crows.

Ecology: Condors are most common in arid, rocky regions. They roost in high branches, but do not build nests. Instead, they lay their eggs in caves, holes in the ground, or amidst boulders. There is little in the air large enough to prey upon a Condor, and they have no particular natural enemies.

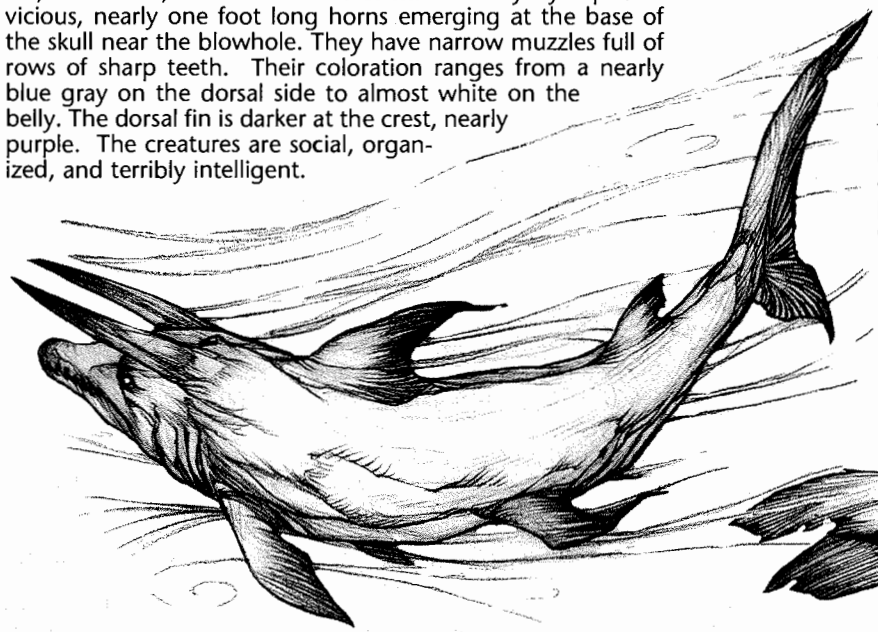
Delfin

STR: 20 **DEX:** 12 **STA:** 18
INT: 15 **PER:** 12 **SAN:** 5
CHR: 8 **INS:** 5 **RES:** 6
(**Actions:** 3)

Horn Attack: 40SV, +1 Impale

Bite Attack: 35SV, Crush

The Delfin have a length of nearly three meters from tip to tail, with sleek, streamlined bodies marred only by a pair of vicious, nearly one foot long horns emerging at the base of the skull near the blowhole. They have narrow muzzles full of rows of sharp teeth. Their coloration ranges from a nearly blue gray on the dorsal side to almost white on the belly. The dorsal fin is darker at the crest, nearly purple. The creatures are social, organized, and terribly intelligent.



Behavior: Delfin are predators that travel in small pods. Their natural prey are large ocean animals like whales and huge sea-eels. Some of the pod will snipe at the prey from above to distract it, while others will swim up underneath and use their horns to rip and shred the belly. The ones below will hook their prey and roll to further hurt and disorient it.

The creatures will attack anything large enough to pique their interest, including men. Solitary Delfin are known to attack swimmers, as they can not bring down more fearsome prey alone.

Ecology: The Delfin is native to the region of Denton, though they are not unknown beyond it. They make frequent incursions to shallow waters, but are more common near the depths. They hunt for large prey, usually finding small fish beneath their notice. Sharks and Delfin are mortal foes, as they compete for the same resources.

Delfin waters.

Swim at your own risk.

—Sign posted at the edge of the sea in Denton

Desert Hare

STR: 3 **DEX:** 12 **STA:** 5
INT: 6 **PER:** 13 **SAN:** 7
CHR: 3 **INS:** 4 **RES:** 3
(**Actions:** 3)

Desert Hares are vulpines, about the size of small dogs. Their ears are long and curved, and their heads are crowned by sharp, stubby horns. Their colors range from white to black, with many shades of brown. All the members of a pride will tend to have similar coloring.

Behavior: Desert Hares are omnivores. They live in prides, which can grow to over 50 animals. They nest in burrows similar to those of other vulpines. They have relatively poor night vision, so they tend to hunt during the early part of the day. They can move with extraordinary speed for short bursts, and can coordinate to bring down prey much larger than themselves.

Ecology: Desert Hares are found in the scrublands and deserts, generally somewhat near a source of water. They generally subsist on plants and cacti, which their teeth are adept at cutting through, and only need to hunt every few days. Their hides are valuable, and their meat is often found in the broth of shepherds and herdsmen since a pride of desert hares is a plague upon just about any flock. The horns on their heads are sometimes carved into small items of jewelry.

Shhhh. Be vewwy, vewwy, quieth.

The dethert hare ith hunting me!

—El Mare, Yethite Emissary



Devourer

STR: 1	**DEX:** 0	**STA:** 10
INT: 0	**PER:** 15	**SAN:** 0
CHR: 0	**INS:** 0	**RES:** 0

(**Actions:** Yeah, right)

The Devourer is a carnivorous plant. From the surface, it has an appearance similar to normal grass. The actual plant is much larger, with an extensive root system. The bulk of the plant lurks about a meter under the ground, and can pull in its exploratory shoots at night.

Behavior: The Devourer 'hunts' by waiting for some animal to either attempt to eat its 'grass' or lay down in it. Either course leads to the prey being exposed to a narcotic coating on the leaves. Ingestion is faster, but sharp shoots hidden amongst the softer leaves can penetrate the hide of all but the toughest of animals.

Once the prey is incapacitated, the Devourer sends out many more shoots, which will bind it. Thicker, sharper stalks will grow up as well, piercing the prey like spears. Through it all, the narcotic keeps the prey docile. The prey bleeds, and eventually rots, providing the Devourer with nutrients it needs. The smell of blood often attracts more prey as well.

Ecology: Devourers grow in temperate locations with plenty of water. As they grow, they tend to kill off all the ground animals, leaving only insects. After a time, a devourer grows too large, and dies off, releasing its nutrients back into the soil. They are easy prey for ants and for any creature that can attack the pulpy roots instead of the deadly blades on the surface.

The root system of the Devourer is rich in protein, carbohydrates and starches. Raw, it is chewy and mildly sweet, with a resiliency like cooked tofu. Roasted, it is almost like an overcooked steak with a slight sweetness. The narcotic, which coats the surface shoots, is useful as a sleeping aid or as a poison for hunting animals. An animal that succumbs to this narcotic and is eaten will have a slightly intoxicating effect to the one who eats it.



Djezin

There are many species, or clans, of Djezin, and none of them look anything alike, save that all are fearsome and hideous in aspect. Those described here are the clans active near the Trade Guild's enclave.

Dhiv

STR: 16	**DEX:** 12	**STA:** 14
INT: 9	**PER:** 11	**SAN:** 8
CHR: 7	**INS:** 8	**RES:** 10

(**Actions:** 3)



The Dhiv clan is marked by coarse, spiky hair, thick on the scalp and thinner across the entire body, over ruddy-complected skin. The average specimen stands nearly six feet tall, with a wide frame carrying massive muscles and almost no fat. They are square-jawed, with extended lower canines giving them the aspect of tusks. Their slit-pupiled eyes give them excellent night-vision.

They tend to dress in skins and hides, and to wear garments and jewelry salvaged from their victims. All members wear ritual scars, and the most powerful warriors will add tattoos and scarring cuts to commemorate victories in battle.

The Dhiv are primitive, having little better than stone-age technology, but they frequently steal better weapons and armor from others.

Gaitzik

STR: 14 **DEX:** 12 **STA:** 18
INT: 9 **PER:** 13 **SAN:** 8
CHR: 7 **INS:** 11 **RES:** 14
(**Actions:** 3)

Head-butt Attack: 55SV, +1 Crush/ +1 Impale



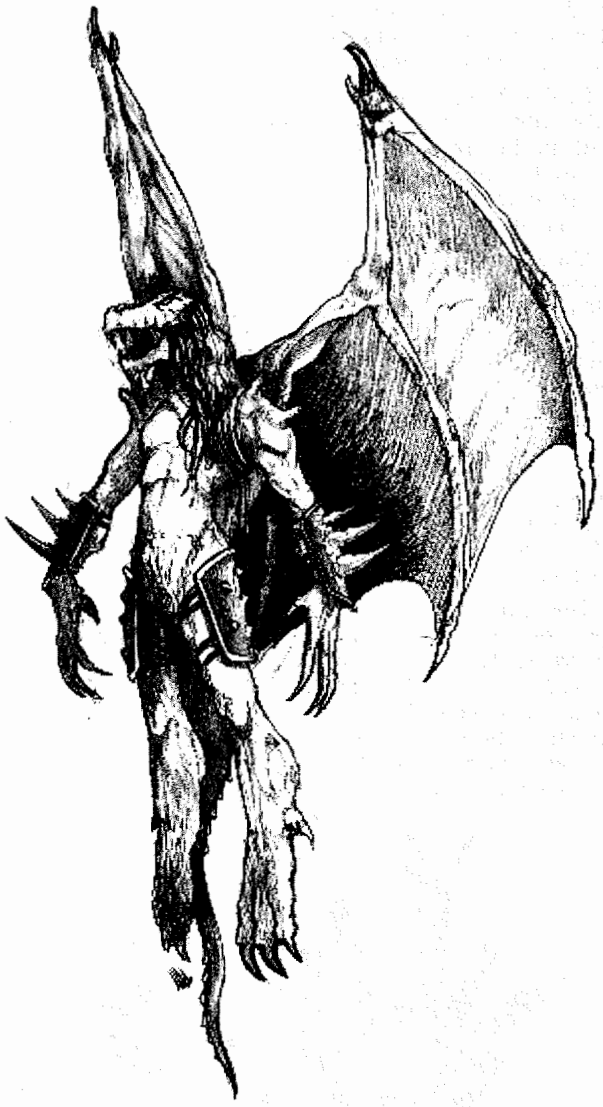
This clan is marked by the horns that crown their long, bovinoid heads, some with spiral curves, others long and pointed. Their digitigrade legs end in powerful hooves. A meaty build in the shoulders, arms, and chest gives way to wiry slenderness below the waist. They can walk upright, but drop to all fours to run with frightening speed. Members of this clan could pass for Baphomet, except that they are bisexual, where the Baphomet are androgynous.

The Gaitzik are somewhat less aggressive than the other clans, but that is merely a matter of degree. They are fiercely territorial, and will generally kill any interlopers into their territory. Despite their bovine appearance, Gaitzik are carnivores, and they make no distinction between humanoid and animal meat.

Guhnkaar

STR: 8 **DEX:** 17 **STA:** 12
INT: 10 **PER:** 12 **SAN:** 10
CHR: 8 **INS:** 12 **RES:** 11
(**Actions:** 3)

Wing Claw Attack: 40SV, +1 Slice



Perhaps the most terrifying of the Djezin clans, the Guhnkaar are slender, yet powerful, lizard-like beings with bat-like wings. Their hands have three clawed fingers and a powerful dew-claw. Their feet end in yet more powerful talons, supplemented by dew-claws to trap and rend prey. Manes of long, wild hair crown their angular, reptilian heads and spill down into a thinner covering for their torsos, thickest at the chest and pelvis.

Female Guhnkaar are slightly smaller than the males, and have slight breasts. They reproduce by laying eggs, and then must nurse the hatchlings for several months.

The Guhnkaar have technology nearly as advanced as that in civilized lands. They use steel and wear clothing, though it tends to be functional and slight so as not to interfere with their wings.

Hkort

STR: 20 **DEX:** 15 **STA:** 27
INT: 7 **PER:** 8 **SAN:** 10
CHR: 6 **INS:** 7 **RES:** 12
(Actions: 2)

Head-butt Attack: 40SV, +1 Crush / +3 Impale

The Hkort, thankfully, form the smallest family groups. They are massive creatures with thick, leathery hides and triangular skulls crowned by a massive, armored crest with three spiky horns. An adult male Hkort can stand nearly three meters tall. Even an Uzmek will think twice before engaging one in battle.

Like the Dhiv, they have only the most rudimentary technology. Their huge size makes it difficult for them to wield weapons and armor designed for smaller races, but in the hands of such powerful creatures, a stone-headed club is deadly enough.

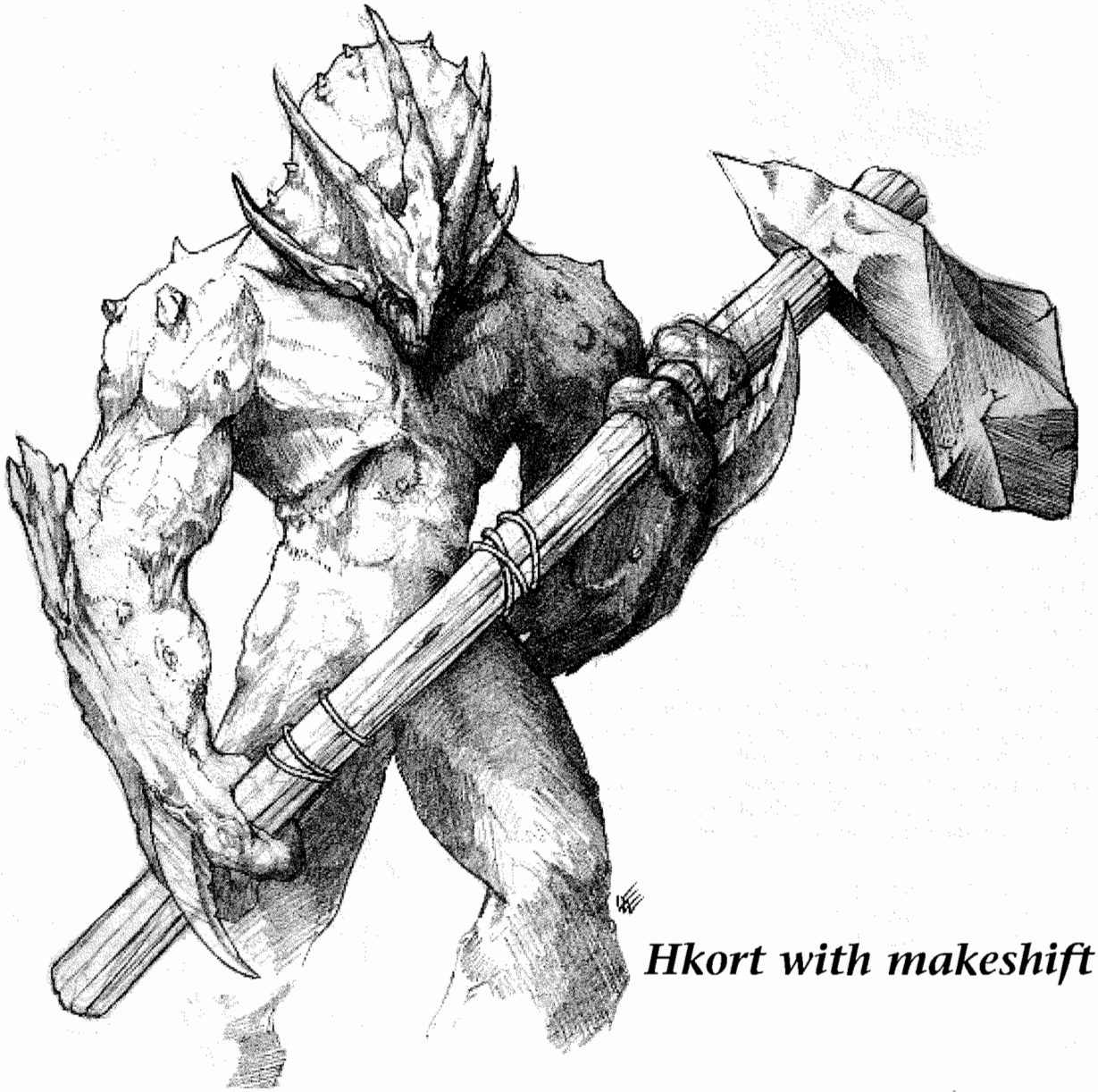
Liz'ahr

STR: 18 **DEX:** 14 **STA:** 15
INT: 10 **PER:** 12 **SAN:** 9
CHR: 8 **INS:** 12 **RES:** 13
(Actions: 2)

Tusk Attack: 35SV, -1 Impale

The Liz'ahr clan are wide and powerful, with short, angular faces marked with vicious tusks. They have leathery hides, and limbs terminating in vicious claws, with scythe-like blades on their elbows and knees. Small, useless wings decorate their backs.

The Liz'ahr are warlike and dangerous. Their raids are organized and effective. When a tribe enters an area, they will begin to methodically eliminate every threat. They are totally beyond reason, moving with cold brutality until there is nothing left to fight, but all the while carefully gauging every enemy and not attacking until victory is almost assured.



Hkort with makeshift maul

Slijj

STR: 7 **DEX:** 18 **STA:** 14
INT: 6 **PER:** 8 **SAN:** 12
CHR: 5 **INS:** 12 **RES:** 12
(**Actions:** 4)



Smallest of the Djezin clans, the Slijj make up for their lack of stature with a viciousness that the other clans could envy. They are roughly one meter tall, with fanged, beaked faces, and cruel talons. Flaps of leathery skin stretch from elbow to thigh, not enough to provide lift, but enough to allow them to fall from great height without harm. Their spines terminate in slender tails with mace-like tips. The clan is nocturnal, with eyes so adapted to the night that bright light can blind them.

The clan has no gender. Answering an internal rhythm, they will periodically go into a feeding frenzy, devouring vast quantities of meat. After gorging themselves, the Slijj will fall into a torpid sleep for several weeks, then give asexual birth. The offspring is always identical to the parent.

Slijj can use tools, but they make nothing of their own. They are naked and savage, more like animals than sentients. They are very clever, dangerous animals, however.

Xith

STR: 8 **DEX:** 18 **STA:** 15
INT: 13 **PER:** 14 **SAN:** 12
CHR: 8 **INS:** 12 **RES:** 11
(**Actions:** 3)

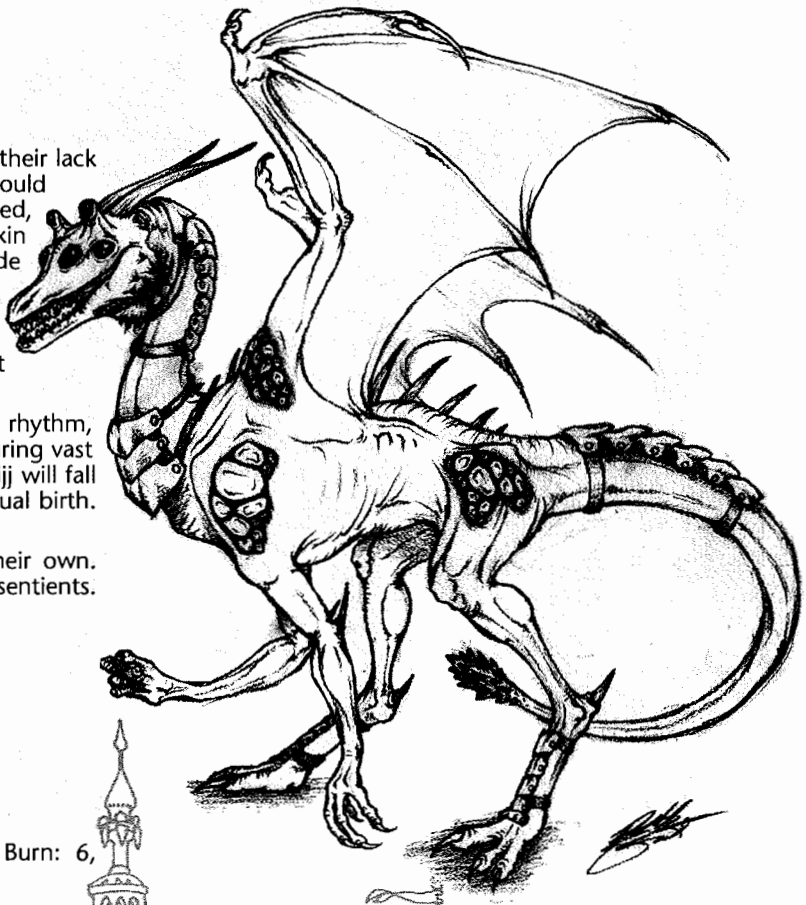
Claw Attack: 45SV, +1 Slice
Tail Attack: 30SV, +2 Impale
Natural Armor: Slice: 1, Impale: 2, Crush: 1, Burn: 6, Dissolve: 3, Electrify: 2, Freeze: 6

The Xith are the least humanoid of the Djezin tribes. They crouch forward on their digitigrade legs, balancing on long, thick tails. Dew-claws decorate their knees and elbows, and talons end their three-fingered hands and feet. Their heads are long and angular, with sharp-tusked maws, crowned by horns, bone ridges, or spikes. Their eyes sit quite high on their heads. In the water, a Xith can seem to be little more than a bump on the surface. They also have small wings, useless for flight, but helpful for balance while they run.

The Xith clan's bestial appearance belies their savage intelligence. They are able to manufacture simple weapons, clothing, and armor. Their physiology limits what tools they can make and use, but they make devastating use of what they can. Like the Guhnkaar, the Xith lay eggs to reproduce.

Behavior: Xith are almost always thieves and marauders. They consider most other races as their enemies or prey. They have only the most rudimentary of societies, grouping by kinship. Xith of one clan do not associate with members of other clans. Some of them have domesticated, or perhaps allied with, creatures like snargs and jugal.

Ecology: Xith live in the harshest of wastelands, preying generally upon isolated settlements and travelers. Civilized areas can generally mass sufficient forces to drive them away or kill them. Xith flesh cannot be tanned and dissolves into dust within minutes after the death of the Xith.



Dog

Dogs are four-legged predators identified by their long muzzles and non-retractable claws. Their fur can come in a variety of neutral tones ranging from white to black, including rusty red, golden blondes, and subdued blues. In the wild, they tend to be extremely savage in hunting and bringing down their prey. They prefer to hunt in packs, but can be found alone.

Since the cataclysm and the ensuing hardships that have distilled and purified all life on T'nah, there are far fewer breeds of canines, and no AKC to classify, categorize, and register their differences. Therefore, they are usually categorized by size—small, medium, and large.

The following statistics represent the domestic versions of these animals. For wild dogs, modify the stats as follows:

STR: +2 **DEX:** +2 **STA:** +3
INT: -1 **PER:** +3 **SAN:** +1
CHR: -2 **INS:** +0 **RES:** +5.

Small

STR: 3 **DEX:** 21 **STA:** 5
INT: 4 **PER:** 15 **SAN:** 7
CHR: 8 **INS:** 11 **RES:** 8
(Actions: 4)

Bite Attack: 40SV, -3 Impale

Any canine, less than 10 kilos in weight, and not more than 30cm in height. The most common small dog is the fenec.

Medium

STR: 5 **DEX:** 19 **STA:** 5
INT: 4 **PER:** 15 **SAN:** 7
CHR: 8 **INS:** 12 **RES:** 8
(Actions: 3)

Bite Attack: 40SV, -1 Impale

Any canine, between 10 and 35 kilos in weight, and not more than 60cm in height. The most common medium dog is the desert coyote.

Large

STR: 8 **DEX:** 15 **STA:** 7
INT: 5 **PER:** 15 **SAN:** 7
CHR: 7 **INS:** 14 **RES:** 8
(Actions: 3)

Bite Attack: 40SV, +1 Crush, -1 Impale

Any canine, greater than 34 kilos in weight, and not less than 60cm in height. The most common large dog is the wolf.

Drachen (Lesser)

STR: 25 **DEX:** 20 **STA:** 14
INT: 13 **PER:** 20 **SAN:** 20
CHR: 17 **INS:** 25 **RES:** 25
(Actions: 4)

Claw Attack: 45SV, +3 Slice

Bite Attack: 35SV, +2 Crush, +1 Impale

Breath Attack (Snot): 40SV

Snot Venom: Paralyzing (5)

Natural Armor: Slice: 2, Impale: 3, Crush: 2, Burn: 5, Dissolve: 1, Electrify: 2, Freeze: 3

Drachen (Superior)

STR: 30 **DEX:** 20 **STA:** 12
INT: 30 **PER:** 15 **SAN:** 30
CHR: 20 **INS:** 13 **RES:** 15
(Actions: 3)

Claw Attack: 40SV, +4 Slice

Bite Attack: 40SV, +3 Crush, +2 Impale

Breath Attack: 45SV (25M), 30SV (50+M)

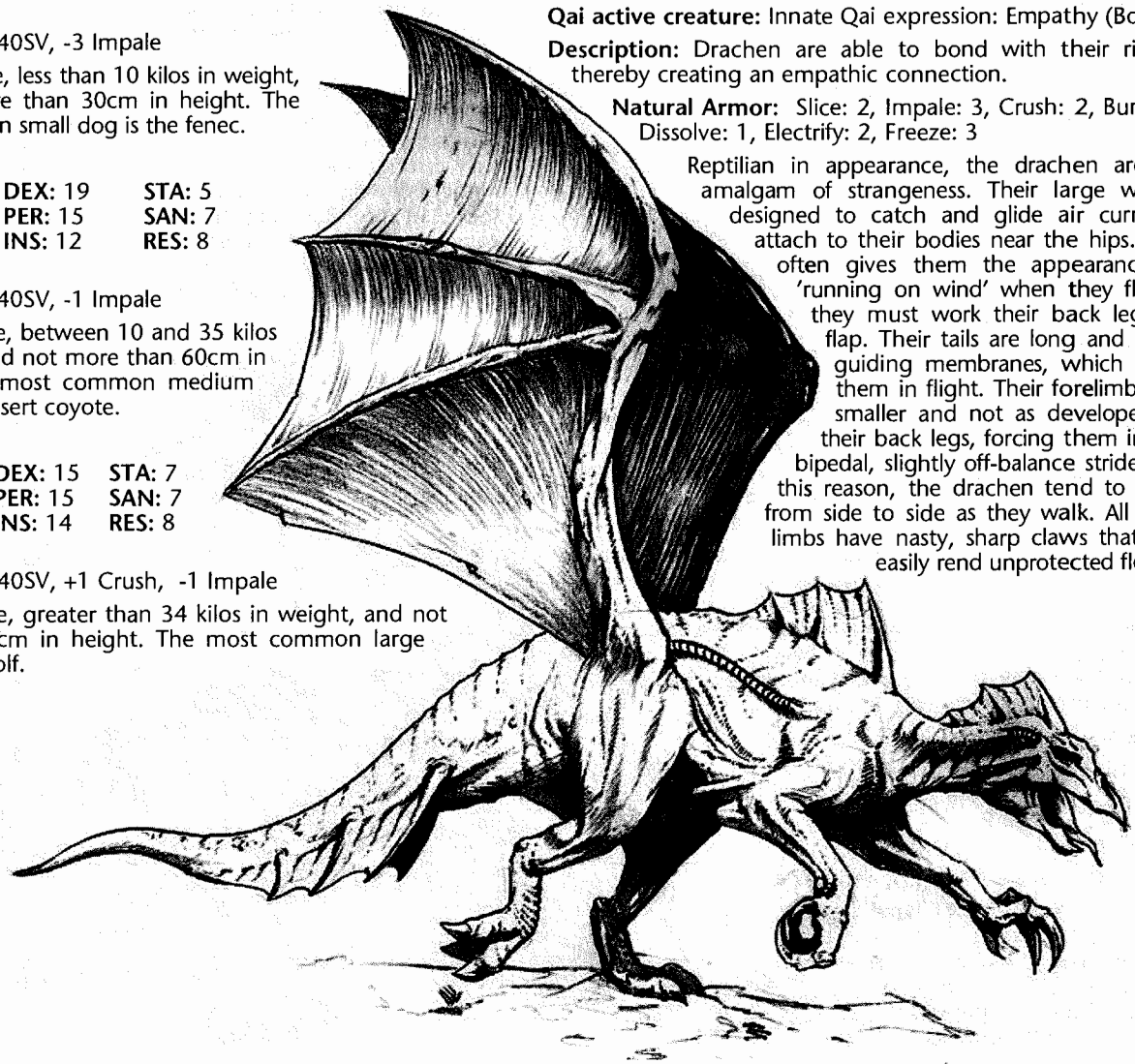
Snot Venom: Paralyzing (6)

Qai active creature: Innate Qai expression: Empathy (Bond)

Description: Drachen are able to bond with their riders, thereby creating an empathic connection.

Natural Armor: Slice: 2, Impale: 3, Crush: 2, Burn: 5, Dissolve: 1, Electrify: 2, Freeze: 3

Reptilian in appearance, the drachen are an amalgam of strangeness. Their large wings, designed to catch and glide air currents, attach to their bodies near the hips. This often gives them the appearance of 'running on wind' when they fly, as they must work their back legs to flap. Their tails are long and sport guiding membranes, which assist them in flight. Their forelimbs are smaller and not as developed as their back legs, forcing them into a bipedal, slightly off-balance stride. For this reason, the drachen tend to sway from side to side as they walk. All their limbs have nasty, sharp claws that can easily rend unprotected flesh.



The strangest feature of the drachen is what appears to be metallic tubing that runs from its flanks all the way up to the head. Sometimes it is just below the skin surface, and in other places (usually bony points) it sits above the skin. Due to the special care taken by the Jaan and Aij'ak, no fallen drachen has been available for study outside these cultures, and the nature of this tubing is unknown.

Drachen riders sit between the wings of the drachen, riding back upon its haunches. They are protected from attacks by the movement of the wings. The weight of the drachen rider provides additional ballast to help balance the flight of the drachen. Drachen without riders fly in strange, erratic movements that can often make the viewer wonder how they ever learned to fly in the first place.

Drachen also have a special ability to spit paralyzing venom at range. If a person succumbs to the paralyzing effect of the venom, they will lose 25 points of consciousness (for each strike). Each combat turn, the character must make a Consciousness check to remain mobile.

Behavior: Drachen are intelligent predators. The Jaan can link with theirs telepathically. The Aij'ak must settle for training theirs. They take well to teamwork, but are equally adept at hunting alone.

Ecology: Drachen are not natural creatures. They were created long ago as living weapons. Maroc find much of interest in them, but no modern practitioner knows the secret of their creation.

Falcon

STR: 3	**DEX:** 24	**STA:** 4
INT: 6	**PER:** 17	**SAN:** 10
CHR: 9	**INS:** 10	**RES:** 12

(**Actions:** 4)

Falcons are raptors, predatory birds that hunt by sight and prey on small birds and rodents. They are generally dull-colored, and have slender, angular wings that make them incredibly fast and maneuverable in the air. Their talons are strong and sharp, as are their beaks.

Behavior: Falcons are little threat to anything larger than a rabbit. Their speed and maneuverability keeps them safe from most predators. They hunt small game, and generally avoid anything larger. They will fight to defend their nests, in the unlikely event that something manages to attack one.

Ecology: Falcons primarily inhabit wooded or mountainous areas. They prey upon small game. Their meat is not considered a particular delicacy, nor are their eggs. Those with the time, and inclination can train Falcons to hunt on command. Even these 'domesticated'Falcons are more than a little wild, and care must be taken with them.

Frost Wolf

STR: 16	**DEX:** 15	**STA:** 14
INT: 7	**PER:** 14	**SAN:** 13
CHR: 12	**INS:** 9	**RES:** 10

(**Actions:** 3)

Bite Attack: 30SV, +2 Crush, +1 Impale

The appearance of these wolves is enough to frighten even the hardiest of warriors. They are about the size of a small pony and normally travel in pairs. They have pure white fur, and brandish large claws that can double for climbing as well as tearing apart their victims. Their ferocity and strength make them a talented predator. Their eyes glisten red, the color of dark blood, combined with their large size and unusual color make them seem more akin to daemons than any natural creature.

Not much is known about the wolves, but Maroc often try and capture them for familiars or in worse cases experimentation. Their origins are equally shrouded in mystery. Needless to say that many Maroc have lost their lives in pursuit of a Frost Wolf. While physically intimidating, Frost Wolves also have a natural connection to the Ido. While a Maroc accesses the Ido through artificial means the Frost Wolf feeds on it, as any other creature would breathe air. This phenomenon is the primary cause of the Maroc's great interest.

Behavior: Normally, Frost Wolves are seen in pairs and it is assumed that they hunt in similar nature. Slaughtered livestock attests to their carnivorous nature. A hungry pair has been known to fell several beasts in a single night, making them the natural enemies of farmers.

Ecology: Frost Wolves tend to inhabit the area around the poles of T'nah. They make their home among the mountains, living in one of the many caves. What little is known about their connection to the Ido leads many to believe that the Ido helps them hunt their prey and survive the harsh T'nah climate.

While few Frost Wolf dens have been found, there have never been any signs of younglings present. Many theorize about this; some believe that Frost Wolves reproduce magically through their innate Ido ability. Others believe that the number of wolves is so small that they only reproduce once in their lifetime. Believing the young to have the greatest connection to the Ido, Marocs scour the mountains in search of prospective dens. However, no one has ever been able to successful domesticate a Frost Wolf.



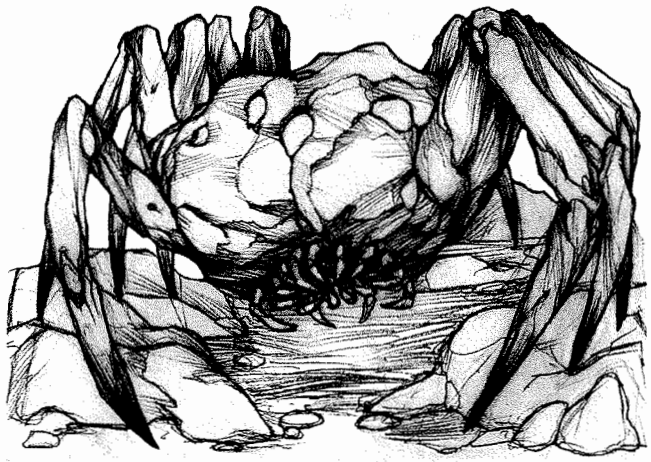
Ghul

STR: 13 **DEX:** 8 **STA:** 14
INT: 4 **PER:** 13 **SAN:** 6
CHR: 2 **INS:** 2 **RES:** 7
(**Actions:** 2)

Grappling Attack: 30SV, +2 Crush

Leg Slash Attack: 75SV, +3 Slice, +1 Impale

Natural Armor: Slice: 3, Impale: 3, Crush: 5, Burn: 5, Dissolve: 4, Electrify: 8, Freeze: 5



The Ghul is a strange creature, a huge arthropod with many limbs, and a shell that looks like stone. A full grown specimen can be three feet tall, and nearly ten feet long. They are more often seen rolled into a tight ball, such that their irregular, rocky carapace makes them look like random boulders.

Behavior: A Ghul will sit for hours, or even days, without moving, with nothing protruding from its shell except for a pair of slender feelers, which touch the ground. The feelers are sensitive to vibrations. When a likely target comes into range, the Ghul will unroll and try to overwhelm its prey, trapping it with pure bulk and its many legs. Once overwhelmed, the sharp, chitinous legs under its shell with spurs and spikes on them, slice into its prey. Once its prey is rendered to mush and fluids, a series of proboscis will dip into the soup and suck up nutrients.

Ecology: Ghul live in rocky regions, and prefer hot, dry temperatures. A single Ghul can easily overwhelm a human, but much larger prey is generally beyond them.

Granya

STR: 8 **DEX:** 35 **STA:** 6
INT: 4 **PER:** 12 **SAN:** 10
CHR: 1 **INS:** 5 **RES:** 3
(**Actions:** 3)

Bite attack: 55SV, +1 Impaling

Venom: Flesh Eating (4)

Granya are hunting spiders that range in size from 50 to 75 centimeters in diameter. They are generally brown or black, with black eyes. Some can spin webs, which they use to trap their prey.

If a character fails to resist the effects of the venom, then they begin to lose 1 life point in the affected area as their muscles disintegrate. The venom is carried by the blood stream throughout the body and will spread from one infected area to another. A single bite will cause only 4 life points.

Behavior: Granya hunt, generally for small game, large insects, and the occasional slow-moving bird. In general, they will not attack large creatures like humans, but they will bite to defend themselves.

Ecology: Granya shelter in rocks or trees. They are often found near the nesting places of Bloodwings.

Granya are edible, if not terribly appetizing.

Gumash

STR: 2 **DEX:** 20 **STA:** 15
INT: 8 **PER:** 12 **SAN:** 10
CHR: 1 **INS:** 10 **RES:** 10
(**Actions:** 2)

This giant sand flea, about the size of a large walnut, hides in the sand and thrives on blood. They can leap higher than the head of a Loshad, and seem to aim for the victim's back.

Hoary One

STR: 40 **DEX:** 15 **STA:** 50
INT: 4 **PER:** 10 **SAN:** 8
CHR: 3 **INS:** 5 **RES:** 10
(**Actions:** 2)

These enigmatic creatures stand over seven feet tall, with thin bodies covered in white hair. They look like tall, hairy men, but they speak no known language, and never use tools.

Behavior: Hoary Ones are herbivores, but they will defend their territory with fierce intent. Small groups of Hoary Ones live together, ranging over a fairly wide area to find food. Somewhere near the center of this area, always in a reasonably isolated locale, will be a shelter made from whatever natural resources are available.

Ecology: Hoary Ones are only aggressive in defense of their territory. They patrol their boarders and protect the land from any unnatural incursions, but will not pursue interlopers beyond the edges of their territory. They will not allow any creature that carries the scent of meat to cross their territory unmolested. Troog are never attacked, and often live in and around Hoary One domains.

Hoary Ones tend their small realms like master gardeners, carefully caring for each plant.



Ido Bee Swarm

STR: 1 **DEX:** 10 **STA:** 10
INT: 3 **PER:** 18 **SAN:** 10
CHR: 3 **INS:** 15 **RES:** 10
(Actions: 2)

(These numbers are based upon a swarm of 20 + 1D10 individual bees.)

Ido Bees are small red and black insects, a little longer and thinner than honey bees. They can occasionally be mistaken for wasps, but they tend to move in much larger numbers, and are less aggressive.

Behavior: Ido Bees are hive-animals. The workers build hives, harvest pollen, and protect the colony. Drones service the queen, who lays eggs. They will aggressively defend their hives, or any fields of Sahli wheat from which they are harvesting, but are not otherwise dangerous.

Ecology: Ido Bees harvest pollen almost exclusively from Sahli wheat. If the Sahli wheat has gathered Ido, then the honey from that pollen has a slight reddish tint. Ido honey is not sweet. Rather, it has a tangy, musky flavor. It is considered quite a delicacy.

Iph

The Iph are the bizarre remnants of a past age. Thousands of years ago, so say the legends, a Maroc warlord worked his magic to create an army. He found a way to imbue non-living matter with the semblance of life. The king is long fallen, and his realm with him, but the Iph remain. Their numbers are few, and they are without direction. They now slavishly follow their simplest of directives, to reproduce.

There are several species of Iph, named for the material from which they are shaped. This outer form is truly nothing but inert matter. The true essence of an Iph is the maroc stone at its heart and a weird, viscous substance so black that it seems to absorb light. This dark oil will suffuse and bind the pieces of the Iph. It does not burn, and seals itself instantly after any cut, but salt water will dissolve it almost instantly.

Iph Kael

STR: 15 **DEX:** 10 **STA:** 50
INT: 1 **PER:** 12 **SAN:** 20
CHR: 1 **INS:** 13 **RES:** 20
(Action: 2)

An Iph Kael will have at least one of these attacks and probably more than one. They always have at least 4 actions.

Slashing Attack: 35SV, +1 Crush / +1 Slice

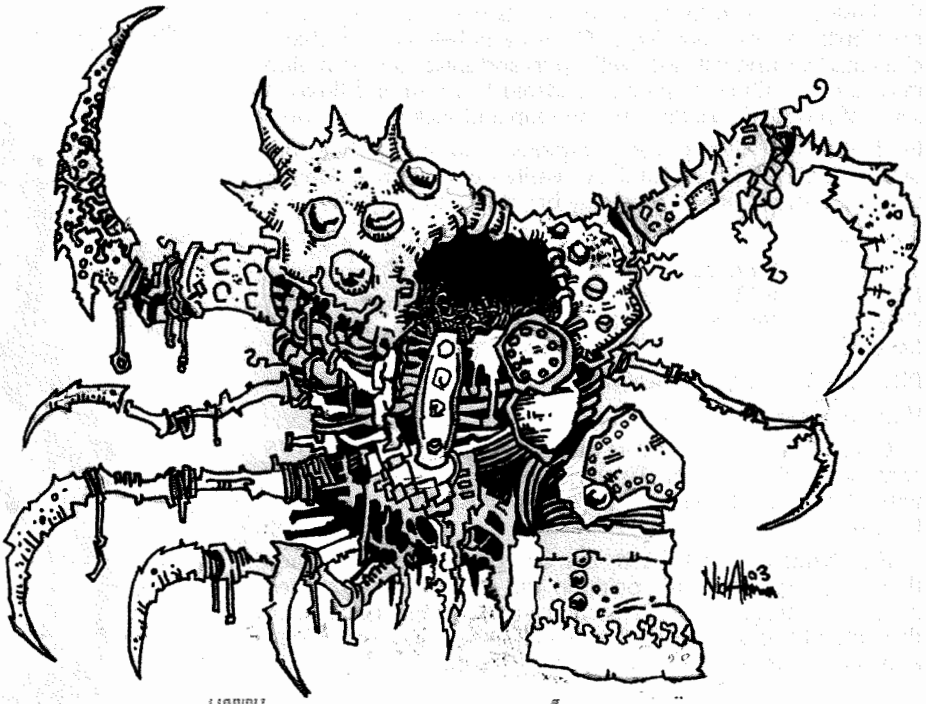
Thrusting Attack: 45SV, -1 Impale

Flame Attack: 25SV, Range: 5 meters, +2 Flame

Fear Attack: Must make a successful SAN check or flee.

Natural Armor: 3 (All)

Creatures of rusted metal and wire, the Iph Kael may be the most fearsome of the Iph. They shape bodies out of iron and steel, weird, insectine shapes with spindly, scythe-like limbs.



Iph Kon

STR: 30 **DEX:** 8 **STA:** 40
INT: 1 **PER:** 10 **SAN:** 20
CHR: 1 **INS:** 10 **RES:** 20
(Actions: 2)

Slashing Attack: 35SV, +1 Crush

Fear Attack: Must make a successful SAN check or flee.

Natural Armor: 4 (All)



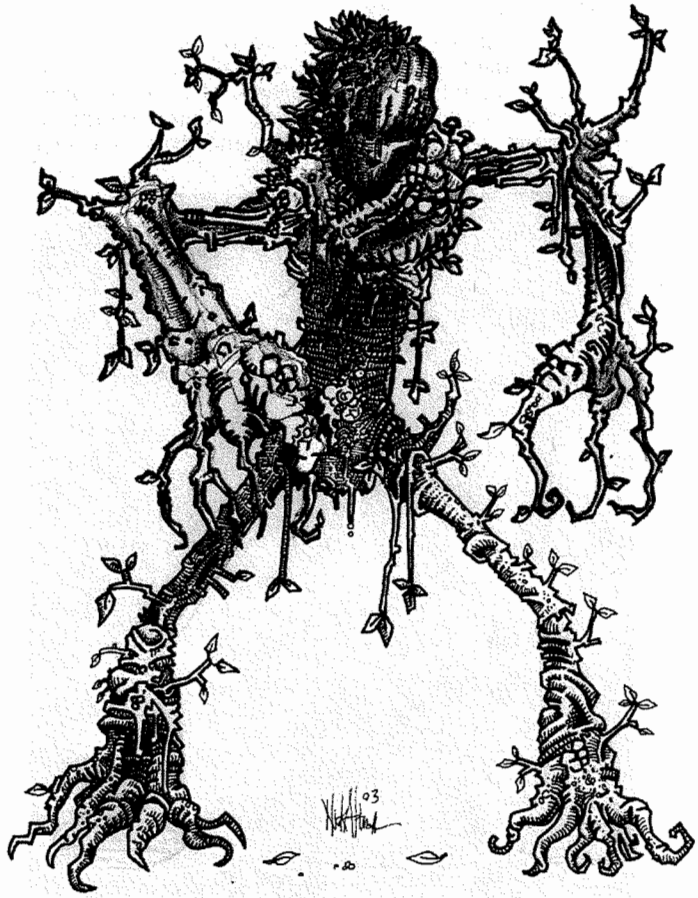
Hulking masses of stone, easily the strongest of the Iph, Iph Kon tend to take on a lumpy, ursine aspect. Their forms look strange to humans because they have no "heads." An Iph Kon is generally made of a few large stones and masses of gravel. Pieces are constantly falling off, and new pieces are added.

Iph Raeen

STR: 10 **DEX:** 14 **STA:** 15
INT: 1 **PER:** 15 **SAN:** 20
CHR: 1 **INS:** 16 **RES:** 20
(Actions: 4)

Slashing Attack: 50SV, +2 Slice

Long, lanky scarecrows, the Iph Raeen look slightly closer to human than the other Iph. They shape their bodies out of long limbs, wrapped around with vines to provide shape and bulk. Some will add a cloak-like covering of twigs and leaves. They never use live wood, only deadfall gathered from the forest floor. Thus, Iph Raeen are marked by a certain spongy texture and a gentle smell of rot.



Iph Tvan

STR: 12 **DEX:** 11 **STA:** 30
INT: 1 **PER:** 13 **SAN:** 20
CHR: 1 **INS:** 12 **RES:** 20
(Actions: 3)

Thrusting Attack: 55SV, -3; Crush Pestilence (5)

Fear Attack: Must make a successful SAN check or flee.

Tvan appear as amorphous masses of oozing muck. Their bodies will dry out and flake away if they do not regularly submerge in water. Their shapes are weird and unsettling, as they will take on the forms of any humanoids they touch, not holding onto one form at a time, but constantly shifting through many.

Pestilence causes various molds to attack the body of the person who has been struck by the Iph Tvan. These molds will make the character ill with flu and cold-like symptoms, rashes, boils and flaky dry skin, providing a combined -7SV to all actions until a doctor remedies the diseases.

Behavior: If left to their own devices, Iph will not interact with other creatures in any way. They will do nothing but slavishly create new Iph. The process takes a long time, particularly since Iph are not very dexterous. Functional Iph will wander their local environment, searching for suitable materials, which they will carry to some sort of lair. In the lair, they will assemble the pieces a little at a time and 'bleed' over the inert form. Eventually, enough of the dark oil will build up to make the new Iph hold together. After an even longer time, the new Iph will grow a maroc stone and awaken to repeat the process again.

If attacked, an Iph will defend itself, but will stop as soon as the threat departs. A few Iph are still following ancient orders. Travelers tell stories of stone-men endlessly piling new stones on a fallen tower, or ghosts made of mud that guard water-holes and will allow no one to approach.

Ecology: Iph have no place in the natural world. Very few of them are left anywhere. Maroc hunt for Iph whenever they hear of them, either to steal their maroc stones or to enslave them. Some are found in the service of lucky Maroc. Others follow mindless existence deep in the wastelands, far from mortal eyes.

They shall be even an abomination unto you; ye shall not eat of their flesh, nor touch their carcases for they are an abomination unto you. Ye shall utterly destroy them when ye shall find them.

— Excerpt from the Book of Judgements



Katahli

STR: 9	**DEX:** 17	**STA:** 13
INT: 4	**PER:** 14	**SAN:** 8
CHR: 11	**INS:** 15	**RES:** 4

(**Actions:** 3)

Butting Attack: 30SV, -1 Impale

Katahli are deer-like animals standing about one meter at the shoulder. Their hides are a blanket of light brown over dusty white. A pair of branching, lyre-shaped horns crowns their heads. The males have black stripes on their faces, and slightly longer horns than the females.

Behavior: Katahli are vigilant herbivores, active both day and night. They are more likely to run than to fight, unless they're protecting young. They have good eyesight, sufficient to spot predators from as much as four miles away. Through the summer, they live alone or in small bands. As winter approaches, they form large herds.

Ecology: Katahli live on the arid plains. They feed on small shrubs, some trees, and any farmers' crops that strike their fancy. They are valued by hunters for their meat and the fine leather that can be cured from their hides.

Keshi-Teke

STR: 5	**DEX:** 17	**STA:** 5
INT: 3	**PER:** 5	**SAN:** 5
CHR: 3	**INS:** 15	**RES:** 9

(**Actions:** 2)

Keshi are barely-domesticated goats with thick wool stiffer than that of the Koyun, and more useful in things like blankets, tent cloth, and rugs than for clothing. A Keshi's horns grow straight back, with only a slight curve. The males have larger racks than the females.

Male Keshi, called Tekes, grow long beards of hair beneath their chins. This hair is exceptionally soft and strong, and is highly valued as clothing liner. Its value is enhanced by its rarity, as it takes years for a Teke's beard to grow.

Behavior: Keshi form large herds, but the membership in these is somewhat fluid. Keshi do not mate for life. Males will fight over females in season, but don't hold grudges. A dominant Teke won't generally chase away others. They are difficult animals to keep. Tekes intensely dislike confinement and are very creative in finding ways to escape it. The females will generally follow their Tekes. Keshi are not so much herded as followed by those who raise them. Away from their males, the females are somewhat more easily managed. Many farmers will keep a couple of Keshi around for milk and occasional wool.

Ecology: Keshi normally live in the low mountains. Each herd will claim a wide area, and will constantly range through it. They tend to range higher in the spring and summer, then descend to the lower levels in the winter.

Kirin, Black

STR: 9	**DEX:** 18	**STA:** 13
INT: 6	**PER:** 17	**SAN:** 8
CHR: 14	**INS:** 21	**RES:** 8

(**Actions:** 3)

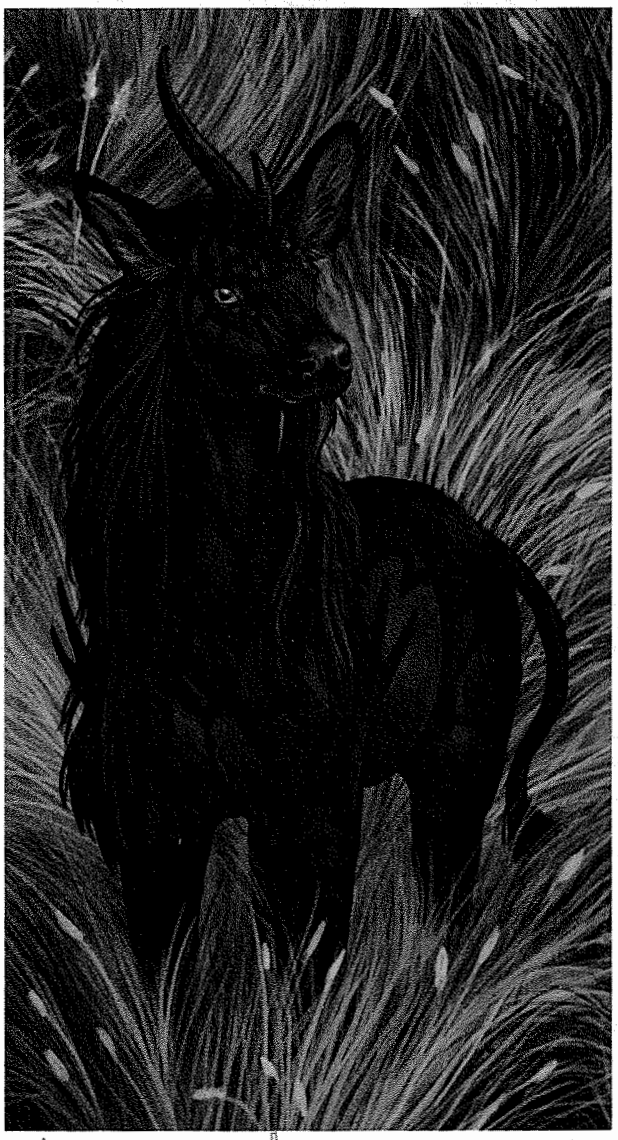
Kirin resemble large stags with well-defined musculature. They have two horns in the center of their head—one short, one long, with the shorter horn growing just in front of the longer one. They have only color—black. Their lustrous short furred hides give ripple in the light and blend into every shadow.

Behavior: Kirin are carnivorous, feeding on small rodents, snakes, lizards, and the occasional grounded avian. They have been known to attack, kill, and eat larger animals including humanoids.

Kirin have long, luxuriant manes that are highly prized. The fur is woven into gowns, caftans, thobes, turbans, even sirwahl. These garments are incredibly expensive and an obvious sign of wealth.

Also cultivated from the kirin are their horns. They are ground into powder and used in various poultices and potions. Each horn is said to have its own beneficial properties. The longest horn is said to aid in healing, and the shortest horn is rumored to be an aphrodisiac. Kirin meat is moist and succulent. It is delicious in a stew or as a steak, it is in great demand. Their tanned hides are softer and slightly more durable than typical leather.

Ecology: Kirin prefer a heavily wooded and grassy habitat. The shadowy depths of a wooded area allows the kirin to use their natural coloration as camouflage. The most common observations have been made near Sylvan Steads—with rumors of entire herds living in the dark, dank (and heavily guarded) Steads.



Killer Bee Swarm

STR: 1 **DEX:** 10 **STA:** 10
INT: 3 **PER:** 18 **SAN:** 10
CHR: 3 **INS:** 15 **RES:** 10
(Actions: 2)

(Stats are based upon a swarm of 20+1D10 individual bees.)

True honeybees are rare. The variety strong enough to survive in the harsh environment of T'nah is aggressive and dangerous. Killer bees are black and gold insects about an inch long, with a narrow wingspan. Those seen most often are workers and soldiers. Unlike other bees, killer bees have permanent stingers.

The sting of the killer bee is incredibly painful. Each attack of a swarm causes 1D10 stings against the unfortunate animal. Each sting will reduce the Consciousness rating of the animal by one. When Consciousness is exhausted, the animal will be unconscious. Further attacks will go against Stamina as above. If Stamina reaches zero, the animal dies.

Behavior: Worker bees are most often seen harvesting pollen. They are protected by soldiers in wings of 6-10, representing about half the hive's fighting strength. The soldiers will hunt and kill any other flying insects in the area, and even go after birds on occasion. In fact, killer bees will attack anything that threatens the hive.

Ecology: Killer bees live in hives, usually in the boles of old trees or other relatively sheltered locations. Each hive has one queen and several drones, along with hundreds of workers and soldiers. They will not tolerate any other flying insects, including other bees, within their harvesting range.

Periodically, another queen will be born. If the reigning queen doesn't kill her, she will leave along with about half the hive's population. The swarm is only dangerous to anything in its way, but it can be fatal to whatever it attacks.

Koyun

STR: 4 **DEX:** 18 **STA:** 6
INT: 2 **PER:** 2 **SAN:** 2
CHR: 4 **INS:** 5 **RES:** 1
(Actions: 3)

Koyun are sheep-like animals with thick, wool coats, cloven hooves, and blunt horns. Their coats range in colors from black to various earth shades, to pale white. An adult Koyun stands about one meter high, with males being slightly larger than females. The males also have more prominent horns.

Behavior: Koyun are generally timid animals. They will almost always run, rather than fight. The only exceptions are that adult Koyun will defend their young, and despite their domestication, male Koyun exhibit competitive behavior around females during the mating season.

Koyun are not very clever animals. They could not survive long in the wild. Over the years, they have been bred to be plump, slow, and exceptionally woolly.

Ecology: Koyun are domesticated animals adapted to life in the hill country, though they can live almost anywhere. They are herbivores, and descended from herd animal stock. Even in their present form, Koyun do not do thrive alone. A group needs to consist of a male and at least two females. Larger herds need to have at least a 2:3 male—female ratio, or the males will become too aggressive with each other. This is rarely a problem, since ewes are more common than rams.

Koyun wool is soft, takes dye well, and is extremely warm. It is used for clothing, particularly cold-weather gear, and also for bedding. The meat of the Koyun is filling, but rather bland.

Kutul

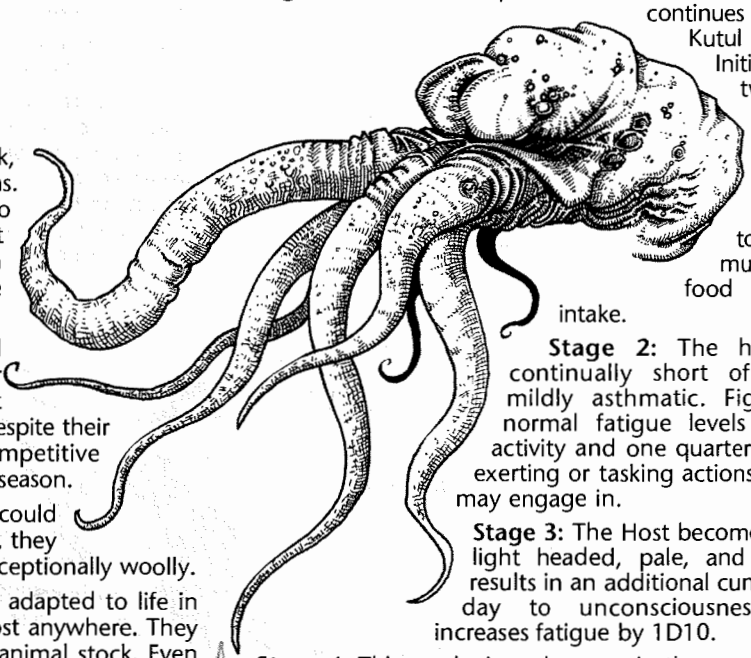
STR: — **DEX:** — **STA:** —
INT: 1 **PER:** 1 **SAN:** 1
CHR: — **INS:** 25 **RES:** 25
(Actions: 0)

The Kutul is a parasitic organism found on T'nah. A Kutul begins life as a nearly microscopic morphon barely visible in a glass of clear water. At this early stage its shape would be indefinable to any looking, it would look like any other 'floatie.' (On a critical success players might be able to detect its form faintly.) The Kutul enters its host by being ingested in drinking liquids or food. It is theoretically possible for a Kutul to enter a host's body through an airborne method, but no recorded cases have been produced.

Once inside the host, the developing Kutul uses its two main tentacles to attach itself to the host's upper digestive track just above the opening to the stomach, and begins to feed off whatever its host consumes. The next tentacle attaches to the host's breathing structures and siphons off large amounts of oxygen. Then it attaches to the cardiovascular system to use as an additional blood and nutrient source. Next it uses its tentacles to annex the lower digestive or intestinal track of the host. The last tentacle of the Kutul affixes to the host's central nervous system.

If someone does happen to become the unfortunate host of one of these beasts you can tell how attached and infused the creature is by symptoms.

Stage 1: The host develops a substantial increase in appetite that continues to grow as the Kutul inside grows. Initial increase of two times normal intake for the average person continuing up to 10 times as much the normal food and drink intake.



Stage 2: The host becomes continually short of breath and mildly asthmatic. Figure half the normal fatigue levels for standard activity and one quarter levels for any exerting or tasking actions the character may engage in.

Stage 3: The Host becomes increasingly light headed, pale, and anemic. This results in an additional cumulative -1 per day to unconsciousness rolls and increases fatigue by 1D10.

Stage 4: This results in a decrease in the amount of human waste produced by the body. The host is taking in 5 to 10 times normal dietary requirements and producing 1/8th of the waste. This has no real mechanical value, other than it will be noticeable by those around the character and can point to what is going on inside.

Stage 5: This is the last stage and the Kutul at this point has taken basic control of the functions of its hosts body, and the host is an intellectual observer of its internal operations. The character will do whatever the Kutul requires and literally work themselves to death to obtain its food requirements. Once the final stage has be acquired it is unlikely that the host will survive past a month.

During Stage One the Kutul is growing to its maximum size, about as large as a grapefruit. Once that has been reached the adult Kutul begins to produce offspring. The Kutul reproduces asexually. It is at this point that the adult Kutul attaches to the breathing and circulatory systems of its host. The spawn grow in clusters, with each encased in a gelatinous capsule much like amphibian eggs. The gelatinous material protects the young from the stomach acids of the host. As the amount of spawn increase there will be a slight distension in the host's abdomen, but most people will attribute this to the amount of food the host is eating. When the host reaches the fourth stage small numbers of the spawn begin to be released from their clusters and travel through the urinary and intestinal tracts, and are expelled in the limited waste that the host is producing. When the host finally dies during the fifth stage, the spawn are released in both the final expulsions of the body and can easily survive the process of reclamation. Only an actual Reclamator unit will remove them; otherwise they will end up in the water gathered from that body and introduced into the local water supply. The adult Kutul will eventually die with its host once it has used up all available resources from the decaying corpse, or will be killed during the reclamation process.

The main mass of the Kutul is covered in the same gelatinous protective material as the offspring so the stomach acids will not harm it either. Kutuls can live in any organism; the host does not have to be humanoid. There is currently no known proven cure for a Kutul infestation. There are many homeopathic remedies that can be tried. Most of these are little better than snake oil, but some do have limited or in some rare cases apparently complete success. The one that seems to have the best average of success is to drink a gallon of kamel urine a day. If the Kutul or its infestation is discovered or determined before the third stage, surgery could be done, but the effects to the breathing systems will remain; all other symptoms will return to normal in a matter of days. To determine how long it takes to advance from one stage to the next, roll 1D10 for the number of weeks it takes to go from the end of one stage to the end of the next.

Lurker Coral

STR: 20 **DEX:** 0 **STA:** 30
INT: — **PER:** — **SAN:** —
CHR: — **INS:** — **RES:** —
(**Actions:** 0)

Reasonably large, tough, and broad, Lurker Coral resembles a cross between a giant turtle with a soft shell and a particularly nasty catfish. The critter's shell is soft and gummy, which will trap any fish that touches it. Excellent camouflage makes the critter look like a piece of harmless rock or coral, which it most definitely is not.

Behavior: Sitting and waiting for prey to get caught in its shell. When prey is caught, the shell slowly absorbs it. Eventually the prey will pass through the shell, but by then it will have been dissolved into mushy nutrients by the critter's powerful digestive acids.

Ecology: Mostly coral reefs, but it will go anyplace where there are large shoals of fish.

Predators: None. The critter eats any smaller nasties, and bigger nasties avoid it for fear of getting the gummy shell lodged in their mouths. Such events always results in a slow, agonizing death; either the gills cannot pump enough water to sustain the predator, or the predator slowly starves.

Manticore

STR: 20 **DEX:** 17 **STA:** 25
INT: 6 **PER:** 12 **SAN:** 11
CHR: 5 **INS:** 16 **RES:** 12
(**Actions:** 3)

Bite Attack: 35SV, +1 Crush

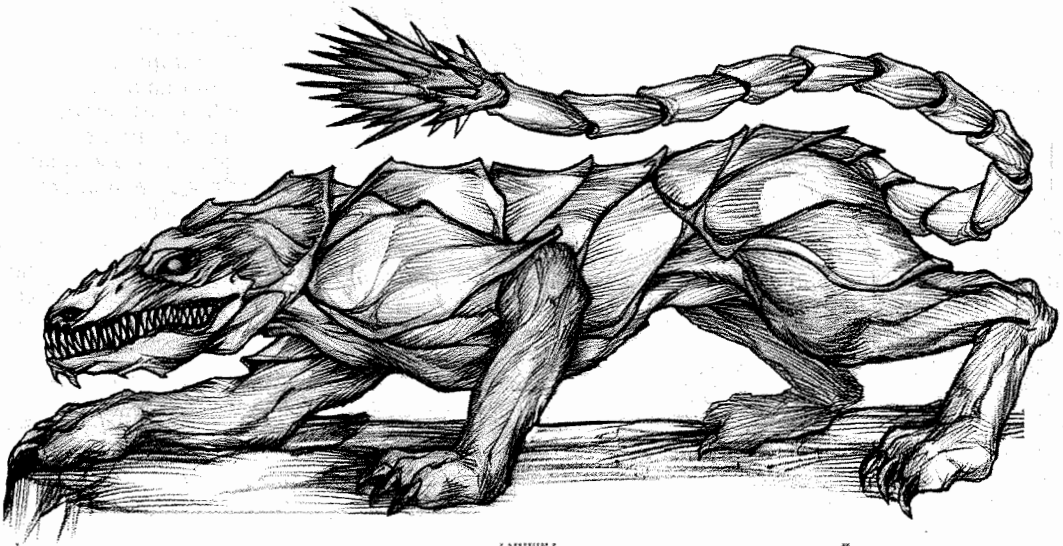
Claw Attack: 40SV, +1 Slice

Tail Attack: 30SV, -2 Impale

Venom: Paralysis (3)

Natural Armor: Slice: 2, Impale: 2, Crush: 2, Burn: 1, Dissolve: 1, Electrify: 0, Freeze: 0 (Underbelly: 0)

Manticores are strange creatures: hunting cats with reptilian heads, armored shells, and scorpion tails. The head has broad jaws with rows of sharp teeth. The leonine body is protected by a segmented, bony shell like that of a turtle. Almost nothing in the wild can do it serious harm. Only the Manticore's underbelly is vulnerable. Its claws and teeth are dangerous enough, but its tail is its most deadly weapon.



Made up of many chitinous segments, the tail ends in a stinger made up of long, thin spines. By whipping its tail and flexing special muscles, the Manticore can launch these spines several meters. The spines fly in volleys, and a single spine carries enough venom to immobilize anything up to the size of a large dog.

If a character fails to resist the effects, then the venom of the manticore causes severe swelling. The area where the spines have entered will hemorrhage with blood, causing massive bruising and discoloration to the affected area. In addition, a character's Consciousness will be reduced by three for every spine that has penetrated their skin. The Effect Die of the attack is the number of spines that could have penetrated—a character must roll against Consciousness for each spine.

Behavior: Manticores are almost mindlessly aggressive toward anything they perceive as a threat. This includes other predators and humans. A specimen will attack with incredible savagery, and will keep up the attack until it is seriously injured. The Manticore generally hunts for large game, mostly herbivores, but it will eat anything that has stopped moving. Elderly or injured Manticores become scavengers, using their spines to kill or frighten away carrion eaters from recent kills.

Ecology: Manticores are solitary hunters. Their aggression extends particularly to each other, though they generally do not injure each other seriously in combat. A male will attempt to mate with any female in season, and some blood is usually shed during the courtship. The females will tend the eggs until hatching, but will abandon the young as soon as they are capable of hunting alone.

Manticores move frequently, but they prefer rocky, dry areas. They are not natural beings, and normal animals react to them with even more fear than to normal predators.

The meat of a Manticore is nearly toxic, but in some areas it is considered to be a delicacy. The creature's venom is among the deadlier known poisons.

Maridh

STR: 25 **DEX:** 14 **STA:** 15
INT: 4 **PER:** 12 **SAN:** 10
CHR: 2 **INS:** 12 **RES:** 10
(**Actions:** 3—two attacks per action)

Claw Attack: 405SV, +3 Crush, +1 Impale

Tail Strike: 40SV, +0 Impale

Body Slam: 45SV, -1 Crush

Venom: Nerve Damage (3+ED of attack)

Maridh are huge arachnids similar to scorpions, differentiated from their smaller kin by their sheer size and by the fact that they have two tails. Full-grown Maridh measure nearly two meters long from tip to tail, standing 70cm at the shoulder. Their massive claws are strong enough to break bones, and sharp enough to penetrate flesh like spears. They have pale body colors: white, gray, tawny brown, better to blend into the sands.

The venom of a Maridh can be deadly. A single strike is often enough to immobilize a full grown human, and two are almost certain to be fatal. Fortunately, the stingers do not penetrate armor well. The venom attacks the central nervous system of the target, causing it to overload and shut down the autonomic processes. If the character fails to resist the venom, they receive a number of nerve damage points equal to (3+ED of the attack) against the area struck. Excess nerve damage moves to the next area of the body.

Behavior: Maridh are desert hunters, prowling mostly at night to take small to medium animals up to about the size of a goat. Occasionally, one will kill a larger creature if opportunity arises. They are not generally much of a threat to humans by day, but will attack sleeping humans. Such attacks are nearly always fatal. Each Maridh also maintains a lair, which it will defend nearly to the death. Inadvertently stepping into a Maridh's lair is one of the most common ways to be stung by one.

Ecology: Maridh are very like common scorpions, scaled up. They hunt for goats and sheep rather than for insects and small birds. They are more dangerous to humans, and are a great bane to shepherds. Unlike wolves, a Maridh is more likely to attack a sheep dog than to be frightened away by its barking.

Maridh venom is dangerous to harvest, but makes a potent poison, and can also be brewed into medicines effective against some ailments of the joints.

Pedahv

STR: 6 **DEX:** 9 **STA:** 12
INT: 4 **PER:** 11 **SAN:** 9
CHR: 3 **INS:** 11 **RES:** 12
(**Actions:** 2)

Claw Attack: 35SV, +1 Slice

Natural Armor: 1 (All)

The pedahv is a most unusual creature. It looks something like a large lobster with nearly translucent skin, though it has reptilian characteristics as well. Its body is squat and flat, tapering to a flat tail, covered by a shell made up of many overlapping plates. It has big, spade-like claws. Its face is flat, with bulbous eyes. Under the eyes is a pair of pits studded with black, pearl-like structures.

Under the obvious face is a second maw. In fact, the creature has two digestive systems, each serving a radically different purpose. The pedahv requires the energy released by maroc stones. To this end, the pedahv has a sensitive sensory organ below its eyes that can locate maroc stones. It follows trails of stone fragments, sucking them up with a pharynx through a second mouth-like orifice. Since it is constantly sucking up dirt and sand, the pedahv must quickly dispose of waste. The sand goes through an extremely sensitive and thin layer of flesh in the gut. This membrane has several microscopically small pores, which are surrounded by nerves. The only thing that can set these nerves off is the distinct energy of maroc stones. When a stone fragment touches the membrane, a pore will expand slowly to accommodate the fragment while keeping the sand out. These pores can even expand enough to accommodate a small, complete stone. The waste is ushered out a secondary anus (the first belongs to the regular digestive system). The stone fragments are sent through a tract where they condense in a sac, surrounded with powerful muscles to condense the stones at the creature's bottom side, in the middle of the thoracic cavity. The stone's energy helps power the creature's metabolism, and allows it to harden its own skin to create a magically hard shell.

Behavior: It lives in the desert, where it uses its large appendages to burrow under the sand during the nights. Its diet consists mainly of small lizards and such. It kills its prey with its claws and large fangs, which are next to its eyes, then crawls over the prey and digests it slowly by spitting stomach acids onto it and sucking the resulting juice back in.

The pedahv will always avoid cities and such, although it will sometimes attack nearby humans if it is hungry enough. If it can find a Maroc, it will jump on the chance to increase its stone size.

Ecology: The pedahv is an extremely rare creature that mainly occupies the circle of desert around Lake Thalve and the land around the Scorchlands, although they can be found in other deserts.

The flesh of the pedahv is infused with maroc stone energy. It does not taste very good at all, but gives the consumer a pool of extra Ido. The amount received is equal to the grams of flesh consumed, and the pool drains at a rate of one point an hour if it is not utilized. Its shell is supernaturally hard. It can be fashioned into light, strong armor, though such armor is somewhat inflexible.

Pompa Rat

STR: 2 **DEX:** 19 **STA:** 6
INT: 5 **PER:** 10 **SAN:** 8
CHR: 3 **INS:** 18 **RES:** 2

Bite Attack: 25SV, -3 Impale

Pompa Rats are fat bottomed rodents with sharp claws and pronounced teeth. They burrow, and spend most of their time underground, safe from predators. Their fur is sandy brown, with darker irregular spots on the top, fading to nearly white on the underbelly.

Behavior: Pompa Rats avoid conflict, scurrying for cover at the slightest threat. Tribes are quite organized, and will communicate by chittering to one another. The signal for danger is a singularly annoying squeal that prompts many hunters to ignore them just to avoid the racket.

The animals are very curious, and are known to pilfer small, shiny objects that are left unattended.

Ecology: Pompa Rats dig extensive burrow cities, which are the bane of farmers and ranchers. They are vegetarian, eating mostly roots, and low-lying berries. They will also eat corn or leafy vegetables if they can get them.

Pompa Rats aren't good for much of anything. The meat is adequate. The hide is almost valueless. Much better hides are available for leather making. Some people are fond of Pompa Rat hats, though.

Purgen

STR: 30 **DEX:** 40 **STA:** 55
INT: 3 **PER:** 28 **SAN:** 5
CHR: 2 **INS:** 3 **RES:** 15
(**Actions:** 2—2 attacks per action)

Spitting Head Bite Attack: 20SV, +2 Slice, -1 Crush

Biting Head Bite Attack: 45SV, +2 Crush, +1 Impale

Spitting Head Venom: 60SV; Paralyze (6); No bite needed for poison (topical)

Biting Head Venom: Paralyze (3); Injected on a successful bite

Natural Armor: 3 (All)

These enormous, thick-skinned sand snakes have a head on either end, one primarily used for biting and eating, and the other capable of spitting poison for defense. Both heads are venomous. They are seen nowhere else in all of T'nah. They are seldom more than 15 meters in length.

Behavior: In combat, both heads take one attack per action. They have an unflagging supply of venom. They will continue to attack even after they are slain, with a -2ED, for 4D10-3 combat turns, though without any malice. These death throes, while much more violent, are without awareness.

Ecology: The purgen is indigenous to the Equin Pampas and has never been seen elsewhere. They are voracious carnivores and will eat anything they encounter. They mate several times a year, and bury the single egg shallowly and almost randomly. The heat of the sun hatches the egg, if it is not discovered by predators. Loshad value both the purgen and their eggs for food, though the eggs are much easier to obtain.

The purgen live underground, emerging at dusk to escape the heat of the day. They are primarily nocturnal. Their biological functions have never been studied save through rare observation, but the biting head seems to serve as both ends of the digestive tract. Their shed skin, while thick, is porous and falls apart easily. Some Loshad tribes have methods of curing this if obtained soon enough after shedding, and use it as a heavy, inflexible leather.

Rockmaw

STR: 350 **DEX:** 6 **STA:** 600
INT: 5 **PER:** 10 **SAN:** 8
CHR: 3 **INS:** 14 **RES:** 20
(**Actions:** 2)

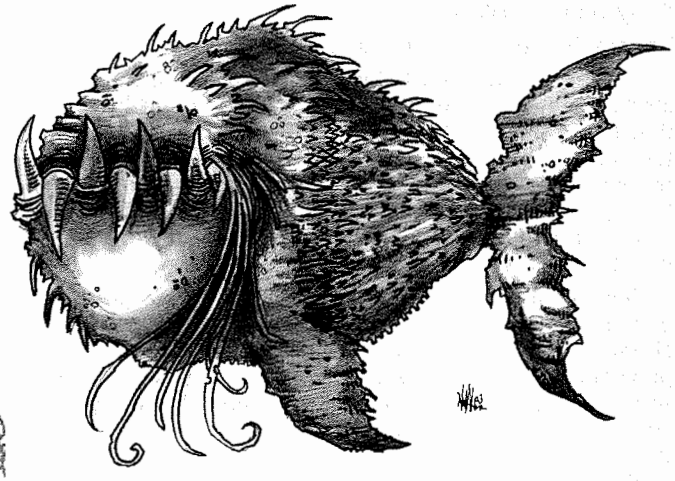
Natural Armor: 4 (All)

Big. Just big. It's like one giant mouth with fins, and skin as hard as drachenscale. Long whiskers allow it to sense the slightest chemical and electrical changes in its stretch of ocean, to make up for its lack of eyes.

Behavior: By opening its huge maw, it will create an oceanic imbalance—water rushes into the massive vacuum, sucking in anything nearby: plankton, fish, humans, small islands...

Ecology: Open sea. This critter eats only plankton and small fish, but is a menace to any fishing boats. It hovers near the surface, filtering plankton through its giant teeth, but has capsized more than a few boats with its terrifying method of hunting. However, the powerful teeth can be chipped by pieces of rock or hard coral, sometimes allowing things to get past the filter, and lodge themselves in its vulnerable digestive tract.

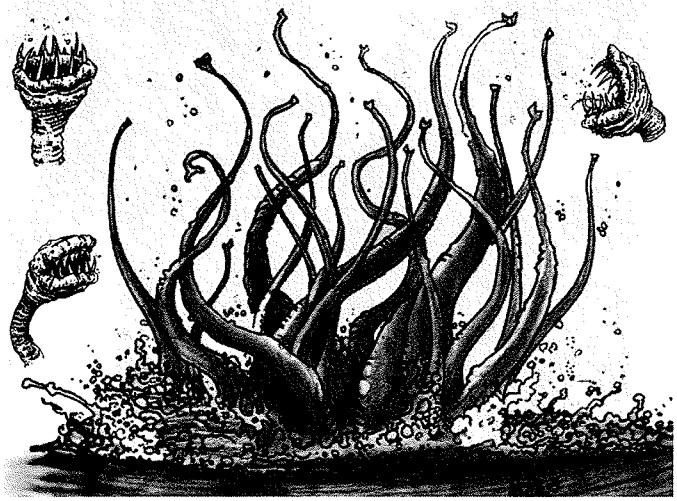
Predators: One or two, and possibly large hunting swarms of Trunkfish.



Sailor's Grief

STR: 200 **DEX:** 12 **STA:** 300
INT: 5 **PER:** 11 **SAN:** 12
CHR: 2 **INS:** 15 **RES:** 14
(**Actions:** 3—5 attacks per action)

On the surface, it is a gentle ripple in the water; under the waves, it is a dark shadow—until the screaming starts.



Behavior: When this creature attacks, it is truly terrible. A hundred tentacles, each tipped with a mouth and a set of vicious teeth, burst forth from the depths. Sharp teeth bury themselves in the body of its prey, holding it fast as dozens of tentacles wrap tighter and tighter around it. The prey is squeezed until it vomits out its innards, or in the case of a fishing boat, until the timbers give out. Then the tentacles start their messy job of devouring everything; meat, bone and marrow.

Ecology: The dark, deep places of the world. It strikes only at night, and those it attacks are never heard from again. It is the only known thing in T'nah's vast oceans that regularly hunts the giant Rockmaw.

Sand Mole

STR: 4 **DEX:** 23 **STA:** 5
INT: 8 **PER:** 12 **SAN:** 10
CHR: 4 **INS:** 10 **RES:** 10

Related to voles and shrews, but with a distinctly different appearance, Sand Moles are nocturnal desert dwellers. They have fluid, cartilaginous bone structures that will allow them to squeeze into any opening large enough to admit their heads. Their hides are naked and scaly which, with their rat-like tails, gives them the aspect of lizards rather than mammals.

An adult Sand Mole stands about a 25 centimeters at the shoulder, and is nearly a meter long. They have long, narrow skulls and recessed, nearly blind eyes. Their ears are long, triangular scoops that can alternately perk out perpendicular to their skulls, or lay back nearly invisible along the sides of their heads.

Behavior: Sand Moles are night-stalking hunters, preying upon grubs, insects, and any creatures smaller than themselves. They hunt by smell and sound. They are photophobic and they will not enter a well-lit room.

Sand Moles are vicious little creatures. When the hunting is poor, they have been known to attack larger animals in groups, or to eat carrion. They pose little threat to humans, however.

Ecology: Sand Moles are largely solitary. They sleep by day in crevices in the rocks, or shallow burrows. They particularly like to steal the dens of other creatures. They hunt by night, generally alone. Though they will cooperate on occasion, they are fiercely territorial at other times. Curiously, no matter how close they are to starvation, one sand mole will never eat another. That doesn't stop them from tearing out one another's throats, however.

Males will mate with any female in season. Females give birth to live young, with about a four-month gestation period. Litters usually contain from three to five kits, of which over half will survive. The mother will nurse the kits until they can move on their own, which takes about another four months.

The remnants of a sand mole aren't good for much, save that the hide can be cured into very durable leather, much in favor for boots, belts, and gauntlets.

Sand Worm

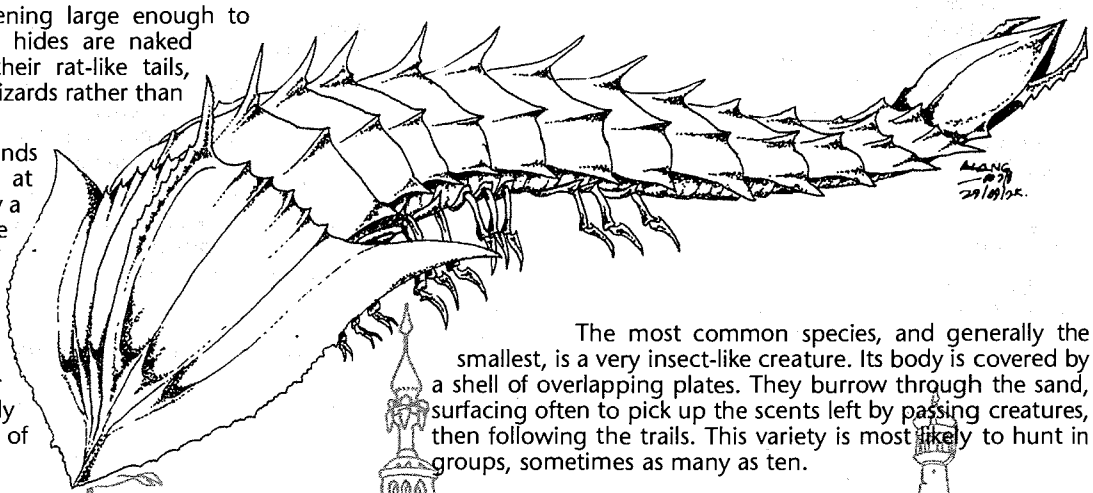
STR: 30 **DEX:** 23 **STA:** 25
INT: 4 **PER:** 18 **SAN:** 5
CHR: 2 **INS:** 3 **RES:** 15
(**Actions:** 2)

Bite Attack: 30SV, +2 Slice, -1 Crush

Natural Armor: 1 (All)

Sand Worms are one of the terrors of the desert, or perhaps three of the terrors, as there are three species of creatures commonly called Sand Worms. All three share a few characteristics: Their hides are armored, making them difficult to fight. They are desert predators, 'swimming' beneath the sand, attracted to prey either by vibrations or by smell. They are generally solitary hunters, preying upon small game or slow-moving herbivores.

Most specimens are a meter long or smaller, but specimens two or more meters have been seen. Some desert wanderers claim that there are even longer worms, veritable leviathans of the sands, but such stories are not generally believed.



The most common species, and generally the smallest, is a very insect-like creature. Its body is covered by a shell of overlapping plates. They burrow through the sand, surfacing often to pick up the scents left by passing creatures, then following the trails. This variety is most likely to hunt in groups, sometimes as many as ten.

Behavior: Sand Worms are fierce predators, made even more dangerous because they are so hard to spot. While they are generally solitary, large numbers of them can be attracted by a big caravan or a group that spends too long in one place. A lone Sand Worm can kill a human if it catches him sleeping. Horses and mules are easy prey, since their legs are easily broken. Sand Worms normally hunt small, burrowing animals, and take larger creatures while they are sleeping. The larger specimens hibernate in the winter and emerge quite ravenous in the spring. It is best to avoid long stretches of open sand then.

Ecology: Sand Worms haunt the dunes, generally not venturing too near to water or rocks, both of which make tunneling difficult. They are diurnal hunters. Little else is known about their habits, as it is difficult to study them.

Sihlot

STR: 8 **DEX:** 12 **STA:** 6
INT: 7 **PER:** 9 **SAN:** 6
CHR: 3 **INS:** 3 **RES:** 7
(**Actions:** 3—two attacks per action)

Claw Attack: 35SV, +1 Slice

Pheromone Attack: Illusions (4)

The Sihlot is an elusive creature. Few people have ever seen them, and even those who have are often not sure what they have seen. Their presence is heralded by a spicy, musky smell that gets stronger as the creature gets closer. When several gather, the smell can be cloying.

The creature's true form looks like a pale, spindly humanoid with wide eyes. Its other features are almost invisible: ears that are mere holes, and a very small nose. Its head is nearly covered by a mane of almost translucent white hair, which extends into a thinner covering over most of its body. The Sihlot's hands and feet are both very articulated, and have curving claws excellent for climbing. They are padded, like a cat's as well, allowing the creatures to move almost silently.

In order to avoid the pheromone attack, characters must resist as though it were venom—rolling against Consciousness and exceeding the value of the attack (4) with the Effect Die. Failure indicates that the pheromones have affected the character and it will require a check against RES to resist fleeing the hallucinations.

Behavior: Sihlot are omnivorous, but prefer meat. They have a most unique hunting style. A small group of Sihlot will stalk prey for hours, remaining just out of sight. They are exceptionally agile and stealthy. During this time, the Sihlot's pheromones slowly begin to have an effect on their prey. The scent glands produce a drug that dulls the senses and opens the mind to suggestion.

Then, the Sihlot attack with their most unusual ability. They afflict prey with visions, illusions drawn from the prey's subconscious. These visions can be almost anything, but are usually either something deeply feared or desired. Senses dulled, thoughts muddied, the prey will either pursue the visions or flee from them, straight into the arms of the Sihlot.

Ecology: Sihlot prefer the woodlands, and avoid places inhabited by many intelligent creatures. When humans invade their territory, Sihlot invariably hunt them. Scholars theorize that the Sihlot hear the thoughts of others, as well as being able to project them, and that they find sentient minds to be distasteful.

The Sihlot's scent glands can be harvested and brewed into a pleasurable drug.



Skrok

STR: 2 **DEX:** 20 **STA:** 3
INT: 4 **PER:** 8 **SAN:** 8
CHR: 4 **INS:** 8 **RES:** 7
(**Actions:** 3)

Sting Attack: 35SV, No appreciable damage. If the ED exceeds the armor rating, the stinger has injected venom.

Venom: Painful, reduce Consciousness by the amount of ED which exceeds the armor rating.

Skrok are a bizarre amalgam of animal features. Ancient lore suggests that they were part of an attempt to create artificial spider silk. A skrok has a wingspan of perhaps half a meter, generally less. Its furry body has eight arthropod legs covered in short, spiny hairs. Its head is marked by eight eyespots, sensitive to motion and light, and a huge set of fang-like mandibles. They fly with trailing tails, ending in a large stinger.

They are generally brown or black, occasionally with bright markings. They are mildly venomous, but it would take multiple stings to make most people anything more than severely ill.

Behavior: Skrok fly in flocks, descending upon an area and hunting for small rodents, insects, and birds. They swoop down on their prey, bear it to the ground, and sting it into insensibility before consuming it. They generally avoid humans and other large creatures, but they will attack if startled.

Ecology: Skrok generally nest in mountain rocks or caves. They are not valued particularly for their meat, which is rather tasteless. However, their venom can be brewed into deadly poison.

...and their torment was as the torment of a scorpion, when he striketh a man.

— Excerpt from the Book of Judgements

Snakes

STR: 1 **DEX:** 10 **STA:** 3
INT: 2 **PER:** 10 **SAN:** 5
CHR: 3 **INS:** 10 **RES:** 5
(**Actions:** 3)

Bite Attack: 25SV, No appreciable damage, the bite is only to inject venom.

Venom: varies by type, generally rated at four to six and causes paralysis, swelling, nerve damage, etc.

Snakes are limbless reptiles that hunt for small animals, primarily by an advanced sense of smell. Those that survive on the deserts of T'nah are generally venomous. Sidewinders are speckled brown, and slide across the sands in a unique, lateral path. Rattlers are marked by their distinctive tails, which they shake to intimidate threats. Coral Snakes have distinctive red, yellow, and black coloring, and deadly venom. King snakes prey upon other snakes, and are resistant to their venom. Asps range in color from gray to brown or copper, with a lighter colored underbelly. They are highly aggressive. Adders are marked by a V-shaped pattern on their heads, and a zigzag pattern on their bodies. They also thrive in colder climates than other vipers.

Behavior: Most vipers hunt for small reptiles, rodents, and other snakes. They will also take eggs. Vipers use venom both to kill prey, and in self-defense.

Ecology: Snakes are found in a wide variety of locales. They are generally active by day, and in warmer times of the year, being warm-blooded. They lay eggs, and the hatchlings are generally fairly self-sufficient very soon after birth.

The venom of many vipers is deadly poison. Their skins can be cured and used as decorative leather, as many vipers are brightly colored.

Snargs

STR: 30 **DEX:**14 **STA:** 35
INT: 6 **PER:** 16 **SAN:** 10
CHR: 5 **INS:** 12 **RES:** 8
(**Actions:** 3)

Bite Attack: 40SV, +1 Crush, -2 Impale

Snargs are hairless canines as large as small horses. They look somewhat rat like, but with thicker muzzles and with huge paws. Their jaws are strong enough that a bite can sever a human limb, and their claws can rend through flesh.

Behavior: Snargs are fierce beasts. They travel in packs. They can be trained, and are generally loyal. However, if a snarg perceives weakness in its trainer, it will attack to take the dominant position in the pack.

Ecology: Most Snargs are wild, wandering the deserts and scrublands and preying upon goats and deer. Some of the smaller Djezinti clans have domesticated Snargs for use as mounts.

Snntok

STR: 5 **DEX:** 12 **STA:** 8
INT: 9 **PER:** 11 **SAN:** 10
CHR: 4 **INS:** 10 **RES:** 10
(**Actions:** 4)

The Snntok dwell underground and resemble a rather evolved form of the naked mole rat. They have leathery skin, large eyes for seeing in near-total darkness, thick third eyelids to keep out dirt, and strong digging claws. Their skin is very loose, being originally desert dwellers, and designed to accommodate massive changes in weight.

During the rainy season, Snntok put on a great deal of weight in fat and water, and the skin grows taut, but loosens as Snntok live off the stored fat and water and eventually become little more than muscle and bone inside their skins. Although they've moved out of the desert to inhabit other areas, they still retain the loose skin, and the ability to live for a long time off stored fat reserves.



Behavior: Snntok are eusocial, having a dominant 'queen' who breeds, while the non-dominant members work. Snntok are semi-intelligent, using tools and weapons, and they work together with all the eerie compatibility of a hive-mind. In their normal state, they avoid conflict, but where habitat destruction has cut into their underground fungus and root farms, they will come above ground at night to hunt for anything unfortunate enough to get in their way.

Ecology: Snntok are primarily desert-dwellers, but colonies have spread to other regions. In these new regions, they have few predators and their cunning intelligence has allowed them to thrive. In fact, in some places infestations of Snntok are starting to become a problem to the local ecosystem.

Trunkfish

STR: 24 **DEX:** 18 **STA:** 30
INT: 5 **PER:** 18 **SAN:** 12
CHR: 1 **INS:** 15 **RES:** 14
(**Actions:** 3—2 attacks per action)

Trunk Attack: 55SV, +2 Crush, -1 Impale

Description: Trunkfish are long, narrow, and eel-like, with folding wings like those of a flying fish that fit perfectly around its body. Two eyestalks are set about halfway between tail and mouth, which is at the end of an articulated trunk that can strike with the speed of a rifle bullet. Several poisonous spines are placed within the thin dorsal fin.

Behavior: Trunkfish tend to 'stand' on the seabed near the surface, so that its short eyestalks reach just above the surface of the dark seas. This is both their way of lying in wait and resting. When the ever-searching eyes find a target, the Trunkfish gather in packs and sally forth with frightening speed. Dark coloring makes them virtually impossible to spot when charging. When the target is close enough, they jump out of the water and lash out with their trunks. Tenacious teeth sink into any exposed flesh, and pull the prey under when the Trunkfish submerges. The trunk is extremely muscular and powerful, well capable of dragging a fisherman to his doom, and flexible enough to devour him a limb at a time.

Ecology: Shallow coastlines. Preys mostly on seabirds, and the occasional fisherman.

Predators: Various—basically anything bigger and able to avoid the nasty spines on its back.

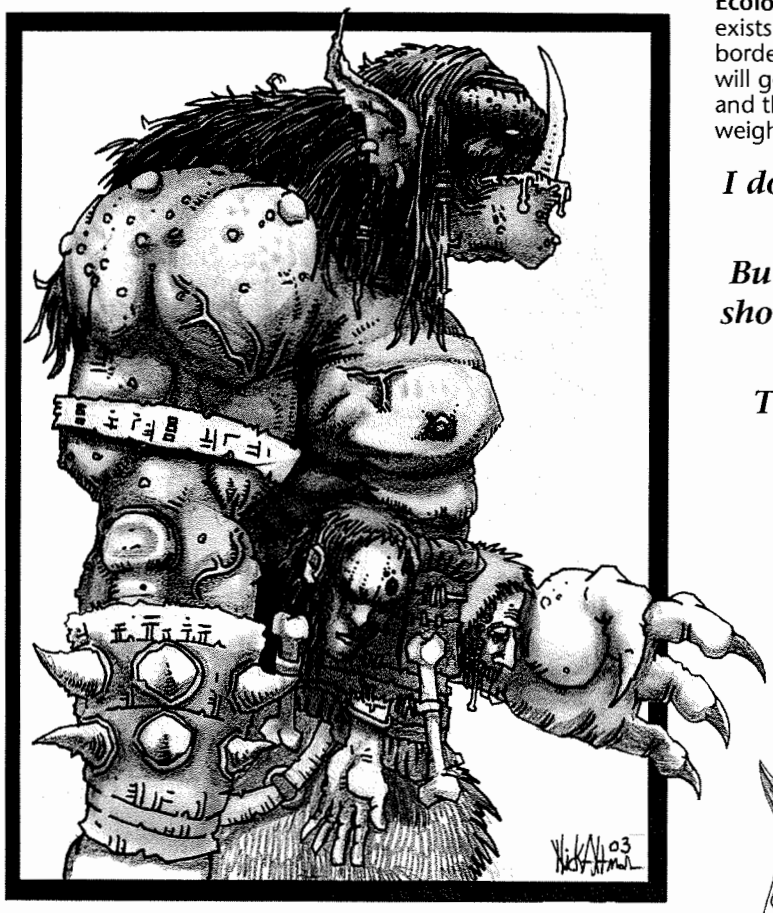
If you don't like your own character there may be a new one ready-made and waiting for you. The snake sheds its skin with impunity, relying on the same nature which you rely on.

— Ah'non Amus, Wandering Philosopher

Uzmek ("Ogre")

STR: 30 **DEX:** 18 **STA:** 25
INT: 8 **PER:** 23 **SAN:** 6
CHR: 7 **INS:** 12 **RES:** 18
(**Actions:** 3)

Bludgeon Attack: 45SV, +2 Crush



Uzmek are humanoid, but far larger and more brutish. A fully-grown Uzmek stands easily twice the size of a human. Heavy ridges of bone frame their eyes almost like a helm, terminating in a jutting, tusked lower jaw. They have thick, short necks, broad shoulders, and arms long enough to be used in running. Long, claw-like nails terminate gnarled, paw-like hands.

Uzmek wear crude, primitive clothing. They occasionally use weapons like large clubs, but even unarmed their inherent strength places them amongst the most fearsome creatures.

Survival, in all its forms, is the bailiwick of the Uzmek. Their strength, sufficient to defeat almost any threat, is obvious. They also have keen senses. Most strangely, their bodies are adapted for breeding. Uzmek semen is carried in the blood, and their genes are dominant, such that any female that an Uzmek impregnates will give birth to an Uzmek. The pregnancy is generally fatal to the mother, as the infant is too large for her body to support.

As a quirk of this fecundity, most Uzmek are male.

Behavior: Uzmek are brutal and violent. Their great bulk must be supported by a huge intake of food. The males echo their cravings for food with equal appetite for sex. Uzmek are solitary and predatory. The only things they seem to hate more than other intelligent creatures are other Uzmek. The only rare exception is when a male finds a female in season. Any other time, two Uzmek will either have a mock battle as a test of dominance, or try to kill each other.

Ecology: Uzmek are masters of their environment. Very little exists which can threaten one seriously. They haunt the borders of civilized lands, but not too closely. Ch'ak columns will go miles out of their way for the chance to kill an Uzmek, and the 'Ogres' are intelligent enough to realize that steel and weight of numbers can outweigh strength.

I don't go so far as to think that the only good uzmek are dead uzmek.

But I believe nine out of ten are ... and I shouldn't inquire too closely into the case of the tenth.

The most vicious kril has more moral principle than the average uzmek.

—Teotr Rohz'velt, Ch'ak Warmaster



Gazing down upon her sleeping form, Jahk was amazed that this moment had arrived. They were wedded. His new bride lay face down and naked on their flower-covered wedding bed. His eyes lovingly devoured the beauty of her form. As if his gaze were a caress, she stirred, languidly rolled and caught him gazing upon her. Unabashedly, she rolled further, to expose herself to his loving gaze. Then she reached out her hand, took his and drew him back down to the bed with her.

Hours later, it was Dea's turn to gaze upon the naked form of her new husband sleeping in the sweat—damped folds of their love bower. She moved out of the room silently, quickly donning her sweater to ward off the chill outside their room.

Padding into the kitchen, she moved to the fire pit and stoked the coals with a poker, adding some fresh wood chips and another log. Quickly blazing into life, the fire was a welcome warm glow against her chilled fingertips. She pulled the kettle to the grill and set it above the flames to heat water for the night's meal—then set about the task of cutting vegetables, herbs, and meat for the stew.

A crunching sound outside instantly caught her attention, like stealthy footsteps—but loudly crunching the crisp snow.

A shadow passed the window.

She caught her breath and crouched, scanning the room for a better weapon as she tightened her grip on the cooking knife. She saw Jahk's sword on the mantle, but questioned her ability to wield it. Her breathing was beginning to rasp and her heart thrummed in her ears. There was a pause in the sound outside and she could hear what sounded like a tree-branch scraping lightly on the wall between the kitchen window and the door.

At the moment she chose to call for Jahk, a thunderous tumult exploded beside her as the wall between the window and door collapsed. A big form crashed through. Huge. Monstrous. Even crouched to gaze into the house, it was taller than Jahk.

Baleful eyes the size of her fist immediately fixed upon Dea. It sneered and launched its arm into the room to grab her. She screamed and scrambled to avoid the massive arm clutching for her.

The weight of its arm slammed against her and caused her to stumble from the impact. Several of its huge claws tore into the loose fabric of her sweater and entangled her clothing. Pain flashed through her mind dully as the claws tore gashes into her back—but her mind did not register the pain. Her fear was too great.

Her eyes fell upon Jahk, and she regarded her newly awakened, naked husband as a beautiful thing emerging from their love nest. Then there was a wistfulness of loss as she realized this was probably the last time she would ever see him. And then the fear, pain, and reality of the thing dragging her away from her lover took control of her again.

Jahk launched himself and grabbed for her arm—but the grasp was broken and she was wrenched from his arms. Her scream as she was pulled through the wall by the thing was cut short as her head smacked against the doorframe, knocking her unconscious.

Without a second thought, Jahk ran to the mantle and ripped his sword from the mounts. Still naked, he charged after the thing through the snow. He did not have to go far. The beast had stopped a few dozen meters from the house and dropped Dea to the ground. It appeared to be examining her, its back facing Jahk.

For the first time, he had a chance to truly appraise the beast—and his heart went cold with realization. It was an Uzmek. It wore ragged clothing and bits of armor. Fully twice Jahk's height and massively muscled, it was kneeling on the ground before his new bride, apparently loosening the belt of its jerkin. What served as trousers fell to the ground and Jahk saw huge mottled brown and gray thighs and buttocks—rippling with muscles beneath the skin.

But what made Jahk's rage rise was the sight of its engorged manhood. The realization of its intent drove him insane with anger.

Without thought for his own safety, he charged, and with a brutal upswing, sliced from behind and below into the Uzmek's groin. The sword bit deep, and the beast howled with pain and rage. Jahk swung the blade back for a second strike and sliced through its hamstring on one leg.

The creature fell down on top of Dea and then rolled to the side. It slashed at Jahk, who caught just the edge of the strike across his shoulder, losing three bloody chunks from his arm. Jahk spun with the blow and swung the blade back against the Uzmek's upthrust arm, severing it just above the elbow.

It struggled to stand, hissing, snarling, screeching in pain and rage, but only flailed about in the reddening snow. With one more swing, Jahk sliced across its abdomen, cutting deep into the tissue and exposing its vitals to the cold air. It struggled feebly, and Jahk's final thrust drove the swordpoint into its throat, through its jaw, and deep into its cranium. The Uzmek shuddered for a moment, then relaxed.

Catching his breath, Jahk turned to see Dea, just rousing and bathed in the Ogre's blood. He hung his head in despair and withdrew the blade from the braincase of the dead Ogre.

Dea handled the ordeal well. She carefully stood and approached Jahk. The Ogre's blood drenched her from just below her breasts nearly to her feet—probably from that first strike that Jahk had made against its groin.

Dea stopped a few feet from Jahk and began to cry and sob. He turned to face her, but could not look her in the eyes. "Jahk, I'm okay. It didn't...it didn't...I'm fine!" Jahk slowly raised his eyes to look at her and the malevolent loss echoed in his gaze made her take a step back. He spoke softly.

"The blood."

The horror of the realization—the pain, loss, and hatred in the eyes of her beloved—was so complete that her body went into shock. "Do as you must, m'lord. I love you."

A sudden, swift act. A blur of motion. The blade sliced cleanly and precisely.

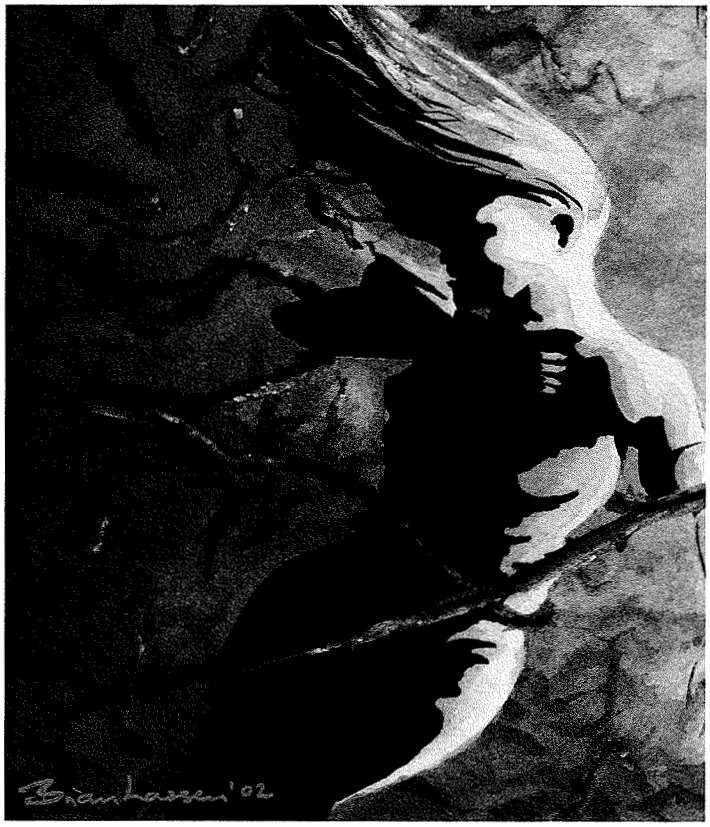
As he watched her head topple from her body, he whispered, "I love you, too.'

Wait-A-Minute Vine

STR: 13	**DEX:** 7	**STA:** 14
INT: —	**PER:** 12	**SAN:** —
CHR: —	**INS:** —	**RES:** —

(**Actions:** 2)

Constriction Attack: 30SV, -1 Crush



Wait-A-Minute Vines are thorny, clinging vines often found growing up the sides of trees and sprawling out on the ground beneath. They also thrive amidst ruins of isolated settlements. The vines have broad leaves coated with a sweet, waxy coating. The leaves conceal curved thorns, some nearly three-quarter circles.

Behavior: The Wait-A-Minute Vine is a carnivorous plant. The thorns are sensitive. When they snag a creature by fur, flesh, or clothing, the vine reacts by contracting around the victim. The more the victim struggles, the more the vines tighten around it. Eventually, the thorny coils crush the prey to death.

Ecology: Wait-A-Minute Vines do not need a lot of direct light. They tend to grow in swamps or deep woods. Their usual prey is herbivores seeking shelter from other predators or trying to eat the succulent, sweet-scented leaves.

Wraith

STR: 20	**DEX:** 50	**STA:** 15
INT: 5	**PER:** 14	**SAN:** 5
CHR: 2	**INS:** 7	**RES:** 13

(**Actions:** 3)

Rending Attack: 40SV, +1 Crush (Actually it is the reverse of crushing, but use this as reference.)

Qai active creature: Innate Qai expression: Sterilize (variant)

Wraiths are subterranean creatures almost completely devoid of color. They range from milky, translucent white to completely clear (seen as a distortion of whatever is on the other side of them). As the wraiths feed on the Qai residue of a particular location, they effectively sterilize the place. A successful expression of Psychometry will reveal that the location has been sterilized. Only a critical success will reveal that it was done by wraiths.

Behavior: Wraiths communicate by inhaling and exhaling air though one or more of six different sphincters. Their speech sounds like howling winds, whispering voices, and moaning. If wraiths have a language, it has yet to be translated. Some have claimed that they have heard wraiths speaking recognizable words in their native tongue, but this is most likely a coincidence.

No one really knows what wraiths eat, but when they come to the surface, they seem to be drawn to sites of extreme emotional duress. There is strong evidence that they are Qai active, and circumstantial evidence indicating that they feed on residual energies created by hate, fear, pain, or other intense emotions. When encountered on the surface, it will usually be at the site of a fierce battle, a horrific death, or a place of much sadness such as a cemetery or crypt.

Wraith encounters are unpredictable. Frequently, the wraith will ignore the observer, behaving as if it were completely unaware of his presence. Occasionally, though, the wraith will attack immediately. The attack can take many forms from mere scare tactics to actual attempts to grapple and dismember its victim. People often report chilling drafts when meeting wraiths. These are actually drafts from underground caverns blowing up through the tunnels bored by the wraiths.

Wraiths can be encountered singly or in groups of up to six. Their movement rate seldom exceeds 6-8 kilometers an hour (about as fast as a human can trot).

Ecology: Wraiths are extremely large single-celled organisms that appear as semi-amorphous, humanoid blobs roughly 1.5 - 2 meters in height. Some of them appear to have 'faces', but this actually a trick of contour. Wraiths do not have a skeletal structure; a powerful, membranous skin holds them together. This gives them the ability to squeeze through openings as small as 12cm in diameter, but does not give them shape changing abilities. Wraiths are virtually impervious to crushing attacks, but are especially vulnerable to slashing. When cut, they bleed a sort of ectoplasmic jelly. Their coloration can make them difficult to hit.



They are completely blind and possess limited tactile sensitivity. This renders them immune to sight-based attacks, and confers a moderate degree of pain resistance. They navigate by means of a limited range 'radar' sense. This sense extends only five meters away from the wraith. However, they do have an acute sense of hearing, and are able to hear a heartbeat at 10 meters. Despite this, they are not especially vulnerable to sound-based attacks. Their olfactory senses are comparable to human.

Yol'kashak

STR: 2 **DEX:** 18 **STA:** 4
INT: 7 **PER:** 15 **SAN:** 9
CHR: 8 **INS:** 16 **RES:** 18
(**Actions:** 5)

A flightless, plains-dwelling bird, the Yol'kashak has plumage ranging from gray to midnight blue or blood red. Its feathers are light near the body, and darken toward the extremities. It has a small crest, and an antenna-like tail. Its beak is curved and wickedly sharp, nearly black in color. Its eyes are marked by nearly metallic colored eye shadow in a hue that complements the plumage.

The Yol'kashak is a runner, with long, muscular legs that terminate in splayed toes, two forward and two rear. The outer rear toe is reversible to help the bird climb, perch, and grip.

Behavior: Yol'kashaks are aggressive and territorial, but will generally run from obviously dangerous predators. They cannot fly, but can use their wings to glide downhill, achieving incredible speed and distance. They will generally attack anything smaller than themselves, and groups may even try to take down larger animals.

Ecology: Yol'kashaks prey on snakes, lizards, scorpions, and the eggs of other birds. They travel in loose flocks, with fairly fluid leadership, about evenly divided between the sexes. They cover a large range, moving from place to place, never grazing in the same area for more than a few days. When two flocks find the same spot, the stronger males will have mock combats, or occasionally real ones, to decide who gets to stay.

Yol'kashak meat is dark and gamey. The feathers range from soft down to huge, decorative plumes. The birds' dung can be rendered into a concoction useful in making dyes more effective on wool and leather.

Zevik

STR: 80 **DEX:** 8 **STA:** 85
INT: 5 **PER:** 6 **SAN:** 8
CHR: 5 **INS:** 6 **RES:** 9
(**Actions:** 2)

Zevik are large, shaggy-coated bovines with forward-curving horns and fatty humps on their backs. Their coats range from sandy brown to nearly black, and are thicker around the shoulders. Both the males and the females have horns, but the males are more impressively endowed.

Behavior: Zevik in the wild are only dangerous if approached, but will defend themselves savagely, sometimes even turning on and killing predators. The domesticated varieties are more docile, but can still have an unpredictable mean-streak.

Ecology: Zevik live in large herds made up of a few males and multiple females. When a herd gets too many bulls, some are either driven out or killed in ritual combat. They are not notably monogamous. Zevik herds range from waterhole to waterhole rather than claiming any specific territory. The largest herds can devastate a local ecology, driving everything else away by sheer numbers; however, predators and nomadic hunters keep these numbers in check. The domesticated ones are much the same, but less aggressive.

Zevik are prized for their meat, their milk, their hide, and their dung, which is excellent fertilizer. More resourceful groups have found uses for practically every piece, including the fatty hump. The fat can be rendered into a number of useful products.

Zikthorn

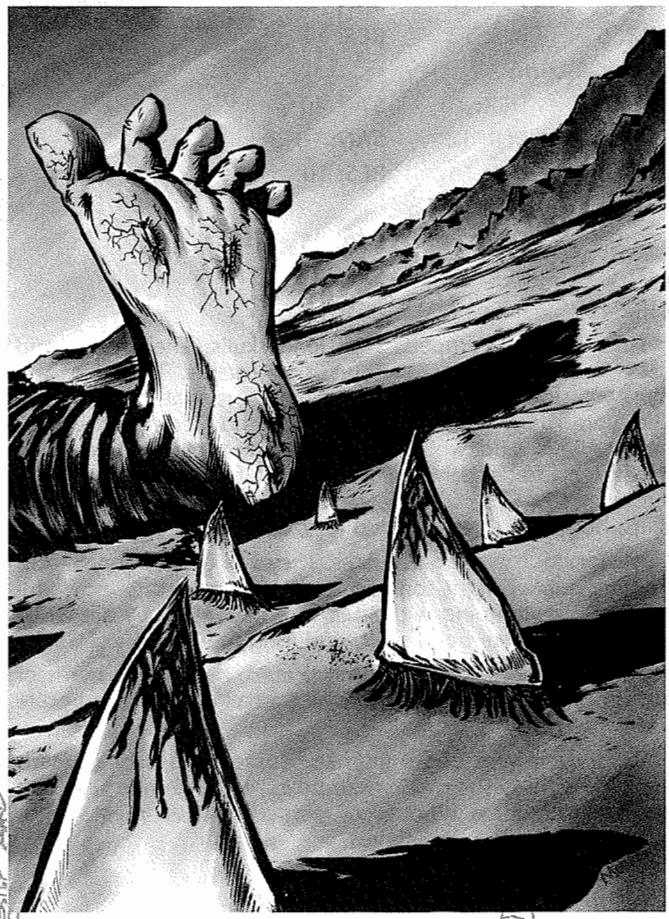
STR: 0 **DEX:** 8 **STA:** 5
INT: 0 **PER:** 14 **SAN:** 0
CHR: 0 **INS:** 0 **RES:** 0
(**Actions:** 2)

These carnivorous plants live in colonies of no less than 10, sometimes numbering into the hundreds. Never growing more than 1.5 cm tall, they have a wide base tapering up to a fine point, and are shaped like a rose thorn. They are ambulatory, with hundreds of roots on their base that are similar to the legs of a centipede. The tip of the thorn secretes a narcotic that quickly renders unconscious anyone penetrated by it.

Behavior: Zikthorns 'hunt' by moving to high-traffic areas and waiting. Eventually, something will step on one of the plants and be poisoned. Once the prey succumbs, the swarm of Zikthorns crawls atop it and releases a digestive fluid. This is actually a strong acid that can render even the toughest boiled leather to a mushy soup. Only metal and bone are immune to the effects of the acid. Feeder tubes in the legs extend into the liquefied prey to absorb nutrients.

Zikthorns produce buds that look like a second or even a third thorn point. When the bud can survive on its own, it will break off and join the swarm. Reproduction only takes place where food is plentiful.

Ecology: Though it can be difficult to collect, Zikthorn digestive acid is useful for jewelers and glaziers. The narcotic in the thorns also has medicinal properties. So long as one is careful, Zikthorns make a useful defense, but the risks tend to outweigh the benefits, as the treacherous little flowers will tend to move out of their beds to attack their gardeners.



RIDING BEASTS

Donkey

STR: 25	**DEX:** 10	**STA:** 35
INT: 4	**PER:** 9	**SAN:** 9
CHR: 7	**INS:** 13	**RES:** 15

Donkeys are smaller than horses, but they can bear a great burden for their size. They have slender tails ending in a tassel, and long, pointed ears.

Behavior: Donkeys are renowned for their stubbornness, but this is somewhat exaggerated. A Donkey will refuse to move if it is tired or overburdened. Donkeys are best enticed—they don't respond well to force.

Ecology: Donkeys are tough, durable, and solid. They thrive in a wide variety of climates, and are particularly useful in rocky or mountainous regions. They are rare in the wild; without the speed of horses, they are easy prey for large predators.

Horse

These are the stats for typical horses. The most common is the draft horse. They are ill suited to the desert, but well suited to the plains.

Horse, Cavalry

STR: 40	**DEX:** 12	**STA:** 50
INT: 6	**PER:** 15	**SAN:** 12
CHR: 8	**INS:** 15	**RES:** 12

Horse, Draft

ST: 60	**DEX:** 8	**STA:** 60
INT: 4	**PER:** 10	**SAN:** 12
CHR: 6	**INS:** 12	**RES:** 14

Horse, Riding

STR: 35	**DEX:** 10	**STA:** 40
INT: 5	**PER:** 12	**SAN:** 10
CHR: 8	**INS:** 16	**RES:** 10

Pony

STR: 30	**DEX:** 11	**STA:** 25
INT: 5	**PER:** 11	**SAN:** 10
CHR: 10	**INS:** 13	**RES:** 10

Horses are quadrupeds with long skulls. Their heads and necks are decorated with long, silky manes. Their legs are thin, yet powerful, and allow them to run at great speed. There are many colors of horses. The most common is dark brown. Black and white are both commonly favored. Wild horses tend to be 'paints' with patches of several colors. There are several breeds of horse, varying in size and strength. Like dogs, horses can be crossbred for different characteristics.

Behavior: Horses are herbivores. They will generally run from trouble, but will fight sometimes, kicking with their powerful rear legs or stomping with their fore hooves. They are easily trained, and make good swift, enduring mounts.

Ecology: Most horses are domesticated, but sizable herds of wild horses live on the plains. Even a small herd requires quite a bit of territory.

Horses are very useful animals. Some groups of nomads drink their milk. Their hides can be cured, and their silky hair can be used for a number of purposes. Their meat is not particularly good, but it serves.

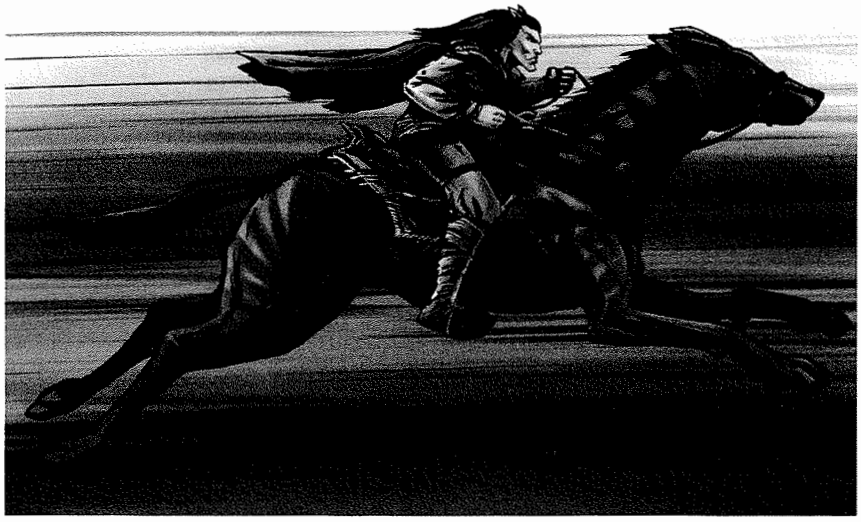
Jugal

STR: 30	**DEX:** 15	**STA:** 25
INT: 7	**PER:** 20	**SAN:** 10
CHR: 10	**INS:** 16	**RES:** 10

The Jugal looks like a very large dog, with long, straight legs and a particularly long face. It has the mane of a horse, and a somewhat long body. Its coloration is almost exclusively black, with streaks or patches of white hair on the neck and between the forelegs. Other than the mane, a Jugal's hair is short and thin, like a shorthaired dog's.

Behavior: Jugals are pack animals, with the loyalty and intelligence of canines. For riders who need speed and intelligence rather than raw staying power, they are preferable to horses. Scouts and hunters make great use of them. Ideally suited for fast, nearly silent travel, Jugals have found their place in many military forces throughout T'nah.

Jugals have an incredible sense of smell and are often employed as a tracker or given as a mount to those on guard duty. Fiercely loyal and from carnivorous stock, the jugal has been known to actively defend itself and its rider from attacks.



Ecology: Jugals were bred by humans, and are almost totally domesticated. They are used almost everywhere but the hottest deserts and the coldest regions.

Kamel

STR: 40	**DEX:** 8	**STA:** 50
INT: 4	**PER:** 10	**SAN:** 8
CHR: 3	**INS:** 15	**RES:** 10

A Kamel is a singularly ugly quadruped with wide-toed hooves, shaggy brown hides, and large fat pouches on its back. Some Kamels have a single pouch, others have two. Possessing enormous stamina, being able to survive for long periods of time without water, and with the tough lining of its mouth permitting it to eat almost anything from thorn bushes to rubbish and bits of leather, the kamel is perfectly adapted to survive in the desert and wasteland.

Behavior: Kamels are herd animals, and quite intelligent. They can be difficult and unpredictable as work beasts. If displeased, they can spit or kick. As mounts, their swaying gait makes some riders "seasick."

All this is balanced by the fact that a Kamel can go for days, even weeks, without food or water. Nevertheless, a kamel's endurance is not unlimited. A Kamel can only be worked for about half the year. If overworked, they can die of exhaustion.

Ecology: Kamels are almost perfectly adapted to the desert. Unlike virtually all other mammals, Kamels do not sweat. Their temperature spirals upwards during the day and plummets at night. Once, all Kamels were domesticated, but now there are many wild herds. Herds of Kamels are much like herds of horses, though they tend to be smaller.

They are prized as a working animal, as a mount, for its fur, leather, meat, milk, manure (as fertilizer and fuel)—one of the most versatile animals on T'nah.



Nok

STR: 45	**DEX:** 15	**STA:** 15
INT: 5	**PER:** 11	**SAN:** 12
CHR: 6	**INS:** 6	**RES:** 15

The Nok is the preferred mount of the Ch'ak warriors. It is fearsome to behold. A pair of powerful legs ending in wide, cloven hooves supports a short body and a pair of short, grasping arms. A long tail provides balance. Its head is crowned by a massive bony plate and a pair of spiral curved horns. Its powerful jaws hold saber-like tusks, similar to those of a wild boar. The nok's coat is a thick, coarse pelt of dirty white hair.

Behavior: Noks are bred to be battle mounts. They are trained to fight alongside their riders. Respect is crucial. A Nok will not allow a rider it does not respect to mount it, and is likely to kill the unfortunate for his temerity.

Ecology: Noks were bred by the Ch'ak, though if any exist in the wild they are probably thriving. They serve as mounts in battle, provide leather that is excellent for armor when they die, and even supply weapons in battle.

Ch'ak use the dung of the Nok as the projectiles for their splatterguns. It is typically dried and the bone fragments sifted from the dung. These are then loaded into pouches for the Ch'ak infantry. Sometimes, however, Ch'ak will scoop up a handful of the wet dung and use this as the projectile, hoping to cause infection in the wounds of whomever they 'splatter.' It also scent-marks the target.



Ox

STR: 80	**DEX:** 8	**STA:** 85
INT: 5	**PER:** 6	**SAN:** 8
CHR: 5	**INS:** 6	**RES:** 9

Oxen are thick, solid bovines with short, curved horns. They are generally dark brown or black.

Behavior: Oxen are generally docile. They are useful for farm work, or for pulling wagons.

Ecology: Oxen are domesticated animals, used for their work, and eventually their meat and leather. Female cattle also give milk.

Phah'lok

STR: 275	**DEX:** 7	**STA:** 400
INT: 4	**PER:** 9	**SAN:** 15
CHR: 1	**INS:** 10	**RES:** 20

The Phah'lok is perhaps the strongest and most durable animal on T'nah. It is a huge, wide-bodied quadruped with a thick, wide skull topped with short horns and a big bone ridge across the nose. Phah'lok are usually light gray, though some are darker. It is the perfect pack animal for desert and arid lands. Even if swarmed, its nearly impenetrable, leathery hide will discourage all but the most ardent of attackers.

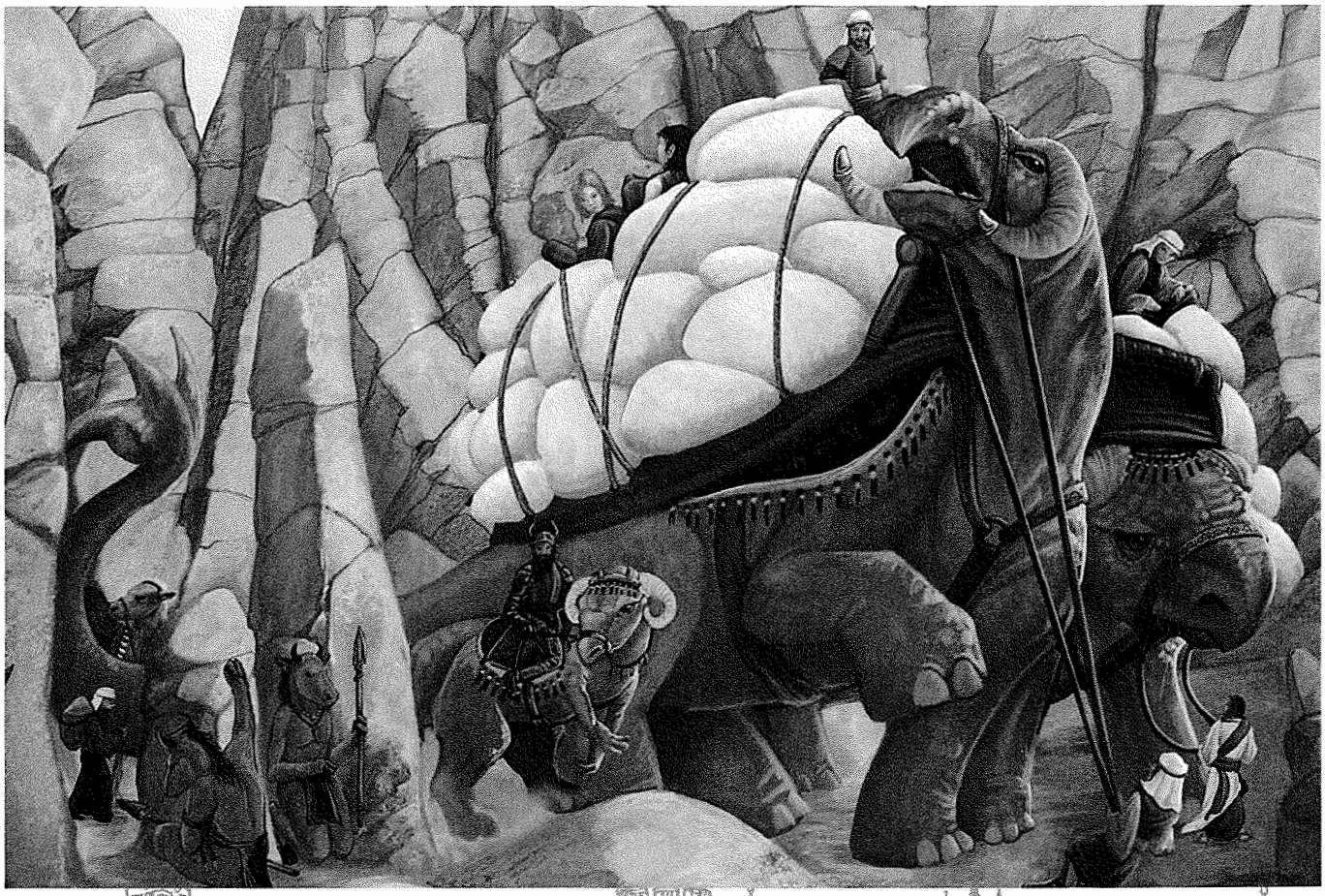
The Phah'lok has an expandable underbelly that allows the creature to store both water and food in its two stomachs—making it the ideal choice for long trips across arid deserts. Depleting the stored food of a fully engorged phah'lok can take three weeks through brutal conditions. Once the Phah'lok's belly is empty, however, it can only continue a week to 10 days without food and water or it will starve. A starved Phah'lok will have no water value at all as its body consumes all of its fluids attempting to stay alive.

Behavior: Not fast or dexterous, the Phah'lok is not an animal that will outrun a pursuer. Instead, it will continue to move along slowly—or plow over its attacker, using its tusks and spiked tail offensively. If this does not discourage the attacker, then the phah'lok will stop and drop to the ground, thereby protecting its tender underbelly.

Ecology: Phah'lok travel in the wild in small herds. Very little preys upon them. They meander from waterhole to waterhole, taking weeks between stops. Many have been domesticated, but other animals are more common in captivity.

The meat of a starved Phah'lok is considered a delicacy by some desert peoples. It is the consistency of beef jerky and keeps for long periods. It is high in protein and minerals, and is extremely chewy—thus keeping the mouth moist through salivation. Desert traders are known for chewing Phah'lok strips on long, hot, dry trips through the wasteland. Phah'lok meat that has not desiccated naturally is completely unpalatable and eaten only by the desperate. The skin is also highly prized and can be made into formidable armor.

Most wasteland cultures use the Phah'lok as their beast of burden due to these remarkable adaptations—but this is not to say that they like the beast. It is stubborn, foul tempered, difficult to manage, and lazy. A Phah'lok over the age of three years is nearly impossible to train and most wild Phah'lok are hunted for their meat and skins.





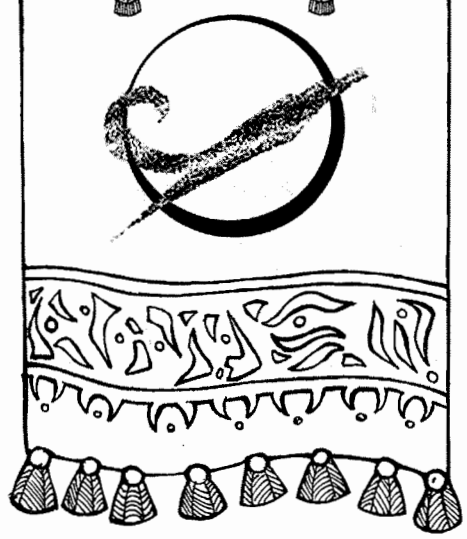
There are more things in heaven and earth
—and in the sea!—
than are dreamt of in your philosophies...

— William Shakespeare, Hamlet, Act 1 scene 5
(slightly modified)



Chapter 6

World of T'nah



History is a matter of perspective, a matter of viewpoint. Seldom are the details accurate until the full understanding is found through the accounts of those who experienced the events. The problem, of course, is the separation of fact from opinion. Memory is not perfect enough to provide exact accounting and even when it is accurate, it is still limited by the direct experience and perspective of the witness.

We present to you, therefore, these histories. They are the visions of those who experienced the events. They are the visions of those who lived through the events. They are the eyewitness perspectives, passed through time, writings and oral traditions to...you. But how much of the teller has been woven into the tale? How much of the story is tainted by the opinions of the victors? How much is legend? How much was taken from the frightened impressions of the survivors? How much is true?

We leave it to you. Fact. Fiction. History. Opinion. You make the call.

If we come here to live as a people, we should come as teachers and not as invaders. If we can teach the Bards, they will teach the world.
—Culrain, Traveling Historian

HISTORY: WET DENIZEN

"Computer."

End sleep mode
Today is 18 January 5501
Ready

"Analyze and identify user."

Scanning...
User identified. Password confirm, please.

"Aristotle."

User identified as Palla Secord. Personnel number 665461. Your weight has increased 0.3 kilos above optimum since your last logon. Dietary has been notified.

"Whatever. Access central computer. Library. History. Lost Cultures. Title: 'The History of the Apocalypse' by Normin Scott. Text only. Resume from previous bookmark."

The meteors destroyed all life on the surface and caused considerable damage to some of the shallower domes. The occupants of those domes were forced to abandon them for the surface. Confronted with the option of returning to the surface with all of its horrors or being crushed under tons of seawater, it's hard to say whether they made the right choice.

The surface at that time was something out of the mind of Hieronymous Bosch. It was a cauldron of extraterrestrial radiations, viral agents, and gene-warfare weapons that had been released from broken laboratories. Beasts that had escaped destruction by the meteors had been so altered from their original stock as to be unrecognizable. These were the influences to which those frail broken-dome refugees were subjected. They were twisted and mutated to the point that they could no longer be called human.

Those of us who were able to remain within the safety of the domes became the last remaining bastions of civilization. We became the keepers of humanity. We held all the remnants of the world before the apocalypse, and were ourselves unchanged by the ensuing holocaust.

Through our efforts, more than 4000 years of achievement in arts, sciences, religious theory, politics, personal growth, and ethnic diversity that would have been lost, were saved. In fact, the entire literary works of the known world are on file here in Verne City. And detailed specifications on virtually all of the greatest works of art and architecture were also preserved so that they may be recreated...

"Pause text. Do you have more information on this library of pre-catastrophe works? And what's this reference to Verne City?"

87% of library of pre-catastrophe works was purged from memory. Verne City is the original name of Verity Dome. Verne City evolved into Versity over a period of 893 years. The name continued to evolve into its current form. Last known use of name Verne City occurred 14 October 2191 PS.

"Resume text."

...once it is safe to return to the surface.

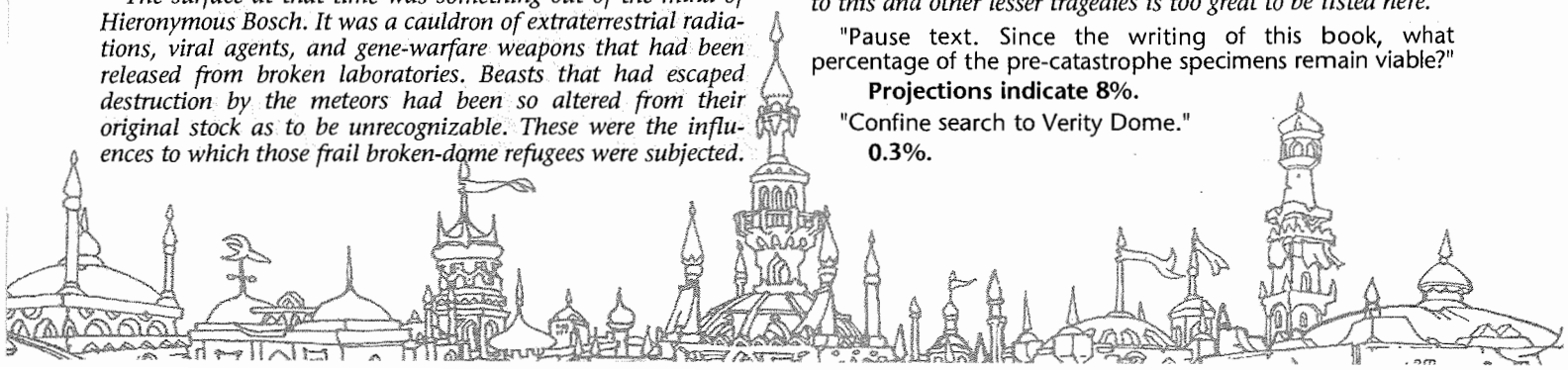
Our efforts suffered a great tragedy, however, when Nohs Dome collapsed 26 years ago. Nohs Dome was by far the largest and most complete. The list of specimens known to be lost due to this and other lesser tragedies is too great to be listed here.

"Pause text. Since the writing of this book, what percentage of the pre-catastrophe specimens remain viable?"

Projections indicate 8%.

"Confine search to Verity Dome."

0.3%.



"Resume."

One of t## most import#nt thing# we w###...

"Pause text. Readout is garbled. What's wrong? Diagnose."

Remainder of file is corrupted and/or missing.

"Resume. Omit bad data."

Unable to continue. Remainder of file is corrupted and/or missing.

"Never mind. Let's try something else. History. Lost Cultures. Find books correlated to 'The History of the Apocalypse' by Normin Scott. Confine search to year...2650 and later."

There are 8592 books correl-...

"Stop. Lets narrow our scope a little. Start new search. Use keywords: History, Domes, Old World Preservation ... hmmm, Exodus, and Evacuation.

Warning. Restricted area of inquiry.

"I'm keying in Governor's Override code. We're short on time, so analyze available data, correlate, and summarize. Text only."

One moment, please.

"Come on, I don't have all daylight."

As the world and its governments collapsed under the onslaught of meteoric shrapnel, the domed undersea cities were given a vital mission: to keep and preserve the world as it was, and restore it to its former state at some later date. This mission has failed.

There are many reasons for this failure. Most prevalent among these is Dome structural failure, re-allotment of resources, and lack of interest in Old World Preservation.

Dedication to the mission has faded with each passing generation. Today there are very few people who remember the mission. And even fewer who still adhere to it. These people are called 'dessics.' They are considered 'crackdomes' by today's standards.

As the needs of the alliance of dome cities grew, so did the demands on its already overloaded data processing systems. In order to maintain the level of comfort required by the citizenry, it was necessary to delete terabytes of stored data, and reallocate power allotments away from unneeded cryonic storage units. Of course, all of this occurred prior to the discovery of meteoric circuitry.

While oceanic depths insulated most of the 186 original domes from the apocalypse, not all of them survived. Twenty-four were either struck directly, thrust dryside by the planet's upheavals, or were simply never heard from again. Of those domes that did survive the end of the world, 14 eventually deteriorated and collapsed, 56 were destroyed by political unrest, while 27 simply powered out...Verity Dome will be the 28th. As each of these domes fell, more pieces of the old world were lost. The greatest such loss occurred with the collapse of Nohs Do-...

"We've already covered this material. Skip ahead to your summary on exodus and evacuation data."

As each dome failed, the citizenry would evacuate to other nearby domes. Massive expansion projects were undertaken to house these people, including the construction of the Cores and the Living Tubes. This was done wherever possible to save viable genetic material and sustain a breeding population.

If the resources of the new dome were still not sufficient to support assimilation of new citizens, those citizens were forced to flee upward and take their chances dryside. Dryside conditions have stabilized over the past few millennia, but even so, the survival ratio of humans during their first year on the surface, since the apocalypse is still 1 out of 7.

"Pause text. Recalculate that ratio using only data from the last 20 years."

The survival ratio of humans during their first year on the surface, over the last 20 years is 93 out of 100.

"Much better. Continue."

...

"Computer. Continue."

Unable to comply. Central library has been taken offline. Power shutdown sequence will reach this quadrant in five minutes. This has activated a prerecorded message for you from the governor.

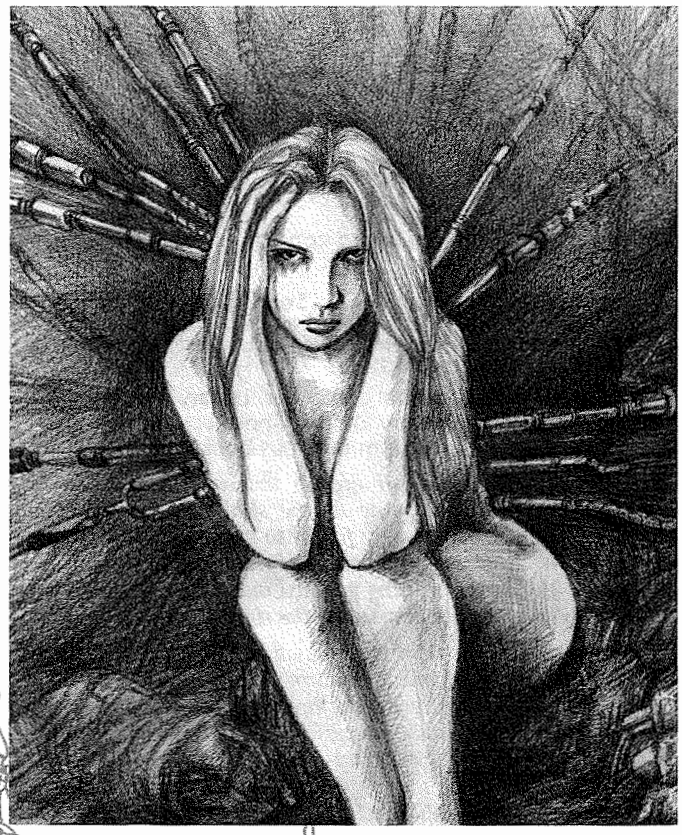
"Display."

Palla, get your 15-year-old backside down to the airlocks immediately! I didn't raise you just so you could drown in a dome failure. This shuttle leaves on time whether you are on it or not! We're leaving for Lumina. Now.

"Computer, download all relevant source files, including the restricted ones. Save files under 'math scratch pad,' and send to 'deleted files.' Eject core data crystal, then override shutdown command prior to powerdown."

Warning. This sequence will result in damage to mother chip. All hard data will be irretrievable. Password confirm to continue. Cancel to change sequence.

"Aristotle."



HISTORY: Kel

His hand slipped along the finely planed board as he rested it in the frame. It was a perfect fit. Adjusting it slightly and checking each edge, he drew an iron nail from his mouth and eyeballed the location. A swift bang of the hammer, twice, and the nail was firmly seated, holding the board in place. He slid his fingers to the opposite side and drew another nail. Bang. Bang. And it was done.

There was completeness in his being as he folded his muscled arms over the broad expanse of his chest and took in his handiwork. Just then his eye caught something out of place. One of the supports was slightly out of plumb. He touched it, allowing his trained fingers to feel for the defect. When they located the problem, he knew instantly the cause. Mild disappointment coursed through him.

"Vesta!" His deep baritone voice carried across the shallow valley and almost echoed.

In answer, he heard a sudden scrambling of motion from inside the house and bang, a skittering—which his trained ears told him was a carton of nails spilled on the floor—and approaching footsteps. "Yes, papa?"

Her face peeked out from the newly finished doorframe. She was all of ten years old and beautiful in a completely different way than her mama. His eyes softened toward her. "Go and clean up the nails, then come back."

She knew she was in trouble. She could read it in his eyes. The fact that he made her clean up the nails first cinched it. Scuttling back to her nail carton, she quickly cleaned them up and returned. Her father was sitting. This was not a good sign.

She approached cautiously and he motioned her to sit next to him. Definitely not a good sign, she thought.

Arik examined his youngest daughter. He studied her fine features, her weathered forearms, the blond, slightly unkempt hair. The golden hair that tells the tale, he reached out tenderly and brushed a strand of hair away from her eyes, but are you ready for the telling? He could feel her fear.

"It's okay, Cheeka," he used her nickname from when she was a toddler to set her at ease. She visibly relaxed and finally met his eyes. "You're not in trouble."

She sighed audibly and relaxed more, shifting position to find a more comfortable posture.

"I have been thinking about your training." He paused and looked back toward the main house a few tens of meters away. "Your mama thinks you have a good mind." He looked back at her. "We both know you are a hard worker." He paused and waited for her to look at him while he smiled sardonically. "Even if you do work hard at nothing, sometimes."

She grinned. Then the grin froze on her face. Maybe I'm in trouble after all.

"No, don't worry." Arik smiled broader. "I've been thinking that you need to understand why the work is important. Why we must focus on doing it right and making it last. I think," he paused again, contemplating. "Yes. I think that you need more words, for now. You can fix the errors you made on the support," he nodded toward it and she looked over at it, "when the words are finished."

She looked back at him, slightly dejected. They both knew she had worked on that support for most of the day and had to redo it already twice before.

"What do you know of the days of the empire?"

She thought for a moment before speaking, "That they were times of laziness."

He nodded. "What else?"

She thought again. "They were times when nothing new was made." She paused, but he waited for more, so she continued. "...and everyone wanted old things."

He nodded again. "Yes. Anything else?"

She thought for a moment, then shook her head, "No, papa."

"Then let me tell you of the end of the empire..."

You were right that the times were lazy. People hardly worked. They profited on the work of slaves. They grew fat and lazy while the slaves grew strong and industrious. The slaves were treated lower than the animals. People. Just like you and me. They were bought and sold like we buy and sell the sheep and the cattle. Some stories even suggest that they were used in every way like the cattle. Butchered.

But those were the times of old. We should remember them only as a means to encourage us not to fall into those same patterns. During the time of empire, the leaders and the rulers were so interested in maintaining control, so interested in the past that they did not prepare for the future.

They didn't build new buildings; they repaired old ones. They didn't make new roads; they allowed the roads they had to fall into disrepair. The Renizant masters were gone. In their place were the Noma and the Guild. The Noma were interested in nothing more than fatness and the Guild wanted only profit.

Our people were there. We were their workers, their rebuilders. That is where we learned our crafts and our trades. We worked during the day repairing their crumbling homes, and we worked long and hard into the night making new buildings for ourselves from their scraps.

When the end came for the empire, they were ill prepared for the dangers, the harshness of T'nah. They weren't ready for the wolves, the zhivs or the ghul. We, who had been forced to live away from their settlements—because we smelled of hard work, they said—were accustomed to fending off these beasts. Many of them died as their empire came crashing down around them. Many of our people died, too.

But, those who did survive were stronger. We were prepared. We worked hard. We made new and durable structures. We wiped away the mistakes of the old and focused on building a new tomorrow.

There are some amongst us who do not value the work as highly, it is true. The Kheem enjoy their entertainments, their amusements. And while I would like to say they serve no purpose, they do fulfill a niche within our world. It is nice to enjoy their outlook on life once in awhile. And, in a way, I suppose, they do work hard. They work hard at playing. If such a thing were possible.

There are also the Rahn. They are a hard working people, but they have no connection to the land. There is something about a Rahn. He works, he builds, he creates something and then it is as though his mind needs to find another place to work and build and create. They are a happy people, yet lonely. Do you remember your cousin, Rihk?

She thought for a moment. "Was he the bald one?"

"No, you're thinking of Riss. Rihk was a little shorter than me, but much thinner."

"I think so, yes." She hummed a few notes of a tune, he joined in with her. They both smiled at each other.

"Yes, that was Rihk's song. Now I wish we'd written down the words, I don't know when we'll see him again." Arik slipped into thought for a moment, then came back to the moment. "As I was saying, Rihk was one of the Rahn."

Vesta looked surprised. "I thought he was..."

"He was my brother's son. But not with his wife. Dav visited a Kheem house long ago and there was a child made. Dav offered to care for the boy when his mother showed up on the doorstep many years after his visit. It was clear that Rihk was his boy. They looked too much alike. That's part of why Kira scowls at Dav now and then. It's an old wound between them. But, as I was saying..."

Rihk is one of the Rahn. He probably got his wanderlust from his Kheem mother. But, with his hardworking attitude trained into him from Dav, he grew quickly into a solid Kel. It wasn't until he was well past his adulthood that the wandering blood called to him. A group of Rahn showed up for a work gang hired by old Jeeter. There were half a dozen or so. Kira was gone on one of her visits to her mother's when they came through. The Rahn workers stayed with Dav and Rihk.

Rihk took to working with them. He would talk to them before sleep time. They taught him to make the food they liked. It wasn't long before old Jeeter's pens were finished and the Rahn were ready to move on. They asked Rihk to go and with nary more than a quick goodbye and he was off with them.

At first he came back about every year or so. But his visits grew shorter and the time between them grew longer. The last time he came through, you were about six.

Last I heard of Rihk, there was a gleemaker from the west passing through that said he had a message from Rihk. Something about him finding a Sylvan stead. Said if we didn't hear back from him in a few years, that he would like it if we gave the tools he left behind to someone who would put them to good use.

But, I'm not ready to do that, yet. I still think he'll come around in the cool season. Maybe next year, if not this year.

He paused as his mind sifted through the memories of his nephew.

"Papa?" Vesta's soft voice pulled him out of his reverie.

"Yes, daughter?"

"What is a Sylvan stead?"

"Ah. You don't know much about the Sylvan, do you?"

She shook her head.

There are others in the world. They don't look quite like us. Sylvan are a little shorter than us and a lot thinner. They have ears on the tops of their heads, sort of like the big shepherd dogs we use with the sheep. Some people think of them as very lovely. But, I've never been one to think of them like that. A sturdy woman like your mama, with some meat on her bones, now that's a handsome dame for me!

But, the Sylvan live in a place with many, many trees. The trees we have are very small and there aren't very many of them, but the Sylvan live in a place called a forest. Trees grow three or four times as tall and five times as big around as our the biggest tree you've ever seen. And they grow so close together, sometimes you have to squeeze between them. They live in these forests somewhere to the west on the edge of the mountains.

There is a legend that the Sylvan have great magic and treasures in their steads. But everyone who goes looking for them never comes back. So, the legends keep growing and getting bigger and more fanciful.

"Papa, why are you telling me all this?"

Again he mused. He had not decided that today would be the day to tell her. But, it just happened that way. In fact, he had not decided to tell her even until this moment. Looking into her eyes, though, he was moved with compassion. It was time for her to know the truth.

"Vesta, you know that I love you, don't you?"

"Yes, papa, of course. I love you, too." She touched his hand and they continued to hold hands as he spoke.

"About ten years ago, the time before the last of Rihk's visits, he came back with a package. It was a bundle, really. Just a small thing that he had picked up along the way. You see, Rihk had a penchant for the same kind of entertainment as his father. And in one of his visits to a Kheem house, he had found enough time to build his greatest construction".



Arik smiled at Vesta. "Do you remember anything about Rihk aside from his song?"

"Yes. I remember that he used to ask me to sit on his lap a lot. He would tell me stories. But, I don't remember any of them. And he used to call me Cheeka."

"Yes. It's a word from a language that he learned when he was traveling. It means 'daughter.'" Arik caught Vesta's eyes. She was smart for a child her age. Very smart.

Her glistening eyes welled up into tears. "Papa! That can't be!" Tears began to roll down her cheeks. "You're my papa!" She launched herself into his arms. He held her tightly through her sobs and did his level best to wipe away his own tears before she looked at him again. "You're my papa." She said it quietly. Defiantly.

"Yes. I am. You are my daughter. I will always love you as my daughter. Your mama and I have raised you since you were only a few months old. But, it was not my seed that made you. And it was not your mama's body that bore you."

She calmed a bit. A few heavy sighs. A sob. Then calm again. Looking back into her eyes, he marveled at how clear and blue they were. She seemed more able to handle the information, now. Or she was in shock. Arik couldn't really tell which.

"Rihk is your seed father. I never met the woman who bore you. But, it doesn't change anything between us. It is simply time for you to know."

They sat together, then, in silence for a long time. Vesta struggled to understand. Finally, she said, "Papa, why did you tell me now?"

He thought for a long moment and said, "I don't know why it came out just now. Probably as I realized that we were not providing you the training that you really need. You have the wandering blood in you, girl." He wuffled her hair and caressed her cheek. "You don't focus on the task at hand like your siblings. You have a way about you that is lighter and less attentive. It was time for you to understand that you come by those traits honestly."

Vesta nodded and then said. "Papa, I want his tools."

Arik grinned. "They are yours, daughter. They always have been. But, before I give them to you..." His voice trailed off and he looked pointedly at the support.

She sighed and rolled her eyes with a smile. "Yes, yes, papa. I'll fix the support."

They hugged again—a long, hard, tight hug. "I love you, papa, "she whispered.

He cradled her and wrapped his strong arms around her frail frame. "And I, you, daughter."

Three years passed swiftly. It was the cold season. During one of the harvest feasts, a traveling gleemaker approached Arik. He bore a small scroll. Vesta watched the interchange between them from a distance. She saw her father read the scroll and sit down heavily. She saw him look around the gathering as if looking for someone. When his eyes fell on her and locked with hers, she knew. She shook her head as she felt the sting of tears burning her eyes. He stood up and started to walk toward her but she turned and ran.

Hours later, he found her. Curled up in a ball, sound asleep, but still sobbing. He took her into his arms and carried her home. She woke for just a moment as he laid her on her bed.

"Did he say anything to me?"

"Yes. He said that he planned to look into your eyes when he returned and tell you how much loved you. He said that he wanted you to come with him when he left."

"What happened, papa?"

"The gleemaker said he was found on the edge of the forest." Arik was choked up and he could go no further. He pulled Vesta into his arms and they cried together. Then he laid the small scroll on her bedside table and tucked her into bed.

When she was certain everyone else was asleep, she got up. She packed light. The scroll she tucked into her korse. As she slung the pack onto her shoulder, she took one last look at her bedroom and walked out into the great room.

The house was silent except for a few crackling embers in the fireplace. She padded silently to the door.

"Wait. Take this." Arik stepped out of a shadow and handed her a small belt with a long knife on it. "You might need it."

She accepted the belt and knife, then looked into his eyes. "I..." She didn't have the words.

He nodded, "Just promise to come back now and then. You are loved here. We'll miss you."

Vesta ran into his arms and hugged him tightly again. "Tell mama I love her." With that, she turned and walked to the door. She paused only a moment, but didn't look back, then pushed through the door and into the night.



HISTORY: CH'AK

The aged General Ka'lin settled back in his carved stone chair as the scribe readied his inkpots and spare quills. The general barely glanced at the Dusteen scribe. He had selected this one from the bottom of the list given him. That choice had caused a stir as he passed over many great names. But his humility would not allow him to be immortalized by some celebrated poet.

Watar marveled at his good fortune as he watched the General tamp his pipe with a blunted stub of a finger. Of all the Dusteen scribes, he had won the honor of recording General Ka'lin's memoirs. It was a rare thing for a Ch'ak warrior to live to the age of 50, let alone to do so with his honor intact. The General would have many stories. Watar hoped he had brought enough ink.

Ka'lin regarded the young Syl through a curtain of smoke. He smiled faintly behind his pipe. The scribe's anxiety was almost tangible. The air nearly sang with youthful excitement. The aged Ch'ak closed his eyes and eased back in his chair. He could feel his age. He could feel each portion of his life that escaped with every exhale. Bh'dit'ak may as well take me now, he thought running his good hand over the still aching stump of his leg, there's not enough of me left to fight.

When he opened his eyes again, the Dusteen was poised like an owl over a field mouse, his ink-darkened quill trembling slightly in readiness. He leveled his eyes at Watar. "Why should my words matter to you or anyone else? I'm just an old soldier who has left too much of himself on the battlefield."



Lord General Ka'lin, Ch'ak War Master

Watar's quill leapt in motion. He seemed oblivious to its activity as he spoke, "My Lord General, it is understood that with great age, comes great wisdom. Your accomplishments are renowned throughout all the people, and it is said that your name is whispered in the halls of the Citadel. There are even rumors that you may be the 94th living warrior added to the Hall of Legends."

"Phah! Legend indeed!" Leaning in close to the wide-eyed scribe, the General breathed. "You would write of Legends, scribe?"

Watar's voice failed him as he tried to mouth his assent. A feeble nod was all he could manage.

"Very well." Ka'lin settled back once more and fixed his eye firmly on the scribe. "This story begins with the end of the world."

The aged general did not pause, he launched into his story. The only sounds beside his rumbling, breathy voice were the crackling of the fire and the skritching of the quill on parchment.

Nearly 3300 years ago, death rained from the sky. And nearly 3300 years ago, my ancestors took what they could of civilization, and tried to secure it here in these mountains. The Exodus was disorganized and fragmented, and everyone who made it to safety was jealously protective of that portion of the old world they had saved.

But the new world was a harsh place, and few could survive in it. Most of the creatures that did survive were twisted and corrupted by the malicious indifference of the gods. In a like manner most of humanity was corrupted as well. That's where you and your people came from. However, just as my people, the survivors, were tempered and purified by the new world, so were some of the other beasts that managed to survive. It wasn't long before the true essence of humanity was hovering on the brink of extinction.

Nearly a millennium after the end of the world, roughly the time the first Rusahni appeared among the Ch'ak, the Drachen came to the mountains and threatened to finally eliminate the survivors once and for all. At first, the Rusahni were blamed for their arrival. That's why there are so few of them among our people. We nearly eradicated from our bloodlines completely.

Death and defeat. One and the same.

—Ra'lik Tah'ri

Ja'org Ha'duk was the first to attempt to overcome our natural paranoia in order to combine the strength of his clan with other nearby clans. They had few options. Ja'org preached one message, "Pledged we live, divided we die." The rallying cry raced through the clans. They could see the wisdom, if for no other reason than "the enemy of my enemy is my friend." Facing certain death, they pledged themselves to a brotherhood that expanded to embrace other clans. Together, they were able to stand against and drive away, the Drachen.

Riding the wave of his success, Ha'duk campaigned northward, embracing more and more of the survivor clans (by force of arms when necessary), while pursuing the Drachen. Those who would not take the pledge were branded as outcasts and exiled from the mountains they had called home for nearly fifty generations. They were cast out to die in the wasteland beyond the mountains."

Watar paused for the briefest of moments in his writing. His brow furrowed slightly.

"You have a concern?" Ka'lin asked.

Watar's quill never stopped moving as he raised his head hesitantly. "I would not contradict my Lord General, but you speak of wastelands and exiles in the time of the Drachen. Are the historians wrong in saying that the Ch'ak never entered another culture until the time of the Pact?"

"We are speaking of legends remember? Bear with me a bit longer. I don't think I'll have the chance to tell this story twice."

"Forgive me my Lord, I am at your service." The Dusteen scribe humbly bowed his head back toward his book.

Ka'lin puffed, "Hmph. And stop doing that. The Dusteen have not been slaves for seventeen centuries."

Watar's eyes shot up to meet those of the ancient general. His cheeks were crimson. "My Lord! My people are not slaves! We serve the Ch'ak because it is our privilege and honor!" Cultural pride radiated from Watar. "My Lord, would you dishonor me and my people so?"

Ka'lin tried to hide his amusement at the courage of a servant. He sighed, "No, good citizen, I would not. Please forgive an old man's impatience. Let us continue, eh?" He waved away the next flurry of apologies and went on.

"You know that 'Ch'ak' means 'The Pledged' in Old Ebo. Now you know why we carry that name. Likewise, 'ahr' in Old Ebo means 'exile'."

Watar's eyes lit up in revelation.

"Yes. The Andw'ahr, the Kon'ahr, the Tv'ahr," the general growled with the next word, "the Liz'ahr. All of the other dwargs were once exiled from the Ch'ak..."

Watar blushed at the general's use of the vulgar epithet.

"...with one exception." The rumbling voice continued.

Death is not to be feared.
It is only a word.
And a small one, at that.

—Ra'lik Tah'ri

It took some time for Ha'duk to solidify his control over the Ch'ak, so he was never able to complete his campaign against the Drachen. But it was never forgotten.

It was during the Fourth Campaign, General Cerj'horj's reign, when we finally chased the Drachen down in the Blackrock range to the north. While we were working at becoming one people, the Drachen had been found by a wandering tribe of Rolen. We never suspected that there were other survivors from the Rain of Death. We could not understand why they had not been distilled and tempered as we had. Why were they so... Human?"

Watar's quill shook slightly as he realized the implications of what the General had said.

You can imagine how poorly the first contact went. Not only were the Jaan living evidence that everything we believed was a lie, but they had bonded with our mortal enemies, the Drachen. We were at war in less time than it will take you to write it.

But the war didn't last long. They couldn't match us on the ground, we couldn't touch them in the air and our Maroc forces were too evenly matched. A peace accord was proposed and accepted. As part of this accord, 250 Ch'ak warriors joined the Jaan culture. They, too, became Drachen riders. The Jaan offered some of their warriors, but at that time, paranoia was still rampant. We would never allow outsiders within the Citadel.

We declined, using our dangerous environs as an excuse. We claimed that their people were not physically capable of facing the continuous hardships that shaped us and did not want them to bear that against us. The Jaan accepted our lies.

The descendants of those 250 Ch'ak warriors still bear the name they were given long ago. In Old Ebo, 'Aij'ak' means 'Pledge Holder'. They were our living testament to peace with our neighbors to the north. That is why, when the Ch'ak were forced out of the mountains in search of resources untouched by the plague, we expanded East, West, and South, but not North.

Ch'ak expansionism gave birth to your society. It also led to the end of mine. As we conquered lands and people, we brought our slaves back to our homes. It didn't take long before every Ch'ak settlement, town, or city had a slave district, in old Ebo, 'dust' and those who lived in the district were the 'dusteen'. Peoples from all races and cultures were thrust together and forced to become a community. You took your title and made it a culture. All the dusteen joined together to become the Dusteen people.

The Ch'ak however, were handed their first defeat.

Watar perked up his ears at this. It made Ka'lin think of a nok catching a blood scent.

While we expanded we were looking for a fight. We were looking for anyone who could present a challenge for us. To our disappointment, we rolled over everybody. And then we found the Yethites, the Troog. They were weak. They put up no resistance whatsoever. We used them for target practice. When we found a Yethite settlement, it became a pillaging party.

This went on until one particular night, when a growler, a squad leader, drunk on Yethite wine decided to have a little fun. She determined that she was going to find the hidden fighter that lurked inside the Troog. At random, a Troog specimen was brought to the center of the village.

The growler threw her weapon at the Yethite's feet. Then she taunted him, urging him to pick up the sword and strike. The longer the Yethite resisted, the more vicious the growler became. Over the next hours, the Yethite's family and friends were beaten, tortured and killed before him. The atrocities that growler committed to that Troog and his village... I shudder to imagine it.

Eventually, something began to penetrate that wine-soaked head. The game became less amusing and far more sinister. She became desperate for the Troog to pick up that sword and strike. She was ready to give her life if that silent, weeping, tortured, bleeding Troog would just reach down and touch the sword.

On his life, the lives of his family, the life of his village, the lives of all his people, he refused to touch the sword.

After hours of doling out torture and humiliation, the growler and her warriors silently left what remained of the village. They left the sole surviving Troog to bury the remains of his village. The party was over.

Reporting immediately to her superior the growler relayed all that had happened. The story shot to the very highest echelons in a matter of hours. In two days, confirmations had been received from all squads in the Lake Thalve area. For months, the Ch'ak had been fighting a people that had already defeated them. That growler was just the first to figure it out.

I cannot say whether things will get better if we change; what I can say is they must change if they are to get better.

—Lord General Ka'lin

We could eradicate the Yethites, we had proven that. There was no doubt that we could destroy them. But we would never conquer them. They would never surrender to us. They would never bow to us. They would never serve us. No matter how hard we hit them, they would never surrender—and they would never fight. The Ch'ak had finally met their match.

We surrendered the following day.

Ka'lin noticed that the familiar skritch of pen on paper had stopped. He looked over at Watar. The scribe sat stunned with his eyes wide and mouth agape.

"Aren't you going to record these legendary words, scribe?"

Watar stammered, "It...Its... Its blasphemy! I can't write that! We'd both be killed as heretics! ...er, my lord." He tried to compose himself. "But Bh'dit'ak and Yethu... The brothers... the..."

"All lies, my boy. I can't tell you how I know, but it is true. Soon I will be dead. What you do with this knowledge is up to you, but for right now, you will continue to write."

Watar swallowed audibly. "Yes, my Lord General."

The Troog never sought to defeat us and quite frankly didn't care what we did after we stopped killing them. We did our best to keep our honor intact and behave as a defeated culture should. We pledged ourselves to protect the Yethites from predators such as ourselves. We changed many of our customs, such as slavery, simply because the Yethites did not approve. And so we began our long, slow march into cultural death.

The General watched the scribe for his response. Very good. No reaction that time.

Yes, you heard me correctly. The Ch'ak have been dying for centuries. When we caught those lying dishonorables, the Jaan, feeding Troog to their Drachen, there was hope that the ensuing war would sustain us. But the Aij'ak did not believe us and sided with the Jaan. Even after they learned the truth, every attempt to form an alliance with the expatriate Aij'ak failed. Without their support, we were back to the same old stalemate with the Jaan.

When the first Halfbreeds came along, some 200 years later, we thought we might have the means to break the deadlock. The way their minds work is... well; frankly, it's just frightening. I'm no stranger to mood swings or bloodlust, but the... inventiveness they use in slaking theirs is..." Ka'lin shuddered. "Thank Bh'dit'ak they are a rare breed. As I was saying, even with the weapons and tactics they have created over the last 1200 years, somehow the Jaan have always found a way to counter them.

When the Renizant appeared on our doorstep, we didn't know what to make of them. Here was a culture that had somehow managed to conquer most of the known world, and yet had virtually no war machine. There were those who secretly hoped that the Renizant would absorb us (or at least try to) and spare us from our stagnation. Those plans were dashed when we discovered some important differences of opinion.

You see, at that time we didn't realize that there was any difference between Troog, Syl, and Yethite. The Renizant kept Syl slaves.

Our people believed the Troog were sacred and the Halfbreeds touched by the 'Divine Brothers'. The Renizant Empire had experienced some ... difficulties with their own Halfbreeds. They believed the 'Mehti', as they called them, were a threat to civilization at large.

Since the Renizant Empire had no standing armies, they just left us alone. It has probably been 800 years since the last Imperial Ambassador attempted contact.

Then the Renizant Empire died. We ran out of enemies. We ran out of wars.

Ka'lin looked weary. He took a long puff on his pipe and stared into the fireplace. His voice became hushed. It was as if he did not want to hear his own words.

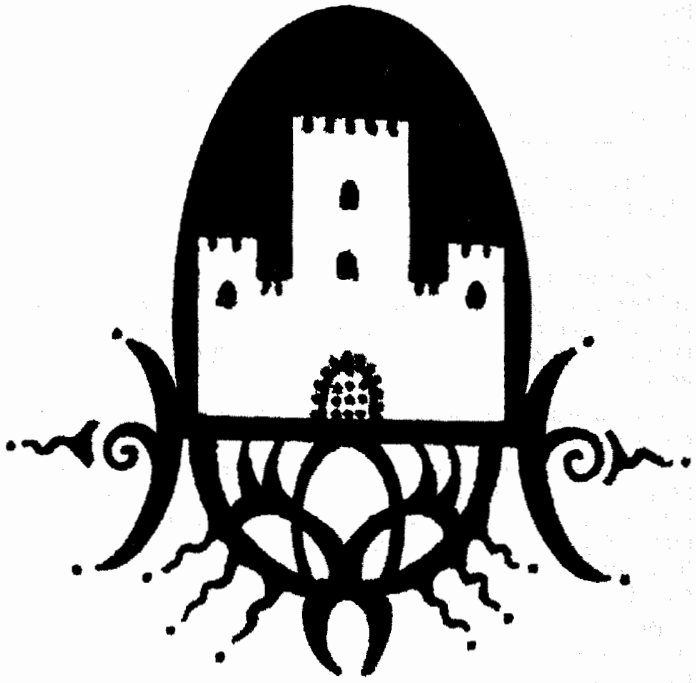
"Hiring our armies and soldiers out as mercenaries has kept us going this long, but at best, it is little more than a delaying tactic. There is only one thing that can save the Ch'ak now."

Watar paused as Ka'lin lapsed into silence. When he showed no signs of continuing, the scribe prompted, "My lord?"

General Ka'lin Pa'al, 35—year veteran of 186 battles, a warrior who had outlived four Campaigns and six High Generals—heaved a heavy sigh, fully aware of how much of his remaining life escaped with that breath. "I grow weary. You ask for legends, I say legends are lies. You call me a legend, then I must be the biggest liar of all. Put away your inkpots and use that book to light your fire tonight." He grabbed his crutch, levered himself out of his chair and started toward his private chambers.

"But, my Lord, your memoirs, your parting remarks, your last words to those who would follow in your path..."

Ka'lin stopped and thought for a moment. "Tell them...." A faint smile flitted across his lips. "Tell them I said something truly profound." He chuckled at his own joke as he hobbled away.



HISTORY: COMPILATION

T'nah was born of fire, forged like a blade upon the anvil. Ashik rained down his fury and wrath upon the surface of T'nah, recreating her in his own harsh image. His anger had been roused by those who went before and their utter disregard of his laws. The Rain of Fire cleansed T'nah of their sins. The Rain of Death destroyed their pride. The Time of Wrath removed them from their domination of T'nah.

This excerpt was compiled from a variety of documents and stories collected over my surface travels. The sources are varied, but primarily of Renizant origin. I cannot speak for the veracity, though the legends are certainly interesting.

—Culrain, Traveling Historian

Those who survived the Rain scurried into their holes, into their caves, into any place they could find solace from the flaming hail that poured out of heaven. For months, they hid from the wrath of Ashik. Eventually, his wrath abated. The survivors went forth from their hiding places to reestablish their dominion.

But Ashik was not so easily willing to repent of his anger.

For forty long years, Ashik rained down his wrath upon T'nah. During the Time of Wrath many died. Some from the Rain of Death, some from the Rain of Fire—but all died from the Time of Wrath.

From the ashes of those who went before, the peoples of T'nah—those holy enough to survive—discovered how to appease Ashik. They planted and harvested, they gathered their grain and tended their crops, then they left their offerings and took shelter as Ashik's wrath poured down year after year.

When enough sacrifices had been made and the taint of impurity had been removed from the peoples, when T'nah was remade, Ashik drew back his angels and agents. A few of his angels still patrol T'nah and cleanse evil when it is discovered, but the bulk of his forces have retreated back to the celestial fortress.

Once Ashik had spent his wrath and recalled his angels, he allowed T'nah respite. To the faithful, he gave the opportunity to prove their holy purity. Ashik also gave the unfaithful as a grinding stone upon which to sharpen the faithful. To hone their faith to perfection.

"The righteous shall inherit T'nah."

These unfaithful who would grind and sharpen the faithful revealed themselves quickly. Mere decades after the Time of Wrath, those who allied themselves to Shtah and Po—whether knowingly or not—rose to power. They wielded the powers of the underworld to torment the faithful. These were the Maroc Kings. And the power they wielded was Ido.

Born of Ashik's wrath, embracing his anger and pain, the Maroc Kings allied themselves to the forces of Shtah. Shtah, who opposes Ashik in a celestial game of satrach, had made a vicious move in creating the Maroc Kings.

The first of the Maroc Kings rose to power through ruthless assassinations. The few tribes and clans that had formed after the Time of Wrath fell easily to his might. His forces washed over the countryside like a sandstorm. Those who stood against him were killed without compassion. Those who bowed before him were enslaved.

It should be noted that the appearance of the Maroc Kings actually precedes the first recordings of the Renizant about their deity Ashik and his offspring Shtah. Most histories include the local deities for whomever is telling the tale.

—Culrain, Traveling Historian

Soon he encountered another like himself. Battle lines were quickly formed and the two mighty kings waged vicious war. No one in their kingdoms was free of the affects of the war. Slaves were forced to fight; the elderly and the children were forced to work to create the weapons needed for the war. Both sides used every ounce of their resources.

Ultimately, neither of the first two Maroc Kings survived to gain victory. A third Maroc entered the fray with fresh forces. It is said that they blackened the land as far as the eye could see. Both of the original kings formed a swift alliance, set aside their hatreds, and turned to face the new menace.

Like a pool of water sucked up by the desert sands, these allied forces were decimated by the fresh warriors, eager to fight. The third Maroc King easily conquered the other two. Not a single warrior was spared. Those who fought to the death met no different a fate than those who surrendered. Rank and file were eviscerated. The officers were drawn and quartered.

The last of their forces, the officers and leadership cadre, were beheaded before the eyes of their lieges. Only when the two lords were left alone did the conquering Maroc King step up to face them. This dark lord was completely obscured, wearing a masked visor that revealed no visage. After regarding them for a few moments, the conqueror pulled off the visor to regard them directly.



The Red Witch

At the sight of her long, scarlet red hair, the forces of the third Maroc roared in victory. The Red Witch raised her jagged blade high over her head and the roar became a chant. Green fire arced over her head and with a snarl, she swung her blade, severing the heads of the other Maroc Kings.

Only one reference to the Red Witch was discovered. I suspect that this is actually a creation by a later Renizant as an allegorical connection to Triarch Nirea.

—Culrain, Traveling Historian

The chant of her forces rose to a crescendo as she thrust her hand into the gore that was once two Maroc Kings. A burst of light and a thunderous roar that knocked back the first two ranks of her forces erupted as she force-bonded the stones of the first two Maroc Kings.

The Red Witch absorbed the lands and peoples of the original kings, but was no less vicious. It is said that every person in her kingdom felt her evil personally at some point. Eventually, however, even the Red Witch was dethroned by an alliance of smaller Maroc Kings.

And so the first few decades of the rule of the Maroc Kings proceeded as they waged war over and over again, building in power until age or greed toppled their kingdoms to be fought over by the other kings and lords. It was a time of chaos and pain.

Eventually, some manner of equilibrium was established. The Maroc Kings realized that continuous warfare hurt everyone. Instead, they turned their warfare and desires for domination into quiet and unseen battles and fields of conflict. Cold wars existed on all fronts and the determination of true power was how many maroc stones a Maroc King had bonded.

Armies swelled to prepare for invasion, while the Kings themselves explored and experimented, pouring themselves into their power. Soon there was no one left to recruit, yet the need for more forces did not abate. It is not known which of the Maroc Kings began to twist and warp his subjects to increase their strength and bloodlust. There were dark experiments, conducted in butcheries by the Maroc Kings themselves. The first reports of djezinti and uzmek began to appear. Thus came the first foreshadowings of humanity's diverging paths.

At some point the Maroc Kings discovered something that caused them to recoil in every part of their being. The forces they wielded demanded that they wall it up and hide it away. They didn't understand and they had sold too much of their souls to question. They simply obeyed. Within a hidden valley, a single crystalline 'bush' was found growing. Around the crystal plant was a valley lush with life. Where the rest of the world was a blasted wasteland, this was a veritable garden of Eden.

The Maroc Kings united on this single battlefront. They united to create the Sentinels. Dark and evil creatures of Ido, the Sentinels were 'alive.' They could operate independently of the Maroc Kings. It was their duty to patrol, defend and guard the valley, which was known as 'The Grove.'

QAI

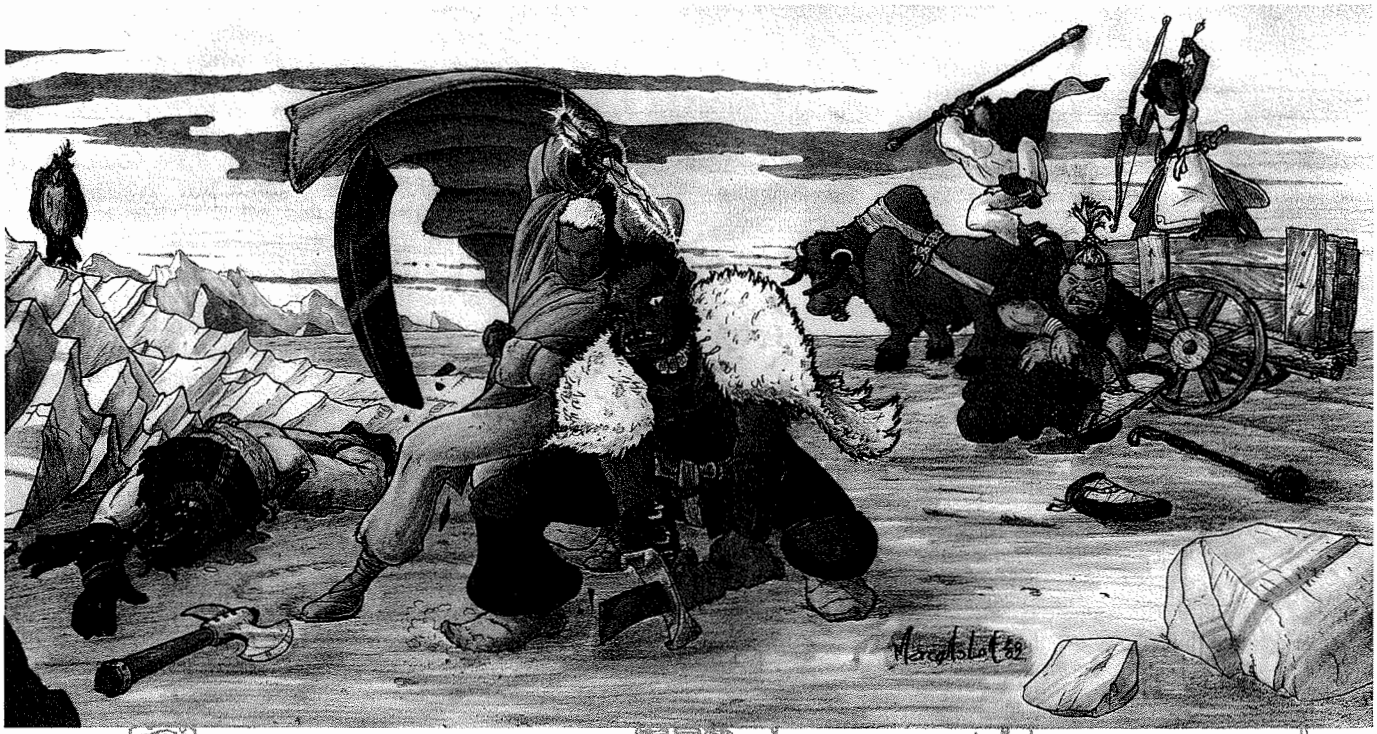
When the Maroc Kings first discovered the grove, they were completely repulsed by it. It radiated and emanated with life and vibrancy, though it was still in a dormant state. Motivated by the bonds to powers beyond themselves, they built a defensive wall around the grove and posted sentinels to guard it. Even they did not know why it was to be guarded, they simply feared it.

It was not to last, however. One of their slaves, a diminutive Rolen named Rusahl, escaped from the prison that had become his life and fled. Because he was not deliberately searching for the grove, had no thought of the grove and no motivation to go there, the sentinels were not awakened until he actually crossed the threshold. The assassin squad was hot on his trail and Rusahl continued to flee into the vibrant valley that was the grove when the Sentinels were awakened and gave chase.

Desperation drove Rusahl to the center of the grove. He had been trained all his life that this was a zone of poison and death, yet within he found verdant growth and vibrant life. Sudden hope surged within him that he could survive here if only he could elude his pursuers. Something compelled him to push through to the center. Although he could feel the hot breath of the pursuing assassin squad on his neck, he chose to penetrate the grove in mad desperation to live. Survival was his only thought.

He fell beside the crystalline trees at the center of the grove as the assassin squad reached him and the Sentinels swooped down, drawn by the death scream of the assassins—that baleful screaming dirge of violence and pain uttered when an assassin makes his killing blow. But the scream was cut off.

There are many legends about what happened next. Many stories of how Rusahl was rescued by the grace of Ashik. Still others that say he was borne up on the wings of Yai. Some even say that Ashik and Yai birthed a new child in Rusahl's body. Whatever happened changed the course of history forever.



T'nah had been dying. The fury of Ashik's chastisement had nearly destroyed her. The wars waged by the Maroc Kings had devastated and disfigured her. T'nah lay in ruins at death's door. As she gave her last breaths, Rusahl awakened Qai from within the grove. Soundlessly, a wave of energy swept over the entire surface of T'nah. Saplings exploded into full-grown trees. Seeds burst into an overload of growth. Entire crops were grown to harvest in a matter of days. The burst of growth happened everywhere, all at once. For one year, the bounty of T'nah was released and life reclaimed much of what it had lost. For many people, there was a sudden awareness of something greater than themselves in the world around them. They felt drawn to seek the source of this awareness and many began a trek that took them to the Grove.

The Sentinels were changed by the blast of life. They were given self-awareness and forsook their posts. Flying high and away, the changed sentinels left the Grove, left the control of the Maroc Kings and signaled a falling away yet to come. As Rusahl stood and perceived the world, he was shocked to discover that his eyes were completely gone. Blind physically, yet able to perceive everything around him in perfect clarity, Rusahl left the grove with one remaining assassin who was also changed.

Within a few scant years, Rusahl had found others that the Qai had changed. He drew them together and created a force to rival the Maroc Kings. They called themselves 'Rusahn'—the followers of Rusahl. Their power was no less potent than that of the Maroc Kings, but far more delicate in use.

Rusahl led his forces against the Maroc Kings. They hunted each one and slaughtered them, restoring a semblance of normalcy to the world. Due to the nature of the actions, many Rusahn were lost. Still others were lost to what was later called Taint, given over to their dark and base passions fueled by the violence and atrocities of warfare.

No one is perfect, however, and even the Rusahn began to desire the vaunted positions vacated by the Maroc Kings. A few brief power struggles within the ranks of the Rusahn showed that some kind of order needed to be established. Rusahl created the 'Order of the Knife' to train his followers to control and balance their powers. Over the years they simply became the 'Qyen'—the White Knives. When the order was fully established and running on their own, Rusahl bowed out of the picture and left to see the world. He took only his most trusted lieutenant—the changed assassin who meant to kill him on the day of his rebirth.

Rusahl was never heard from again. At least, not officially. Many rumors persist that he has been seen in one place or another. Until his final resting place is discovered, these legends and rumors are bound to persist.

With the removal of the Maroc Kings, and even with the policing agency of the Qyen, a vacuum of power existed. Many small lords rose and fell as they tried to take the place of the Maroc Kings. Some were marginally successful and managed minor empires. Others were taken down and wiped out by the efforts of the Qyen to serve their ultimate calling—to live and promote life. The Qyen became the guardians of justice in the wastelands.

The world was ripe for a new order.

Nature abhors a vacuum.

He who angers you, conquers you.

—Kenmin Bahkez, Priest of Krik

Renz I stepped onto the scene within a small tribe of Numid who lived and herded their animals on the slopes of a small mountain. He was of little consequence in his birth or background, which is completely lost to history, but he had a vision and a way of thinking that would change and mold a world. Within only a few years of his first appearance in history, he had already managed to unite many of the quarrelling tribes of Numid into a cohesive whole. Within less than a decade, all but two had been brought together into a confederation.

Renz I lead his people into a golden age of prosperity. His teachings on peaceful dealings, economic superiority, and working for a common good revolutionized tribal relations. The confederation became a kingdom and expanded under his wise rulership until the Renizant Empire was born.

The Renizant Empire spread across the landscape, absorbing and incorporating every group they encountered. As they spread, they brought peace and prosperity. The Qyen retreated back into their monasteries with the advancement of the Renizant Empire. At last, they believed, a nation had risen to take their place, to fill the void.

JAAN

At about the same time as the life burst of Qai, an unremarkable group of Rolen found themselves in a terrible place. They had fled from the wasteland into the very pit of hell. Dark, billowing, sulfurous clouds rose from the land all around them. Mountains smoked. Soot rained from the skies. Behind them lay the hordes of djezinti who had driven them to this inhospitable land. They ventured through it until they had found a stream and what appeared to be good soil. Their last few seeds of grain were used to plant the crops that would, hopefully, keep alive those who survived to harvest.

Their leader, Krellar, planted the last few seeds and spoke a prayer to gods he had ignored for most of his life. As he spoke the prayer, his words became louder with emotion. He fell to his knees and spoke the last sentence in a tearful cry: "Please deliver these, thy people!" As he said the last word, he leaned over and placed his hands upon the mound where the seeds had been buried. Legends say that his hands glowed and the ground shook, the earth where the seeds were shivered and shuddered as the seedlings erupted from the ground. Krellar was knocked back as his hands were lifted off the dirt by the plants.

Within a matter of hours, the seeds grew to full maturity and could be harvested. A second crop was planted and experienced accelerated growth, as well, producing a full crop in just a month. A third crop was planted and produced a normal harvest cycle. Krellar was instantly presumed to be blessed of their god and the group took as their name 'thy people'—or 'Jaan.'

It was only a few weeks that passed from the second harvest, as the Jaan were busy building homes and storing away their grain that they sited the first Drachen. It swooped in and perched on a rock outcropping watching the Jaan. Legends tell that Krellar was aware that it was coming for hours before it arrived and had prepared his people. He walked out of the camp and waited. Without warning, a second Drachen swooped down and landed in front of him. They regarded each other for a long time. The Drachen spread its wings and trumpeted, then lowered its head back to look into Krellar's eyes. He was unmoving and calm. Then, ever so slowly, he reached up and caressed the Drachen's neck. The bonding was instantaneous. His mind unfolded and he could feel the Drachen. He could see through its eyes, he could hear with its ears, he could feel the pangs of hunger in its belly. The Drachen did not understand the feelings.

Krellar called his people to bring a zevik to him. He tried to show the Drachen how to eat. It just stared at him. Eventually, Krellar slaughtered the zevik and hacked out a bloody chunk. He opened the mouth of the Drachen and tossed the warm mass of fresh killed meat into its maw. The Drachen closed its mouth and began to crunch down on the bloody mass.

Without warning, the Drachen swept Krellar aside with its wings and pounced upon the carcass of the zevik. It fed as though it had never eaten before and never tasted anything so sweet. The second Drachen swept down from the outcropping and joined the first in the feeding. Two more zeviks were given to the Drachen, who devoured the fresh kills with even more delight.

By the time the Drachen were satiated, a second Jaan had bonded with the second Drachen. It was the beginning of the Jaan culture and their symbiotic relationship with the Drachen.

CH'AK HEGEMONY

Far away the chaos of the Maroc Kings, the Maroc Wars and the rise of the Renizant Empire, another people struggled to survive the testing of their god Bh'dit'ak. Loners and rugged individualists, these people called themselves Suv'ik. They formed tight communities and ensconced themselves in caves and crevasses. Their environs were just as tumultuous as the Maroc Wars. Each generation became more and more hardened to the world as the testing of Bh'dit'ak continued.

Bh'dit'ak changed and altered his only children, the Suv'ik, molding them into an image of rock hewn strength. As the years past and Bh'dit'ak's fury raged against the surface, the Suv'ik burrowed deep into the caverns of the mountains. The carved out a great hall and found ample water reserves, but little food. When the rage of Bh'dit'ak would abate, they would wander out to the surface to hunt and gather as much as they could before the testing of their god recommenced.

The individual communities soon discovered they could not survive alone. It took many years to develop the trust necessary in their xenophobic societies, but they eventually came together for the common good. This was the time of the Pledge. Nearly every member of their society who pledged to help the others survive was joined into a single body—the Ch'ak, or pledged. Those who refused the pledge were ostracized and forced to the surface. They were called the Andw'ahr by the Ch'ak. While the Andw'ahr were forced out of the mountains to seek shelter and life elsewhere, the Ch'ak culture grew into a single-minded force.

Ch'ak hold honor in the highest light and the best way to gain honor is to achieve victory over something else in combat. Originally, the Ch'ak hunters went to the surface to hunt game and return it to their larders, until the day that Uer'k R'jar came upon a group of Rolen wanderers who had set up camp near his hunting grounds. He crept up and analyzed their encampment. They had only a few defenders and Uer'k made his choice quickly. He struck swiftly and surely, killing the defenders before they could even draw their weapons. They were no match for a Ch'ak warrior. He prepared himself for their counter attack.

But no counterattack came. He stood in the midst of them, covered in the gore of their defenders, seething with battle rage. They huddled, young men, women, and children. They had no weapons and were terrified of him. There was no honor in their slaughter. Uer'k stood dumbfounded trying to figure out what to do next.

A strong, tall, brave woman stepped from the huddled masses and carried over a sack full of grain. She knelt before Uer'k, bowed her head and presented the sack of grain to him. Immediately his place in the universe clicked into his mind. He was to them as Bh'dit'ak was to the Ch'ak. As the Ch'ak served Bh'dit'ak, so these people would serve the Ch'ak. He took the sack of grain and indicated to the woman that her people should bring more and to follow him. So began the enslavement of the first peoples that the Ch'ak encountered.

The woman's name was Teena. From her name, the Ch'ak created a word that had never existed before—Dusteen, or 'slave.'

The Ch'ak began to use their Dusteen to farm, to produce textiles, to work, to perform all the functions necessary for the Ch'ak society to exist while the Ch'ak themselves concentrated upon molding themselves into the image of Bh'dit'ak. This molding took the form of intense military training. More wandering tribes were found, more of them succumbed to the might of the Ch'ak Hegemony. Nothing could stand before the Ch'ak.

As the Ch'ak began to spread out, they also began to fortify where they had been. Every year a new fortification was added to the capitol of the Ch'ak Hegemony. Over the years, with the backbreaking effort of Dusteen and the ever-watchful gaze of their overlords, the Citadel was built. A massive fortification of stone manifested itself around the entrances to the inner caverns of the Ch'ak Citadel. None of the Dusteen who entered the Citadel ever returned. Due to the cruelty of the Ch'ak and their penchant for using every resource to the fullest, rumors began to spread that they took Dusteen into the Citadel as cattle. Soon the reputation of the Ch'ak proceeded them everywhere they went. They were the unstoppable enemy who took the survivors as slaves and ate their captives. The Ch'ak found themselves pursuing further and further from their Citadel to capture villages and peoples. And so began their expansion.

Until, after a century of ruthlessness, it ground to a sudden halt. The Ch'ak were found trespassing. It came as no small surprise when they met their match in these strange warriors. Reports of terrible creatures being ridden through the sky, killing Ch'ak soldiers left and right, began to surface. The unstoppable empire was being dammed in. In every skirmish, the roles between hunter and hunted shifted. Two fierce opponents squared off, and found that neither of them could gain the upper hand.

So the peace accords were born.

For the first time, Ch'ak and Jaan negotiated. There was no desire for a costly war that would leave both sides drained. In accordance to the terms, two hundred and fifty Ch'ak were sent to live with the Jaan, to study and learn their ways. They took the name 'Aij'ak'—the 'Pledgeholders.'

YETHU AND THE ANDW'AHR

During this time was born Yethu, one of Those Who Came Before. The boy was raised an acolyte in the emerging Trade Guild, and was an unexceptional student until he went on an expedition that ventured through the great Harmony Gate. Long they traveled in the distant lands beyond the Gate, searching for those who would trade with them.

One fateful day, young Yethu was sent to find water to replenish the expedition's waning supply. As he explored the sheer cliff faces near the camp, he found more than he bargained for: a village filled with creatures, the like of which he had never seen. They called themselves Andw'ahr. They shared their water with him, and offered shelter to the other members of the expedition. During his stay, Yethu became

fast friends with the villagers, and learned much. But when the time came to leave, he persuaded the villagers to come back with him, to journey through the Gate and see the glory of the Renizant Empire for themselves.

Yethu was welcomed as a hero. His discovery catapulted him into fame and fortune among the Trade Guild. There are few tales of these between-years, but the Andw'ahr soon became recognized citizens of the Empire, and were given good, honest work in the Empire's mines.

Yet in the years that the Ch'ak continued their expansion in every direction but north, which was Jaan territory, dissention was growing in the Trade Guild. Yethu became disillusioned and disgusted with what his Guild was involved in. Whenever he spoke against the trading of souls, he was rebutted. In the end, he gathered a handful of faithful followers and went on a journey through the great Gate, to find the vast lake his Andw'ahr friends described.

He was never heard from again.

RISE TO POWER

It was in the years after that the first Halfbreeds emerged on T'nah. They were born to the couples of Andw'ahr and the newly-emerging Syl, an offshoot of They Who Came Before. Not long after these first births, the Empire banished all Halfbreeds from its borders, and broke its society into segregated classes based solely on race.

Meanwhile, the newly-birthed Yethite culture was establishing itself on the shores of Lake Thalve. One village first, then another, and another—and they began to change. It was a subtle manipulation at first, the slow change of omnivore to plant eater; but soon, these changes became more manifest, and they were no longer They Who Came Before. They were becoming Troog.

The pride and might of the Renizant Empire was growing exponentially, not unlike the powerful coffers of the Trade Guild. It was set firmly on the road of becoming one of the mightiest nations in history. In a few hundred years it would be the mightiest. Many eyes were watching, but they were becoming weary.

Between the order of the Empire and the Ch'ak Hegemony, there was little left for the Qyen, the White Knives. They cloaked themselves in shadow and relented in their vigilance. The world no longer needed them.

SHATTERING PEACE

It was a sad time when Ch'ak expansion led them to encounter the Troog. No meeting of cultures in recorded history has been more disastrous. The warlike Ch'ak were relentless, slaughtering thousands upon thousands of unsuspecting people. For a hundred years the persecution continued, with only a few settlements surviving to the forming of the Pact.

Legends abound about how the Pact was formed. All involve bloody massacres and mutilation. The most widespread of legends states that a Ch'ak woman, after obliterating a Yethite village and murdering all but one of the survivors, was touched by the man's boundless capacity to understand, and to forgive. She is said to have led this Yethite to the doors of the Citadel, where Ch'ak priests proclaimed him to be a messenger of Bh'dit'ak. Thus the Yethites were renamed to 'Holy Ones,' or 'Troog.'

Many years passed under the peaceful blanket of the Pact. Ch'ak warriors were sworn to protect the Troog, and all was silent. But like all silences, it was not to last.

Unfortunately, a flight of hungry Drachen stumbled upon a calm Yethite settlement. The Troog never knew what hit them when these strange creatures came swooping down, feeding on their tender flesh. The aftermath of this encounter was felt all over T'nah. Troog meat proved horribly addictive to the roving Drachen, and they soon began manipulating the Jaan into hunting Troog.

The Ch'ak quickly learned of this desecration. They brought dire accusations against the Jaan, stating that the attacks against their Yethite charges were in direct violation of the old peace accord. The Aij'ak could not believe these claims and defended the Jaan, causing a great schism between them and their former brothers. Diplomacy proved futile, and mutual outrage soon gave way to open warfare. The war brought Ch'ak expansion to a halt as it claimed more resources, though neither side could gain a clear advantage. Fighting continues after more than fifteen centuries of bloody hostility.

WANING YEARS

At the height of its power, the Renizant Empire dominated the better part of the known world. It had always been ruled fairly, without greed or an excessive lust for power. But things were about to take a turn.

During the reign of Ura II, Emperor Renizant, the slow downward spiral of decay began. Ura was a man of excess, one who did not care about the people or anything beyond his own desires. While he lived in luxury and ignorance, the high chancellors and administrators of the Empire gradually seized his powers. They formed a coalition and ousted Ura from his throne, leaving them to rule alone.

Unbeknownst at the time, Noma had begun to infiltrate the Empire's rank in the midst of the turmoil. No one noticed. The administrators were too busy relentlessly raising taxes, and having their legions bully anyone who was unable to pay. But the Noma were not the only ones to take advantage of the situation—the Trade Guild, already a vast and powerful organization, established a monopoly on virtually all types of goods and trade in the Renizant Empire. Five centuries had passed since the revelation of their Gateway network, the only thing that made managing the bloated Empire possible. Now they would use it as a bargaining chip in a delicate game of extortion. The process of gutting a nation had begun.

Elsewhere, however, there were other things afoot....

The Aij'ak, after stalwartly defending the Jaan for years, came to know the shocking truth. Each and every claim their Ch'ak brethren had made proved to be true. Outrage spread like wildfire, and the bond between Jaan and Aij'ak was severed. So hot was their fury, the Aij'ak drove the Jaan out of their traditional lands, and forced them into new territories to the east. When the dust had settled, the Aij'ak sent out processions and ambassadors to the Ch'ak in an attempt at reconciliation. To a one, they failed.

Meanwhile, in the far reaches of the Ch'ak Hegemony, a new species was being born. For the very first time, a Halfbreed of Suv'ik and Troog walked upon the face of T'nah. Unlike the Renizant, the Ch'ak embraced these Halfbreeds, allowing them to live their lives as any other.

The west, too, had something new to offer. In this era, the first Kon'ahr mining settlements were established in the great western mountains, out on the fringes of the Empire.

FALL OF THE RENIZANT

It is interesting to note how T'nah's two greatest nations never met until both were past their prime. But when the Renizant Empire and the Ch'ak Hegemony finally came into contact, the meeting of titans did not go well.

The first meeting was nothing short of a political disaster. The Ch'ak were shocked at how the Renizant treated their Syl servants, who so closely resembled their honored Troog. A second meeting went no better, when Renizant diplomats were affronted by the Ch'ak's Dusteen Halfbreeds. Further attempts at alliance by the Renizant were unceremoniously repulsed. The only things that prevented open warfare were distance and the receding borders of the Empire, which were now in full retreat.

Over the years, the prosperous Trade Guild had become more powerful than the entirety of the Renizant Empire. For the most part, Noma were running the Empire, and it was crumbling. Things became worse and worse. The Trade Guild openly held the Empire at swordpoint while helping itself to the contents of the Imperial coffers. It led to poverty, famine, and despair. Border provinces were seceding at a frightful rate, and smaller kingdoms began raiding the Empire with little fear of retaliation. For the next few centuries, the Renizant Empire gradually turned to dust.

It was during this time that the Ch'ak recorded their last contact with Renizant emissaries. A cold shadow descended upon the west. Though the Ch'ak may have wondered what had happened to this great Empire, they were among the first to forget.

The sun had set on the Renizant. In these twilight years, the parasitic Trade Guild suffered along with its dying host. They gave up all but their richest territories, trying to clamp on to what was still theirs with a death grip. The old world faded while the promise of a new world grew bright.

Without the support of the Renizant, the Trade Guild could no longer maintain their Gateways. One by one they failed until only the great Harmony Gate remained. With the Empire gone, new peoples were free to begin carving out their own territory—Denizens, Myrlihk, and Loshad. Denton, Vargas, and countless smaller towns sprouted up in the great wilderness.

A new day has dawned on T'nah.

Our day.



CULTURES

The various cultures of the world of T'nah are remarkably diverse. Some are closed—allowing only a certain racial membership. Others are very open, allowing other cultures and races to participate with open acceptance.

The cultural influence on a developing character provides the basic education that a child would receive who was born into the culture and living there into his early adolescence.

Today I saw three children playing together on the street. They were kicking at some kind of animal skin full of sand and sealed up. Laughing and running, jumping and cavorting, they were the epitome of childhood. If you had pointed out to one that he was a full 10cm shorter and wider than the others, he would not have cared. If you had pointed out the fairer skin color and lighter hair of a second, she would have shrugged it off. And if you had mentioned the wheezing vents on the top of the third one's head, they would all have made a joke about it (they called him 'wheezer') and then run off to play some more.

They are absolutely oblivious to their differences. Growing up in this environment, amongst a people like the Yethites, these children have no understanding of the hatreds, cruelties, and wars that have been fought over differences even more paltry than these. And this is the essence of their cultural training. They do not hate or mistrust one another because they have not been taught what it is to hate or mistrust. They have, instead, been trained to accept and to love one another, to respect their differences and celebrate these unique qualities.

If only our people could had learned these lessons decades, centuries and eons ago. If only we had the foresight to see the beauty of the soul, as these laughing, playful children do.

It's time to put down my stylus and join them. I want to teach them one of my old favorites. I've been working on this ball for a few days now, trying to get it wound just right. The mitten that I sewed last night is sturdy enough. Now I just need to find a piece of wood to use for a bat....

—Culrain, Traveling Historian

Aij'ak

The Aij'ak culture is the result of a truce once held between the Ch'ak and the Jaan. The melding of these two cultures has resulted in a whole that is different from its two parts. The militant nature of the Ch'ak and the feudalism of the Jaan combine to make a very structured society in which everyone has a commitment to making it work.

The truce required 250 Ch'ak warriors migrate to the Blackrock mountains and become a part of the fledgling Jaan culture. These transplanted Ch'ak were renamed the Aij'ak, or 'Pledgeholders.' Most of them became Drachenriders, even if they were not fully accepted as Drachenlords. There was always a degree of segregation between the two races and there was a concerted effort to see to it that the Aij'ak were only allowed to bond with the less intelligent Drachen.

When the Ch'ak accused the Jaan of committing atrocities against the sacred Troog, there was compelling evidence to suggest that this was an attempt by the Ch'ak to create a schism between the Aij'ak and their hosts in order to get Drachen into the Ch'ak arsenal. The Aij'ak sided with the Jaan when the truce was broken. Merely two centuries later, they had to face the fact that they were manipulated not by the Ch'ak, but rather by the Jaan, and that the charges leveled against the Drachenlords was true.

By that time, there had been too much bad blood between the Aij'ak and the Ch'ak. Reconciliation was all but impossible, and every attempt since then to create a lasting peace has met with utter failure. Apparently, the Ch'ak have short tempers and long memories. It has been stated that it will be impossible for the Aij'ak to wash the Troog blood from their hands.

The Aij'ak have been poised for centuries on a razor's edge. To the east lay the Jaan, to the south lay the Ch'ak, to the north, the glacier and the strange beasts that live there, and to the west, the poisonous ocean and all of its abominations.

Family attitudes: Having more stability in their culture than the Ch'ak, the Aij'ak more closely resemble the Jaan in family structure. However, their honor precludes extramarital dalliances. Bachelor Drachenriders are free to do as they please until they make a lifepledge to one person.

Death Attitudes: Since the Blackrock Mountains are abundant in resources, there is no need to recycle the dead as other, more primitive or barbaric, cultures must. (This includes their lost brothers to the south.) The only honorable way to dispose of the body of a 'dearly departed' is immersion in one of the many lava pits that dot their landscape. The dead are remembered by having their name carved into a Family Stone during a memorial ceremony. There are nine remaining Family Stones that show names and dates going all the way back to the beginning of the Aij'ak people.

Gender attitudes: The gender attitudes of the Aij'ak haven't changed from when they were still Ch'ak. Men and women are absolute equals in all respects where biology allows. It is not unusual for husband and wife Drachenriders to ride into combat. In fact, most Drachenriders find their mates in the sky.

Slavery attitudes: The Aij'ak still do not keep slaves because of the Troog influence. Prisoners of war are usually ransomed back to their people.

Taboos and Restrictions: The Aij'ak still revere the strength of the Troog, even if they no longer revere the Troog themselves. Therefore, even though they have had little to no direct relations with them, any attempt to bring harm to any Troog is still a strong taboo.

The Drachen are a precious resource to the Aij'ak, and they are protected as such. War is war, but they regard it as stupid to endanger a Drachen for any other reason.

Overall focus and motivation: Don't slip off the razor's edge.

Ch'ak

Ch'ak are hard working and hard playing, but tend to prefer functional equipment, disdaining the decoration and artistry of other cultures. They consider iron and steel no less precious than any other metal. In fact, because Ch'ak favor function more than form, most prize steel more highly than gold.

For hundreds of years, these were the bogeymen and demons of people's nightmares. They were and are fierce warriors who give no quarter. When the Ch'ak columns ride forth, people cringe in fear.

Negotiation is unknown to the Ch'ak. They demand and expect it to be given, or they take it by force. All cultures and peoples conquered by the Ch'ak were enslaved by them, but not actually brought into the culture.

No non-Ch'ak has ever entered the Citadel or any other Ch'ak stronghold and returned. This lead to rumors that Ch'ak slaves were also considered a resource akin to herd animals. Their fierce countenance, their harsh ways, their conquests—there was nothing about the Ch'ak to dispel the idea that they

could be cannibals. For terrified peoples looking to frighten their children into obedience, the legend was given life and the reputation gained. They still bear the horror of that reputation in contemporary T'nah.

Seventeen hundred years of Yethite influence has changed the Ch'ak attitude toward slavery. While the Ch'ak never actually released their slaves, they no longer consider people to be property in the same manner they once did.

The Dusteen are the descendants of those people the Ch'ak took as slaves. These people are now treated as peasants and serfs—they are still part and parcel of the land on which they live. They are heavily taxed, but allowed to grow and flourish, providing the Ch'ak with food, industry, and servants for mundane duties that do not involve fighting.

Family Attitudes: Upon birth, the Ch'ak child will remain with the mother for a period of roughly one year. After which, the child is placed in a crèche and raised by Dusteen nurses with Ch'ak supervision. The crèche supervisor is usually a female who can no longer function as a warrior. Very seldom do adult Ch'ak form family units. However, recurrent (or even exclusive) lovers will often be assigned to the same unit so they will not have to face one another in lethal combat.

Death and the dead: When a Ch'ak warrior falls in combat, every attempt will be made to retrieve the body, or at least a portion thereof. At the funereal feast after the battle, these remains are cooked in a stew and served to the surviving warriors, starting with the sick and wounded, then the healthy. They believe this ritual returns the strength and spirit of the fallen warriors to the Ch'ak people.



High ranking or exemplary warriors will be taken back to the Citadel for special preparation. In the case of truly notable warriors, an item of import to that person will be taken to the Hall of Legends, where it is engraved or painted with a scene depicting the hero's most heroic battle or deed. Many times, it is not possible to retrieve an appropriate item. In such cases, a replica or substitute is used. In the past 1500 years, only 93 Ch'ak have received this honor while alive.

As for those who are not Ch'ak, "It's meat. Feed it to the noks," seems to be the predominant attitude. This applies even to the revered Yethites. (Their strength is in their souls.)

Only four times in recorded history have Ch'ak warriors honored a fallen enemy by asking for his body for feast. Only once has this request been granted.

Gender attitudes: Females are equal to males in Ch'ak culture. This means they are held to the same standards of skill, courage, and honor. There are, of course, certain differences that must be taken into consideration. For example, when a Ch'ak female becomes pregnant, she is either moved to the reserve units, or assigned non-combative duties. The transfer usually occurs sometime around the beginning of the second trimester, and continues through the child's first year of life. At that time, the female may choose to return to active duty or remain in the reserves as a breeder.

Slavery attitudes: Slavery was once a common practice among the Ch'ak. So much so, that an entire metropolis was built at the main entrance to the Citadel to house the combat support slaves and their families. Ch'ak slaves were called Dusteen—they have since retained that name as a mark of pride.

The Yethite influence changed these practices. The Ch'ak no longer claim ownership of other sentient creatures. However, nearly two thousand years of servitude have had their effect on the Dusteen. As the Ch'ak revere the Yethite, the Dusteen revere the Ch'ak. They see it a sacred honor to support the Ch'ak and help uphold their honor. More information can be found in the Dusteen section.

Taboos and Restrictions: Dishonor is the ultimate taboo. One should never question the honor of a Ch'ak without strong, compelling evidence. Any challenge must be proven—however, until that time, the accuser is absolutely safe from the accused. Honor demands that the accused protect the accuser at all costs. If the accuser is injured for any reason, the accused is summarily executed. The tables are turned, however, if the charges go unproven. In that event, the accuser must protect the accused for the remainder of their days. If the accused is injured, the accuser is summarily executed. Contracts are the lifeblood of the Ch'ak warbands. Once a contract is accepted, the warband is honorbound to complete it. It is possible to be bound by multiple contracts, so long as they do not contradict each other.

Mating with anyone who is not Ch'ak or Yethite is akin to bestiality. However, although it is never mentioned in polite conversation, many extra-cultural matings have occurred over the centuries. And as the Ch'ak are further exposed to other cultures, popular opinion is slowly swinging toward full acceptance of this practice.

Overall focus and motivation: The Ch'ak have only one focus and motivation—fighting. Their culture was originally formed as a means of survival in a very hostile environment. Skill, courage, and honor became the hallmarks of their society. Since before they existed as a culture, they have had to fight tooth and nail for the very right to live. This constant conflict made them strong in body and spirit. It became their reason for being.

Once their environment had been sufficiently tamed, they were forced to seek conflict elsewhere. But no other culture proved to be a match for them. Their empire expanded quickly as they conquered vast territory. Then they met the Yethites—whom the Ch'ak named 'Troog.' Eventually, the Troog were able to defeat them through the philosophy of passive resistance.

This defeat was more thorough than anyone realized. With no more conflict or conquest to support them, the Ch'ak warriors were lost. The one thing that held them together and defined them as a people had been taken away almost overnight.

Just as the Ch'ak culture was about to reach the breaking point, the Jaan struck. Galvanized into a new conflict, the Ch'ak poured everything they had into the war with the Jaan. But, eventually even this conflict cooled to little more than a few skirmishes from time to time.

Ultimately, they turned their energies into the only venue left open to them—the mercenary lifestyle. But even this shallow imitation of their former glory is not enough to keep them going for much longer.

In short, Ch'ak fight because they must.

Heleen absently fingered the Mother Goddess amulet at her neck. "Parc, I don't understand why you felt that we needed the Ch'ak warriors to protect us. I've seen you defend yourself. You seem to be every bit as fierce as they are—if not more so."

Parc continued staring ahead, taking his time to answer. Finally, he said, "Even if I wanted to, I would never be what the Ch'ak are." He indicated the Rolen swordsman ahead of him. "Neither could Crass, nor anyone else."

He let the silence hang heavily between them.

Sensing that he would say no more, she prompted, "Why?"

He turned slowly and looked at her intently. His voice was as dark as his eyes.

"Because they are legion."

Dusteen

From: Denizen Questor No. 6543 Jorge Perez

Location: Lake Thalve

Date: Jule 14, 5416

To: New Atlanta Central

As requested, I have completed my research into the people called the Dusteen. To begin, their name in Ebo translates into something like property, though they claim it really means Chosen. Arguments can be made for either translation.

These are the descendants of people enslaved by the Ch'ak during their reign of terror prior to the Pact nearly 1700 years ago. As a result, theirs is one of the most racially diverse cultures on Earth. The Dusteen make up 95% of the population of this city outside the Ch'ak Citadel.

Because of the Troog influence, the Ch'ak no longer take or keep slaves. However, as a result of centuries of servitude, the Dusteen developed a slave mentality that has caused them to take great pride in their position. They and their descendants came to view service to the Ch'ak as a great honor bestowed upon a chosen few.

There are various strata of Dusteen, and their aspirations seem to be limited to that range. In other words, a typical Dusteen's ultimate goal is to be the greatest of the Dusteen, but nothing more. The professions that exist within this culture include, but are not limited to, farmers, cooks, squires, historians, priests, smiths, beast handlers, medics, tent makers, and contractors. Professions that do not exist for the Dusteen include anything directly related to war or combat. There are no warriors, law enforcers, or swordsmen. It should also be noted that incidents of Maroc or Rusahn manifestation are extremely rare. Apparently the Ch'ak bred these manifestations out during the Dusteen captivity.

The contractors are worthy of mention specifically. They are the negotiators for the Ch'ak war bands. When someone wishes to employ a Ch'ak war band or squad, they first make contact with a contractor. He negotiates the price for the services to be rendered. If his warlord approves, the deal is sealed. Only individual Ch'ak mercenaries may be contracted without the intervention of a contractor.

Today, the Dusteen are free to leave their service if they chose, but this rarely happens. To paraphrase an old saying, their philosophy could be described as, "It is better to serve in Hell than to rule in Heaven".

With the possible exception of the Troog, they are the closest people to the Ch'ak. But as is true of all non-Ch'ak so far encountered, none of them are ever allowed inside the Citadel itself. It is my sad conclusion that they represent another dead end as far as penetrating the Citadel.

Message end.

Family attitudes: The Dusteen have traditional family units. Children are raised with their biological families until they reach an age at which they can be apprenticed and placed in service to the Ch'ak. They have traditional marriage ceremonies that require they remain together until death or their respective duties pull them apart. If duty interrupts a marriage, the participants may choose to dissolve the marriage, or maintain it in hopes that they will someday be reunited. At one time, the Ch'ak required this. Now it is simply a cultural practice.

Attitudes Toward Death: Funerals are festive, as the Dusteen remember the best of the departed. Denizens would say it is a service similar to a wake. These celebrations are held for three days. Friends and family will stop by to pay their condolences and see that the spouse's duties are attended to. At the end of three days the body is turned over to the local Ch'ak Beast Master to be fed to the noks.

Gender attitudes: Traditional practices are strong in gender attitudes. Females tend to be nurturers, teachers, and healers, while males perform heavy labor and tend to assume leadership roles. Exceptions include everything from female squires to female physicians—though it is primarily in the service of female Ch'ak warriors.

Slavery attitudes: "You only wish you were lucky enough to serve the Ch'ak." Dusteen take no slaves themselves, though they strongly encourage others to serve the Ch'ak.

Taboos and Restrictions: A Dusteen will not fight in the presence of a Ch'ak unless directly ordered to do so. The Dusteen would consider it theft of the Ch'ak's honor.

Overall focus and motivation: "It is our honor to provide for the Ch'ak in order for them to be free of mundane tasks and better able to pursue our mutual glory."

To accomplish great things,
we must not only act, but also dream;
not only plan, but also believe.

—Anatohli Frahn, Master Retainer

Denizens

These are the human survivors of the old world who have come up from their underwater cities to begin a new life on the surface. Some of them bring with them the old ways that are foreign to this new, savage realm—personal freedom, human rights, and self-rule.

There are three types of Denizens—Dry, Wet and Deep.

> The surface dwellers refer to me as a 'Wet Denizen'. Apparently, they have legends about us from those who came to the surface ahead of me. They find my reference to the cities below the waves as merely fanciful stories of an overheated bard.
>
> —Culrain, Traveling Historian

Dry Denizens

Most Dry Denizens have been on the surface for their entire lives. They no longer consider the sea to be their home, but most also still live close to the sea and share in its bounty. They have a certain amount of wanderlust associated with their culture, and an annoying bias in thinking that theirs is the best way.

The oldest and most reliable histories of the time before the Rain of Death are in the possession of the Dry Denizens. Many young explorers in the Dry Denizen culture attempt to prove their adulthood by locating a cache of old world artifacts. Using their more accurate histories and more modern technology, they are the most likely not only to find the caches, but to know how to use the artifacts that are found. However, their naiveté about the world of T'nah has been the undoing of many such explorers.



Dry Denizen Sailors in Denton

Dry Denizens typically live in walled cities surrounded by farming and manufacturing facilities. Their governments are more likely to include some concept of personal freedom and freedom of thought.

Family attitudes: Dry Denizens retain the traditions of the past. They hold to them almost frenetically. As if changing their traditions would somehow strip their souls from their bodies, these old newcomers are bringing the old ways of the pre-cataclysm back to T'nah.

Religion and Death Attitudes: As their old traditions dictate, the dead are typically buried in the ground in reserved space. Sometimes the bodies are burned, depending on the specific background of the Denizens. Either way, the grief over the dead, the waste of the resources of land, flesh and—especially—water, is beyond the comprehension of the surface dwellers.

Unlike most other cultures, there is a vast diversity of religious views in the Dry Denizen culture. They have a mish-mash of the old world religions. Elements of Christianity, Judaism, Islam, Hinduism, Buddhism, and pagan viewpoints can be found in abundance. Overall, however, the vast majority of Dry Denizens are agnostic in their views.

Gender attitudes: Some of the old-world biases toward gender, restricting the fighting positions, some aspects of leadership and the old 'glass ceiling' ways are still evident within some of the cities. For the most part the attitudes are more advanced than the early 21st century—but no society is perfect. Some gender bias still rears its ugly head amongst the Dry Denizens.

Slavery attitudes: Slavery is absolutely forbidden. That being said, some Dry Denizens have no trouble paying surface dwellers in slave's wages. The wealth the Dry Denizens bring with them is jealously guarded; they parcel out the benefits of their technology with a miserly attitude. There are many surface dwellers who would underbid their needs in order to get close to the Dry Denizens to learn their secrets and their ways. This has not gone unnoticed by those who would exploit others for personal gain.

Taboos and Restrictions: Any thought of cannibalistic activity is offensive to the Dry Denizens. For this reason, much of the reclamation activities of the surface dwellers meet with their open disdain. Drinking the water—no matter how purely distilled—from a body, using part of the body for tools, using old friends and family members as fertilizer, these sorts of things offend the sensibilities of the Dry Denizens. It offends them even more when one points out that they were no different when living in the domes—they simply were not aware of the process.

Overall focus and motivation: Dry Denizens are on the surface for a variety of reasons. Because of this, their specific motivation can be vastly different. Overall, however, they share the desire to live, grow and survive. Most have a desire to recreate the legends of their past—governments as written in the old records, the freedom to explore without reporting to an overlord, breathing fresh air, making a life for themselves. In a word, Dry Denizens motivation is freedom.

Wet Denizens

Wet Denizens are more recent additions to the world of T'nah. They have not come to the surface under the same duress as the Dry Denizens. Their reasons are far less urgent—and usually far more sinister.

There are four typical reasons for migration amongst the Wet Denizens. Unlike the Dry Denizens, most Wet Denizen undersea cities are not at the critical stage wherein migration is a matter of survival. Those who do come to the surface, therefore, have a specific reason for their migration.

Rejection: For various reasons—typically political, but sometimes criminal—some of those migrating from the domes have actually been ejected to the surface. Small in number, permanently exiled, and condemned to their fate, these Wet Denizens have formed a very small foothold on the surface. Most of these types live in small settlements focused upon survival—much as the Dry Denizens. Some, however, have become adventurous and set out exploring the world of T'nah. Often the technology available to these is incredibly limited, even moreso than that of the Dry Denizens.

Flight: Most typically for a conflict of political ideology, these migrations tend to bring larger groups of people to the surface—multiple families, whole communities. This would be analogous to the Pilgrims leaving England for the New World. They seek to create a new society. These settlements are the most common sources for the concepts of personal freedoms and democratic rule. They tend to form democratic republics. The most common edifice built by these groups are walled cities or cities built into existing caves. They still do not like the open, but they do not have the resources or the time to focus upon security. Technology is more prevalent, but incredibly limited. It may be difficult to distinguish a small Dry Denizen community from a large Wet Denizen community formed due to flight.

Colonialism: Realizing that the surface is livable, some undersea societies are moving to colonize the surface. These groups are carefully selected and the migration process is quite organized. Most of these communities carve their colonies into cliff faces. They prefer to live in a closed-in world. They are also concerned for protection and safety. Rather than trust the unknown surface, they will carefully scout out their destination and then carve out a city into the face of a cliff. They will not use pre-existing caves—not trusting the unknown. Nor will they trust to have an easily accessible point of entry to their cities—tending to place them high on cliffs and carved deeply into the mountain. The governments of these colonies most closely resemble those of the domes. They are, after all, simply recreating their undersea environment on the surface. Technology in this community will be quite actively utilized. Most of it will be focused upon survival: agriculture, manufacturing, mining, tunneling.

Conquest: Conquest is a more militant form of colonialism. The colonies will have a strong military presence and the colonies formed will actively subjugate the surface dwellers. Slavery is common amongst these migrations. Military technology will be prevalent, though carefully and jealously guarded.

Family attitudes: Families are comprised of a husband, wife, and children. Extended families are de-emphasized within the Wet Denizen. Rather, the community as a whole is emphasized.

Children remain with their parents until they are about three years of age. From this point onward, their training is taken over by the community. They are moved into a barracks with other children their own age. Occasional contact is allowed between the child and his parents—but this is gradually phased out. By the age of ten, the child considers the community his family.

Religion and Death Attitudes: From the earliest ages, children are taught that there is no such thing as the supernatural. They are taught that gods and goddesses of any kind do not exist. This attitude permeates all their training.

Death is a fact of life. It is part of who we are. But deaths are sad things as the life and productivity of the citizen is lost. Comrades are mourned long, and Wet Denizens take death rather personally.

Gender attitudes: Wet Denizens appear to be an open society at first glance. Men and women work side by side at most tasks with little regard to their gender. This is an illusion.

The glass ceiling is evident upon examination of the society. As one examines higher and higher levels of the community, the leadership roles are more and more filled with men. The final echelons of power contain no women at all.

Slavery attitudes: Some of the surface peoples have been taken into protection and education, taught to be productive and serve the needs of the community. Even if one were to classify this as slavery, it is important to remember that until these lesser beings are trained, they cannot properly be considered 'citizens.'

No citizen is ever enslaved.

Those who accumulate debts in excess of their ability to repay are stripped of their citizenship. Those who would oppose the leadership of the community are stripped of their citizenship. Those who commit crimes are stripped of their citizenship. Those who are wasteful or greedy are stripped of their citizenship.

No *citizen* is ever enslaved.

Taboos and Restrictions: There is a huge list of criteria that are considered taboo and restricted. Suffice to say that anything that does not exactly match the vision of the rulers is taboo and restricted. Religion. Alternate philosophies. Certain intimate preferences. Certain skin colors. Certain body types.

The Wet Denizen culture is rife with taboos and restrictions. For the best insight into this culture, read the book 1984 by George Orwell.

Overall focus and motivation: Domination and control. It is the desire of the Wet Denizens to mold T'nah into their image of perfection.

Deep Denizens

The final mystery of the Denizens (even amongst themselves) is found within the Legend of the Deep. They are those who remain ensconced in their domed, undersea cities. They are enigmatic and silent, preferring their privacy and isolation to contact. They are the legends of the deep who jealously guard their secrets.

Deep Denizens are the stuff of legends. If they really exist—and there is some doubt—only they know who is truly a Deep Denizen.

Dyevan

Long years of underground life and intolerance for the sun caused the Dyevan to seek other sources for food. They developed a moss-based food plant, which they fertilize with bat dung. The moss is extremely rich in the vitamins and nutrients necessary for survival. Surprisingly, the moss is also quite flavorful with a high water content. Dyevan merchants now sell it in their souqs and it has become the staple of most cultures who have even remote trade with the Dyevan.

Were it not for their severe and ingrained wanderlust, Dyevan would never have expanded beyond the confines of their original settlement. However, even the harsh environment of T'nah could not keep them bottled up. Initially, they explored and colonized nearby caverns, traveling through the underground streams as far as they could. At some point, however, they departed the caves and established surface settlements.

It was shortly after their settlements cropped up that they encountered the fledgling Renizant Empire. Trade was established. A merging of cultures began. The Trade Guild—already in command of the mining activities of the Renizant Empire—quickly drew the Dyevan into their fold.

Architectural Styling: Centuries of cave dwelling have affected their cultural mindset. They are not comfortable outside the confines of an enclosed environment. When they do leave their precious caves, they build roofed and covered encampments. A Dyevan city, not located underground, will have covered streets, covered squares and a mazelike arrangement of dwellings.

Family Attitudes: Dyevan have wanderlust. They cannot remain in one place for very long. Due to this desire to be constantly moving, their culture is defined around the transient norm. Male and female will come together, mate, and produce offspring. They will continue to produce offspring until the oldest has reached a point where they can take care of the household—usually about 15 years. As soon as the parents are confident the children are in capable hands, they both depart for unknown gateways.

When the second born child is old enough to take care of the household, the oldest child departs for the wandering lifestyle. This continues until the last child reaches the age of 15.

It is not uncommon for relatively close kindred to encounter one another in their wanderlust, not realize they are related, and set up family life. This has produced some of the most remarkable geniuses. It has also produced some children with serious developmental problems. Sadly, the wanderlust of the Dyevan is stronger than family bonds and these developmentally delayed are left to fend for themselves. Few live into adulthood.

Religion and Death Attitudes: "Everyone dies." Dyevan are no more interested in the dead than they are in family. Bodies are sold to the reclaimers and life goes on. This indifferent attitude toward death also factors into their religious viewpoints. The typical Dyevan gods are uncaring, capricious, sometimes vindictive creatures who wander the earth and cause random, chaotic effects with aplomb.

Gender Attitudes: "No one is pregnant, so what can you possibly mean by women's work?" Except for the purposes of choosing a mate, Dyevan take no other thought toward gender.

Slavery Attitude: If a Dyevan owns a slave, it will be considered no more binding than a marriage—meaning it will probably last no more than 15-30 years. Slaves may petition a magistrate for freedom. If no one claims the slave within three months, they are freed. During this three months, however, the slave will serve the community according to its needs determined by the magistrate.

Taboos and Restrictions: Binding contracts are completely illegal in the Dyevan culture. All contracts must be renewable at a maximum of five years. Binding contracts are considered the equivalent of slavery.

Overall Motivation: Curiosity is actually the motivating factor. Dyevan are universally infected with the desire to see the world, to experience all there is to experience and is primarily the reason for them to exist in any place other than their origin.

Dyevan are no more or less fierce than any other culture. They are no more or less motivated by money. They are afflicted with all the same aspects that connect the variants of humanity to their old-world cousins. Dyevan are simply more likely to be reached with an appeal to their curiosity.

Equin

Exclusively Loshad, the Equin community is a close-knit, isolated group who are distrustful and downright antagonistic toward all outsiders. Roughly twenty generations have passed since the first Loshad set hoof on T'nah. Their history is vague and kept secret by the rulers. They simply record this as the time that they left 'home.'

While they clearly have a distinct territory, the Equin tend to migrate within the boundaries of that territory. There are permanent hogans spaced throughout the Loshad Ranges, but the herds do not take permanent residence within them. Instead, they migrate from hogan to hogan on a schedule that only the herd Sire seems to understand.

Once a season, the Sire, and/or his eldest son, will travel to their 'capital,' Lafall. This is where the council gathers. All political or inter-herd matters are brought before the council to be debated. It should be noted however, that the council has little to no power in deciding these matters. Once the debating is done, the Herd Alpha makes his decision.

One matter in which the council does have voting power is in the selection of a new Alpha. The Alpha holds this position for life or until a unanimous vote of no confidence.

Family Attitudes: The Equin culture centers on Herd and herd. To an outsider, this can be confusing. The term 'herd' applies to both the family unit and the Loshad as a whole. There is an audible difference, but it seems that only the Loshad can hear the capital 'H.'

Originally based upon masculine domination and polygamous marriages, the Equin have adapted to their new environment in order to keep their gene pool deep and verdant. In the early days of the Herd, after the beginning of their history here, an edict was issued by the Alpha. "Due to our small numbers, a stallion may no longer claim an entire herd of mares. Each stallion who would take brides is limited to no more than three. Furthermore, in order to keep the Equin strong, the Rite of Challenge is even more important than ever. Only the strongest, fastest, smartest, and best are permitted to create offspring."

Colts are raised within the family herd until they reach sexual maturity, roughly 14 years old. Once they reach maturity, they have a number of options available to them. The colt can leave the herd and strike out on his own. He can issue a Rite of Challenge to the other colts in his herd in order to claim one of his half-sisters for his mare. Lastly, he can issue a Rite of Challenge to a Sire other than his own in order to claim his herd.

Whatever his choice, the colt must leave the herd at sexual maturity. The winner of the Challenge is granted the right to choose a mare and breed. The winning stallion may only take one mare from his own herd, and they must have different mothers. Both of his other mares or all three must come from other herds.

These Rites of Challenge are conducted under the watchful eye of the Sire. It is not uncommon for an unofficial Challenge to occur, but participants caught in this act are charged with a misdemeanor. Unofficial Challenges are usually fought over personal issues or insults because, without the Sire's approval, the outcome cannot be enforced.

Fillies are permitted to stay with the herd until claimed as mare. If no one claims them by their 18th year, they must leave the herd and take their chances on their own.

Religion and Death Attitudes: The Alpha is the spiritual and political leader of the Herd. In a like manner, the Sire is the spiritual leader of his own herd.

The Equin follow a form of universalism. They believe that everything is all part of a universal whole. This universal whole is semi-intelligent, but has an unconscious will. The souls of the Equin are part of this unconscious will of the universe.

Unfortunately for the Equin, they also believe that the world of T'nah is not their home. Therefore, their spirits are not tied to this realm and any who die here will be forever lost in the void between the multiverses, forever wandering.

In order to counteract this spiritual orphaning, Equin wear a medallion, given to them at birth. Upon their birth, the child is immediately consecrated to 'home.' A pinprick of blood is drawn from the infant and smeared upon the medallion. From that point on, it never leaves their body. In fact, some have been known to embed the medallion into their flesh. From the day they are born, until the day that they die, the medallion goes with them. There are many superstitions amongst the Equin surrounding the medallions. A common one involves bathing the medallion in their blood any time they are wounded. Some even go so far as to make a ritual of this act.

It is written that the First Alpha decreed: "Our spirits cannot return home, and they must not be allowed to become part of T'nah. Every Equin is to be given a medallion at birth made from the metal of the weapons and tools we have brought with us. They will become the receptacles for our souls when we die. When we find a way to return to our home, we will take the souls of our people with us. As for the bodies of our dead? Phah! From the sands of T'nah they are made, so let them return. As long as I don't have to smell them doing so!"

Since there are a finite number of medallions available, they have to be reused and passed down to new generations. Many legends have grown up around the souls residing in a particular medallion.

Gender Attitudes: The Equin come from a society in which mares had little say in controlling their own lives. When their fathers or their oldest male relatives were not directing them, their husbands were. Furthermore, they had little say in choosing their husbands.

Several generations on T'nah, however, have had their effect on 'mare's rights.' For some time now, mares have had the right to reject any of their half-brothers who would take them as brides. Mares can only reject their half-brothers, however. If a stallion from another herd succeeds in a challenge for them, they are required to accept. Their only other option is to flee.

Furthermore, females can even break from tradition and strike out on their own before the age of expulsion with no more repercussions than young males who do the same.

Slavery Attitudes: Slavery is a common practice in the Equin culture. There are three possible means for a person to become a slave: wartime conquest, judicial punishment, or economic necessity (defaulting on a debt, selling oneself into slavery, etc.). Since their arrival on T'nah, there has been only one change in this practice: because of their small population, an Equin cannot enslave another Equin.

Taboos and Restrictions: One of the longest standing taboos is mating with a full-blooded relative. A colt cannot claim a full sister as his mare, and he cannot issue a Rite of Challenge to his own Sire. Any Loshad caught engaging in incest will be taken before the council, where they have a chance to prove the allegations false.

If the Alpha decides in their favor, the accuser(s) stands before the council on charges of Dishonoring the Herd. If he decides against them, there are two punitive options available. The violators may be gelded/sterilized, or they will be executed immediately in the most convenient fashion. For fear that they may be pregnant, accused fillies are always put down. In all six cases of incest in recorded history, the sentence was execution.

The Equin have a word for young stallions and fillies that forsake the herd simply for adventure. They call them mules, more colloquially; they are sometimes called a jackass. Adventuring Equin are looked down upon until the day they decide to put aside such foolishness and return to their people.

It is taboo for an Equin to ride a beast of burden, although wagons or skiffs are tolerated.

Equin cannot interbreed with humanoids. However, much to their shame, it has been proven that they can interbreed with the horses of T'nah. The resulting offspring is usually too much of one and not enough of the other to be of any use to anyone and is usually put down immediately. Very rarely, a viable offspring is produced. This is usually in the form of a horse with an exceptional quality such as fingers, speech, or high intellect. Such steeds are very rare, remarkably valuable, and insulting to the Equin in general.

Overall Focus and Motivation: The Herd must be strong and survive until a means to return home is found. This is the highest calling of all members of the Equin culture.

The mares and the colts must be protected at all costs. If a herd is threatened, any bachelor stallions in the area will rise to their defense. The Herd must survive.

The Guild

The Guild, as a culture, includes the entire membership of the Trade Guild, Mining Guild, and the Grangers. The Trade Guild is by far the most dominant group. It has only been in recent years that the rest of the Guilds on T'nah have been subsumed into the identity of the Guild.

The Grangers and the Mining Guild like to think that they are separate from the Trade Guild, but they are every bit a part of the cultural experience. Although the Trade Guild may not have direct influence over the lives of the membership of the Mining Guild and the Grangers, these can do nothing without the Trade Guild. The Trade Guild rules all commerce with an iron fist.

Formed shortly after the disappearance of the famed creator of the Renizant Empire, the Trade Guild was just another Guild in a large and developing empire. For a few short years they struggled with other Guilds for their place, until the discovery of the Gates.

The Gates were the means by which the Renizant Empire expanded and grew by leaps and bounds. The Gates allowed travel over vast distances without passing through the intervening space. Tolls were established and the Trade Guild—the purveyor of tolls—assumed control.

With each new location discovered, the Trade Guild was called upon to open up negotiations with the locals, establish farming relationships, institute a trade network, and set up mining and smelting operations. It was far too much for them to accomplish on their own. However, labor was short in the Empire, and the Trade Guild struggled on—until they met the wandering Andw'ahr.

Believing themselves doomed to death at the hands of a vengeful T'nah, the Andw'ahr were grateful for rescue. The Trade Guild used this as a negotiation advantage and offered the strong, stocky race contracts to work in the mines. The Andw'ahr signed on quickly with the Trade Guild and became the Empire's first racially determined indentured servants. It was a precedent that would haunt the Empire for its lifespan.

With the Trade Guild's focus on profits at the expense of nearly everything else, unrest quickly followed. The Trade Guild needed a liaison to keep their own hands clean while the mines kept functioning. Turning to another recently reported contact, the Guild brought in Dyevan overseers. These overseers kept profits high, unrest low, and developed new methods of mining and food production.

The Dyevan grew rich, the Kon'ahr culture developed and the Trade Guild was gradually infiltrated with rich, productive Dyevan. Always with an eye to the future, the next new thing to tackle, and the next profit to be made, the Dyevan became the driving force behind the Trade Guild's quest for dominance of the Renizant economy.

Made up exclusively of Dyevan, they dominate the financial dealings of most kingdoms.

Family attitudes: Marriage is a contract between two individuals. It clearly dictates what each party is contributing to the marriage and what each can expect upon the dissolution. Some contracts go so far as to clarify how often marital relations will take place.

Children are looked upon as any other commodity—they are a resource to be exploited. Usually a family business puts the children to work from an early age. If no family business exists, then the children are hired out for minor tasks as soon as they are able.

Gender attitudes: Male and female Guilders can expect the same opportunities in the culture. However, females are looked down upon by many because of their lack of productivity during times of pregnancy and child rearing. Even with open opportunities, the non-productive nature of childbirth is factored into such things as salaries and bonuses. Female Guilders have to work harder than their male counterparts just to receive an 'equal' share.

Slavery attitudes: This is a culture wherein their own children are put to work as soon as they are capable of working. Of course they traffic in slaves; it is one of their most significant industries. Guilder cities are full of slaves—though the percentage of slaves to commoners is strictly mandated.

Religion and Death Attitudes: There is only one religion amongst the Trade Guilders: materialism. Buying and selling, trafficking in merchandise, accumulating wealth, owning anything you can lay claim to. Money is their god and convenience is their chief ritual.

Reclamation is just as important to the Trade Guilders as it is to the Renizant. The difference is in the sentiment. In the Trade Guild culture, the body of the deceased and all their possessions are auctioned off before the body cools. In the event of a conflict over disposition of the assets of the dead, the Trade Council confiscates all of the assets. Those who are close to the deceased when they die quickly make off with whatever they can lay their hands on. Only on rare occasions is a will enforced. Within hours of someone's death, nothing remains of their body, belongings, or hopes for the future.

Taboos and Restrictions: Larceny—at least when it is done openly—is the most significant taboo. Petty thieves are the scourge of the Guilder society and are treated cruelly. Legal theft, on the other hand, is a way of life.

Breaking a contract is also a severe taboo, depending upon the nature of the contract. Anything not in writing, signed, witnessed, and even sealed with blood is seldom considered a 'contract.'

Probably the most significant taboo, and the least likely to be practiced, is the honest transaction. When walking into a Trade Guild negotiation, keep your hand on your money pouch at all times. Don't sign anything without legal representation and whatever you do, keep your hands in your pockets if you even consider palming something.

Overall focus and motivation: Trade Guilders have one purpose in life: profit. They have one love: money. Accumulation of wealth is a way of life.

Jaan

No one knows exactly when the Jaan first took up residence in the Blackrock Mountains. At that time, they were nothing more than a loose band of Nomadic Rolen. The only thing that concerned them was finding their next meal without becoming one.

In the mountains, they found rich, dark soil and plenty of runoff from the glaciers to the north. There was plenty of heat from the high geothermal activity. It would've been paradise, except that nothing was growing there. They had come too far to go back, and they had found nothing to sustain them. With nothing left to lose, their leader, Janne Pulceed, planted the last of their seeds. He had just finished tamping the soil when he awakened as a Rusahn.

With his newfound abilities, he was able to funnel enough Qai into the seeds that they went through 10 growing seasons in a matter of hours. From a small handful of pitiful seeds grew an entire garden. There were enough seeds and food to sustain the tribe for more than a year. Janne was never able to repeat that particular trick, but that garden still remains lush and full to this day. Though it is normal in every other respect.

Later that year, the Drachen arrived. Scouts and hunters had been reporting signs of large creatures skulking around the edge of Garden Vale. When trackers were sent out, they never returned. This mystery continued for several weeks until the day that the tribe, almost to a man, felt a powerful sense of fear and panic. Janne was the first to realize that these irrational emotions were coming from an outside source. When they tracked it down, they found a small Drachen trapped under a rockslide. It was a short step from empathy to bonding.

With the help of the Drachen and the Rusahni (the tribe originally had no Maroc), the Jaan were able to build a thriving city in the heights of the mountains. As their population expanded, it was discovered that only certain people among the Jaan were able to fully bond with their Drachen mounts. These Drachenriders became the rulers. Everyone else got to do all the work of maintaining the Drachenlords and their Drachen.

When the Ch'ak came from the south, chasing the Drachen, the Drachenlords found themselves at war. They proved themselves admirably. To date, the Jaan are the only people who have ever fought the Ch'ak to a standstill. It wasn't long before a peace accord was proposed and accepted. Part of the agreement resulted in 250 Ch'ak warriors joining the Jaan culture. With their almost innate talents for tactics and weapon adaptation, they quickly earned the right to become Drachenriders themselves.

This truce lasted until the Ch'ak tried to steal Drachen for themselves by accusing the Jaan of feeding Troogs to their Drachen. The plan backfired when the Aij'ak double-crossed the Ch'ak and kept the Drachen for themselves. They set up their own aerie to the west of the Jaan. And the three powers have been maintaining a state of war ever since.

Family attitudes: Much like most of the Rolen and their offshoots, family structure is very traditional; one man, one woman, and their children. There are exceptions among the Drachenlords, however. Though it is not spoken of, nor condoned in polite society, many Lords do take mistresses. Something even less spoken of is the tradition of Ladies taking lovers of their own. Everyone has their own dirty little secrets, don't they?

Death and the dead attitudes: Whether high or low, the Jaan have similar attitudes toward dealing with their deceased. The bodies of the dead are taken to the lower reaches and buried there in the dark soil. Their names are usually recorded in a family generational album of some kind. These records can be in the form of ink on paper or names carved into a rock face. Grief over the loss varies according to the individual.

Gender attitudes: "Women are generally too delicate to deal with Drachen. Their fragile constitutions are often overwhelmed by the mere presence of a fully-grown mount. No, women are best suited for sewing, gossiping, and of course, ministering to their lords. The Vakir? Well...you could hardly call them women. If you know what I mean."

"You simpering, strutting peacock! Cast your aspersions where you will. The truth is that half a Vakir is too much woman for any two Drachenlords."

Slavery Attitudes: "We do not practice slavery. These people you see working the fields, or cleaning our palaces are, for the most part, prisoners of war with the occasional criminal. Rather than build expensive prisons and assign babysitters to watch them, we put them to work. This has an added advantage in that these prisoners are given the opportunity to see more than just gray stone walls. They are given a chance to see the beauty and grandeur of life among the Jaan. If they work hard and prove themselves, they are given the chance to become free citizens of the Realm. Those other people working the fields and cleaning our palaces? Those are the free citizens of the Realm."

Taboos and restrictions: Any actions that would, or could, bring harm to the Drachen are, of course, taboo. To a lesser degree, that applies to the Drachen riders as well.

Overall focus and motivation: The Jaan live for the greater glory of the Drachen and the Drachenlords.

Kel

Those who seek to rebuild from the ashes rather than relight the old cinders are known as the Kel. They actively focus upon the core importance of their world—family bonds, and hard work to build a new tomorrow.

There are three basic subsets of the Kel culture: Artists, Engineers, and Architects. The Artists focus on the beauty of developing aesthetically pleasing structures and tools. The Engineers focus upon building sturdy, solid, reliable structures and tools. Architects are the designers who pick and choose how to integrate aesthetic beauty and the functional requirements of the building or tool.

Built around the family unit, the Kel society values familial bonds even more highly than religious or national affiliation. It is not uncommon to find extended family groups caring for the children. This never diminishes the final say of the parents in determining the growth and training of their own children.

The Kel are an open, generous and giving people, but they do not like to be taken for granted. Their hospitality is renown in the world of T'nah and one of the greatest compliments that an inn or a tavern can receive would be a Kel saying, "I feel like I'm at home here."

The Renizant Empire created the Kel society. The Renizant believed that every race served a particular function in society. During the Empire's reign, the Rolen were relegated to the labor force. But as the Empire began to fade, the leaders of this labor force, the Engineers, began to notice the lack of real leadership. They realized something had to be done or they would follow the Renizant into obscurity. They did the only thing they knew: they built.

The Engineers implemented plans to rebuild a new civilization from the ruins of the Renizant Empire. A busy, productive society forestalled any fraying at the edges and provided the stability needed in order to carry on. Eventually, these hard working, productive duties placed upon the Kel became their underlying philosophy of their culture. They don't work to accumulate; they work because the job needs to be done.

Today, the Kel philosophies of hard work, productive activity and rebuilding are working to build a new future. This has made them the front-runner to become the next major political power.

Family attitudes: The Kel are expressly family oriented. Their familial structure is very traditional. Two parents raise their offspring themselves. The Kel also tend to maintain close ties to their parents. As far as family is concerned, children are considered prosperity; the more you have, the richer you are.

The father is the spiritual leader of the household. He reads the writings of others who are greatly respected—but never accounted any higher respect than 'Teacher.' The mother, who raises the children, is in charge of training them in the traditions of the Kel while the father is out building.

Gender Attitudes: Gender attitudes are extremely traditional. The men labor at their constructions, while the women maintain the home and family. Exceptions to this are extremely rare.

Religion and Death Attitudes: The strict and binding religious activities of the Renizant did not make sense to the early Kel. Rather than take on the strict rituals, the Kel took a few things—the moral tone, the strongly traditional pillars and even a few of the demigods—and created a loose knit religion based around the family.

If a man will not work, neither should he eat.

— Kel Platitude

Taking another page from the Renizant, the Kel follow similar methods of reclaiming the dead. Though, as is their way, they take their own spin on things.

Since few of the Kel still have functioning fluid reclamators, they recycle as much of the dead body as possible. The unusable remains are usually incorporated into a mortar mixture and used in the next construction project, thus giving the dead a sort of immortality through architecture.

Slavery Attitudes: People who own slaves are lazy. Those who owe a debt are expected to work harder at eliminating the debt. It is shameful for a Kel to be indebted.

Taboos and Restrictions: The Kel are a conservative people, embracing most of the taboos held by polite contemporary society. There is one exception, however, shirking, malingering, laziness, or just plain not pulling your weight, will earn you the greatest scorn a Kel can muster.

Overall focus and motivation: "See the future. Make it happen."

Kheem

The Kheem are actually a subculture of the Kel. Shortly after the Kel formed as an independent society, there arose a movement started by a rather lazy Andw'ahr named Tegrit Rishkeen. He wasn't much for labor and therefore chose as his role that of entertainer. He would perform all manner of tricks in order to keep morale up and his hands uncallused. His quick wit saved him from his just punishments more than once.

Other less-motivated people among the Kel saw what Tegrit was getting away with and began to follow his example. The effect was disastrous.

It wasn't long before the Engineers were forced to step in to restore order and get the Kel moving once again. Those who chose not to work toward the Kel goal of rebuilding society were branded kheem ('silly') and thrust out into the wild sands of T'nah. (Of course, by the time things got to this point, Tegrit was nowhere to be found.)

Somehow, the outcasts survived. They moved on from settlement to settlement, singing, juggling, dancing, and playing for their supper. Occasionally, when a Kheem troupe would come to town, some of them would stay when the troupe moved on. They would set up a small enclave within the town, or just outside of it, and from there they would practice and hone their crafts of entertainment.

Today, the Kheem rarely travel. Virtually everywhere there is a permanent Kel settlement, there is a Kheem House of appropriate size. These Houses are usually in two parts. The front rooms are the only portion seen by the public. These are the business centers for the Kheem. It is here that the Kheem troupe (or individual members) can be hired for specific engagements.

Visitors to the Kheem House are able to engage a variety of entertainment services. But since the Kheem generally take their shows to the people, the selection of entertainments in the House is rather slim. Many of the Kheem who wish to make an extra quid can be contracted for private performances in the rooms above.

The back part of the House is another story. Only the Kheem are allowed into the back rooms. This is where they hide the secrets of their trades. Magic tricks, formulas for fireworks, costumes and props; all are hidden here. Since these secrets are the lifeblood of the Kheem as a whole, you can bet that they are guarded jealously!

Family attitudes: Family structure is very similar to the Kel with some notable exceptions. Families are made up of two or more parents who tend to their own children, plus grandparents, and sometimes even great grandparents.

Religion and Death Attitudes: The Kheem have a wide and varied pantheon of deities. Most of them can be boiled down to a single concept, however—convenience. An adage of the Kheem is, "If your lifestyle is clashing with your religious views, it's time to convert to a new religion!"

An observer might say that, to the Kheem, death is just another excuse to party. Kheem funerals are a lot of fun. There is singing, dancing, and laughing. Everyone has a great time. The dead are remembered in joy, not in sorrow. The parties go on until the last Kheem collapses. (Which can be a very long time, with their practiced stamina for parties!)

When they finally wake up, well..."The show must go on." The remains tend to be dealt with according to the predominant culture of the settlement.

Gender attitudes: Women tend to take a stronger role in Kheem society than men, although this is not always the case. It is reflected in their preference for the feminine pronoun when referring to someone in the neuter sense. Some have theorized that is because Kheem women tend to be more grounded and business-headed than their male counterparts. Others suggest it may have something to do with the upstairs activities in the Kheem Houses.

Slavery attitudes: Freedom is paramount! One must be free to exercise one's mind and creativity. If you cage a wild bird or pluck a wildflower, then surely they must die.

Taboos and Restrictions: The only apparent taboo is never to reveal the secrets of the Kheem. This is carved into their brains from birth. Other than that, pretty much anything goes.

Overall focus and motivation: "Let us entertain you as only we know how!"

Ultimately, however, the focus is: Never do an honest day's work if you can possibly avoid it. If you were to convince a Kheem that practice was work, she'd never practice again.

Kon'ahr

As a culture, Kon'ahr are known for their penchant for valuable ore, the love of a good beverage, and the hearty joy of a fight. These loves have landed many Kon'ahr in the local jails of numerous villages when they travel.

Most commonly, a Kon'ahr seeks ore by digging for it. Indeed, the fame of Kon'ahr mining is renown throughout the land. Anywhere that the Kon'ahr exist, their mountain homes are honeycombed with tunnels and shafts designed to find the precious metals they love. Despite the fact that most Kon'ahr tend to carry exquisitely and intricately decorated equipment, Kon'ahr do not display their true wealth, they hoard it. They hide it away from prying eyes—and thieving fingers.

The Kon'ahr culture was born within the mines of the Trade Guild. They are nearly exclusively of Andw'ahr stock. Centuries of mining have molded them into tough and capable metal smiths. Most Kon'ahr spend the bulk of their early lives within caves and mines. Even with the lack of Trade Guild control in most of their villages, the culture still focuses upon mining and ore seeking.

Through their aggressive history of mining, the Kon'ahr have been forced to develop extensive ventilation techniques and advanced mining technology. This has given them the secrets of steam power. Most commonly, this is used to power massive mining machinery, distribution networks and ventilation equipment. Some application, however, has been made to convert these steam motors into engines of war.

Some Kon'ahr also seek their coveted metal through adventuring. Due to the strong, sturdy nature of the Kon'ahr and

their remarkable talent for battle, they are often found as bodyguards and warriors. Whether crawling through ancient temples for lost treasure or gaining fame and fortune as a pit-fighter, Kon'ahr who leave their mountain homes typically find what they are looking for—one way or another.

Family Attitudes: The Kon'ahr family is quite traditional. Male and female marry fairly late in life. After they marry, their life is much like the Vikings of old, Kon'ahr males head off into the world to fight or mine while the female digs a home and settles the family into the village. While away, the females protect the villages. When they return, they party and carouse, spend time with their children and help out around the village.

Until the call of the ore resounds within them once again....

Gender Attitudes: The Kon'ahr have a very traditional lifestyle—females caring for the young while their husbands bring home the ore. Unmarried females and those who do not have children, however, are completely unrestricted. No career is considered taboo for any gender.

Religion and Death Attitudes: The metaphysical world of the Kon'ahr is a dark, mysterious and frightening place. They have no concepts of earning heaven, nor of heavenly forces. Instead, they find playful spirits, evil demons and hungry supernatural beasts in the shadows, the rocks and especially the accidents that are common in the mines.

Rather than focus upon doing good things to earn some reward, they focus upon avoiding bad things to keep the evil away from them. Trinkets, pendants and ornamental good-luck charms infused with a degree of superstitious mystique are common.

The dead are taken to a special crypt carved into the rock of the mountain. The body is wrapped in black linen and a single item cherished by the dead is placed within their hand. Once laid into the crypt, the body is sealed up for all time.

Slavery Attitudes: Kon'ahr do not take slaves. They will expect to be paid in labor for debts owed, but this is not perceived as slavery. They will not ask, nor expect, someone who owes them labor to do any job that they will not do themselves. It is quite common for someone who owes a debt to a Kon'ahr to find the Kon'ahr working side by side with them to accomplish the task.

Taboos and Restrictions: Desecration of the dead is the most vile and offensive activity imaginable. Opening a crypt is as vile and disgusting to a Kon'ahr as cannibalism would be to those of another culture.

They are completely neutral on the activities of other cultures in reclaiming the waters of the dead. It is not the interaction with the body that is offensive; it is in disturbing the rest of the spirit within the crypt that offends them.

Overall Focus and Motivation: Amassing precious ore, working hard and taking time out to carouse, drink, and play are the significant motivations of the Kon'ahr. Avoiding the dark spirits of the depths falls in there somewhere—but the less said about them, the better!

The world is full of willing people, some willing to work, the rest willing to let them. The meek shall inherit T'nah—but not its mineral rights.

— Rhob Fretty, Kon'ahr Gang Boss

Myrshal

In near complete isolation from the influence of other cultures live the Myrshal. Only recently have a few explorers encountered wandering Myrshal, who prefer to live in heavily forested regions. Their only known enclaves are nestled in a seaside vale resplendent with redwoods. Rather than build walls, the Myrlihk live in the branches of the great trees, and tend their forested land. They jealously guard their wealth from others.

Due to their distinct appearance, infiltration into their ranks by outsiders is nearly impossible. Isolation is the norm for them, though isolation is not their preference. It aggravates the instincts of the Myrlihk to live this solitary lifestyle. Many of the younger females choose a life of wandering in order to satisfy these pent-up urges. The males, however, are given no such choice.

Less than 200 years have passed since the Loshad and the Myrshal crossed into the world of T'nah. Their truce is enforced more through their isolation from one another than any strength of negotiations. Both consider themselves enemies—though, if pressed, neither could tell you why.

Gender Attitudes: Myrshal society is primarily feminine. In fact, males are considered little more than barbaric pets necessary to maintain the species. Within the domain of a Myrshal pride are typically fewer than a dozen males—and all of them well cared for, well coddled, and well guarded.

One male is kept as a figurehead ruler—the king—by his female consort. It is she who is the true leader of the pride. This has been their way back through antiquity. The ruler is always of the Osov branch of the pride. Although the Voheen chafe under the rulership, their honor would never permit altering the ways of the pride.

Most male kits are ejected from the enclaves about the time they reach sexual maturity. The scent of a sexually mature male will drive other males into a near frenzy of bloodlust. It is this alpha dominance that the original creators of the Myrshal culture strove to remove from their society in their climb toward civilization.

Once ejected from the enclave, the male kits wander about, eventually encountering other males. At the first encounter with another male, a fight for dominance will begin. It is typically vicious and bloody single combat. The winner is the dominant and the loser—if he lives—becomes a somewhat loyal follower. A dominated male will obey the instructions of the male who defeated him until he feels he can successfully challenge again. These challenges occur at any time or place.

This dominance ritual is much more civilized amongst the female society. It is formal, planned, and thoroughly ritualized. The fight is to first blood, in stark comparison to the male blood-fests.

During the last full moon of the Myrshal year, challenges are offered. If any challenge is made—and it is not uncommon for a year to pass with no challenges—then the combatants have a month to prepare. At the following full moon, they meet one another in a special chamber built for that purpose.

If the current ruler loses the combat, she has until the next full moon to vacate her office and transfer power to the winner. Only Osov may challenge for leadership of the pride—though challenges for minor positions are open to anyone. The 'reigning' king is typically replaced with the outgoing queen.

Family Attitudes: The Myrshal do not even have a word for 'family.' Males are usually ejected from the society before they have a chance to breed. Females are only fertile four times a year. Just prior to these times of fertility, hunts are organized. The community turns out and hunts into the wilderness for several of the best specimens of males that live outside their enclaves.

The best specimens are chosen based upon how valiantly they fight their hunters—but also upon how scarred they are. Myrshal females consider this an attractive feature. It is evident that the male is strong and enduring. They are also most typically the leaders—the more dominant—of the males.

Once captured, the males are brought into the enclave and washed. The males despise this and must be restrained. They are carefully guarded at all times. It is not uncommon for the guards to take liberties with their prisoners. Though it is technically a minor taboo, the practice is ignored in the interest of deepening the genetic pool.

When the uncivilized scent is removed from him, each male is brought into a separate chamber where a favored foodbeast is set free. The male will immediately set upon this creature, stalk it, hunt it, kill it and devour it. The fresh hunt, the fresh kill, the taste of blood in his mouth sets his mind to the next activity.

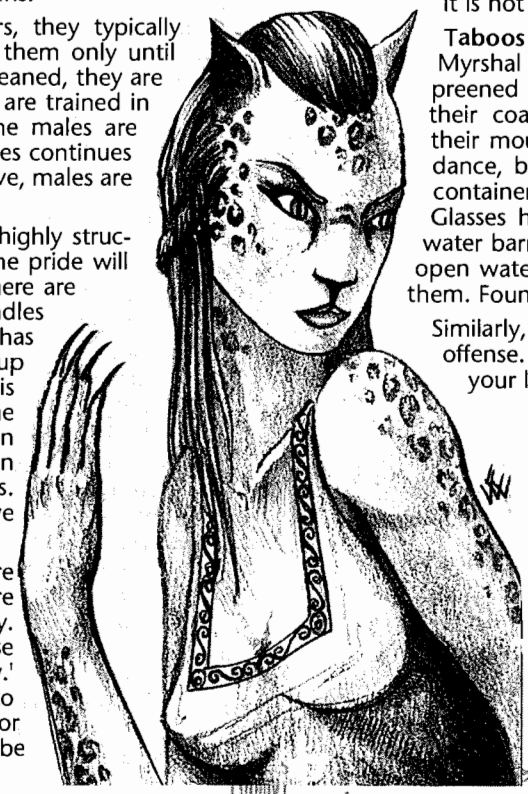
At this point a dozen or so females enter the chamber so that the male may then hunt them. Once the male has spread his seed to each of them, he is returned to his cell and allowed a night's sleep. This daily event continues until each female has had an opportunity to mate, or until her fertility ends. It is highly encouraged for fertile females to visit each of the males in order to be sure that the genetic pool has depth.

When the use for the male has ended, he is ejected from the enclave, though some enclaves are known to use certain males in one other ritual—a fight for kingship with the enclave's king. The loser of this combat does not live. The winner of the contest devours his remains.

When the females birth their litters, they typically have 2-4 kits per litter. They care for them only until they are able to eat solid food. Once weaned, they are placed in a nursery where the females are trained in the finer points of the society and the males are taught to serve. Education of the females continues well past sexual maturity. As noted above, males are ejected as soon as puberty begins.

Myrshal are a proud people with a highly structured honor system. Disgrace before the pride will often lead to voluntary banishment. There are no formal courts; each branch handles justice within its own house. A branch has many houses and each house is broken up into a series of clans. If something is serious enough to reach the ears of the Matriarch, the shame to the entire clan would be so odious that the clan would—en masse—banish themselves. Several communities of Myrshal have been created in this way.

Standoffish by nature, the Myrshal are constantly on guard unless in a secure location with others they trust intimately. Their circle of intimate friends is as close as they understand to the word 'family.' Myrshal have even been known to befriend those not of her own race or culture. This is incredibly rare, it should be noted, not even being warranted by saving the Myrshal's life. Perhaps saving the honor of a Myrshal's entire clan would warrant this level of friendship ... perhaps.



Once within this circle of intimacy, a Myrshal reveals the true depth of her emotions. Where she kept a clearly defined 'personal space,' the Myrshal will now openly brush against, stand near, and even snuggle the intimate friend. Sexual contact is not beyond the scope of this relationship. This is the closest relationship a Myrshal possesses with another living creature.

Myrshal are very affectionate toward those whom they love and trust.

Religion and Death Attitudes: The Myrshal consider themselves to be god. There is no philosophy, no theology, and no discussion. They have an ingrained sense that they are—or are descended from, or are heirs to, or in some fashion are worthy of—godhood. It is an unclear concept because they don't feel the need to discuss it. 'We are god, serve us' is the basic mentality.

As for the meat of the flesh when the spirit departs, Myrshal consider it no more important than any other used up container. However, recognizing that animals can obtain a taste for a certain food, the Myrshal dispose of bodies in the most efficient manner possible.

If it was a female of some importance, then the feast celebrating her passing into godhood will serve the body of the deceased as the main course. If the passing female was ill, the body is burned and the ashes mixed into a drink. If it was a male, it is fed to other males or burned.

"How else should gods dispose of their fleshly forms?"

Attitudes on Slavery: Myrshal are too remarkable a being to waste on mundane tasks—after all, they are gods—and they use no beasts of burden. Therefore, the lesser peoples of the world must perform their labor. Slavery is common. It is racist. It is not particularly harsh—but it's still slavery.

Taboos and Restrictions: Except for drinking, Myrshal hate water. Yet, they highly prize a preened and pristine coat. They need to clean their coats with their tongues—which means their mouths dry easily. Water is kept in abundance, but never in open containers. An open container of water is offensive to a Myrshal. Glasses have closed lids, buckets have shields, water barrels are kept covered, and there are no open water troughs where a Myrshal would see them. Fountains are an alien concept.

Similarly, water tossed upon a Myrshal is a grave offense. Be prepared to defend your honor or your life!

This attitude toward preening carries over to the clothing worn by the Myrshal. It is immaculate. Whatever the style, it is tailored and embroidered, cleaned and pressed, perfumed and faultless. Even the lowest echelon citizen is more concerned with her personal appearance than any other matter. Though it is completely unwritten, enclave patrollers will drag a slovenly dressed Myrshal into custody, if for no other reason than to protect the children from such from such a horrifically vulgar display.

An interesting note on their clothing styles—gloves and shoes are nearly universally worn, but the fingertips of the gloves and toes of the shoes are open to give their claws freedom. It is not because of duels, though this does sometimes happen, but because sometimes their wild passions prevent them from controlling the instinctive nature to flick out their claws. This tends to fray gloves and shred shoes—which would never do! Therefore, the style of wearing them open has been the norm for centuries.

Weapons and armor are never used in matters of honor, specifically, dueling. It would bring great dishonor to a house for a Myrshal to kill another Myrshal with anything other than claws or teeth. This distinction is not made for males or other races.

Overall Focus and Motivation: The Myrlihk do not come from this realm. Although the specifics have been lost in the centuries of time since their arrival, they are still preparing for a return 'home.' Few of the Myrlihk know where or what 'home' is. But, their motivation is to get there. Survival, therefore, is of the utmost importance.

Many of the younger Myrshal have decided that the best way to survive is to expand their influence into the rest of the world. The stories of 'home' fall on deaf ears. They seek to make a name for themselves in this realm. There is a growing wanderlust within the Myrshal youth. This motivation to see the world—this curiosity—is looked down upon by the elders. "Curiosity killed the ape," they tell them, but more and more ignore the old wisdom.

Noma

The Noma began as a branch of the Renizant Empire. Originally relegated to ghettos and servile positions within the Empire, the Noma sub-culture lacked all the noble qualities to which the Renizant aspired.

The empathic strength of the Numid mind was untrained and distracted in the Noma culture. Rather than strive toward the cerebral pursuits of their Renizant masters, to rise from their lowly state, they chose to focus upon the moment. Their distracted, untrained psyche, with enormous empathic strength—yet lacking in discipline—developed a form of addiction to emotional highs and lows.

As the Trade Guild began to dominate the economy of the Renizant Empire, they drew the attention of the brilliant Renizant thinkers to the acquisition of wealth. Seeking after wealth, the Renizant abandoned their leadership roles and the Noma were moved into more positions of authority. The servants became the rulers.

Lacking the self-discipline and clear thinking of the Renizant, the Noma were poorly equipped to manage the empire. Yet, they were in charge. The Trade Guild manipulated and distracted them easily. Their enemies penetrated the very halls of power. Gradually, at first, but with increasing speed—like a snowball rolling down a snow-covered hillside—the empire began to collapse. It could not survive the Noma mismanagement.

Family attitudes: The Noma consider only direct parent child descendants as family. Following in the footsteps of their undisciplined traditions, the Noma children are left to their own devices at a very early age. Due to this laissez-faire attitude towards family and child rearing the Noma children grow up with a very bad attitude toward authority.

It is due to the long history of servitude that the Noma have taken such a drastic perspective. Often in times past, children were taken away from their parents as soon as they were weaned. Parents learned not to grow emotionally attached to their children. Other Noma, or even entirely different cultures, would often raise them.

It is now common in Noma controlled areas for children to run free—governed by no one. Gangs rule the nighttime streets of most Noma cities and the bulk of Noma population lives with a groupthink or mob-mind mentality.

Religion and Death Attitudes: For an understanding of the religious guidelines of the Noma, read the appropriate section under the Renizant culture. The differences are as follows:

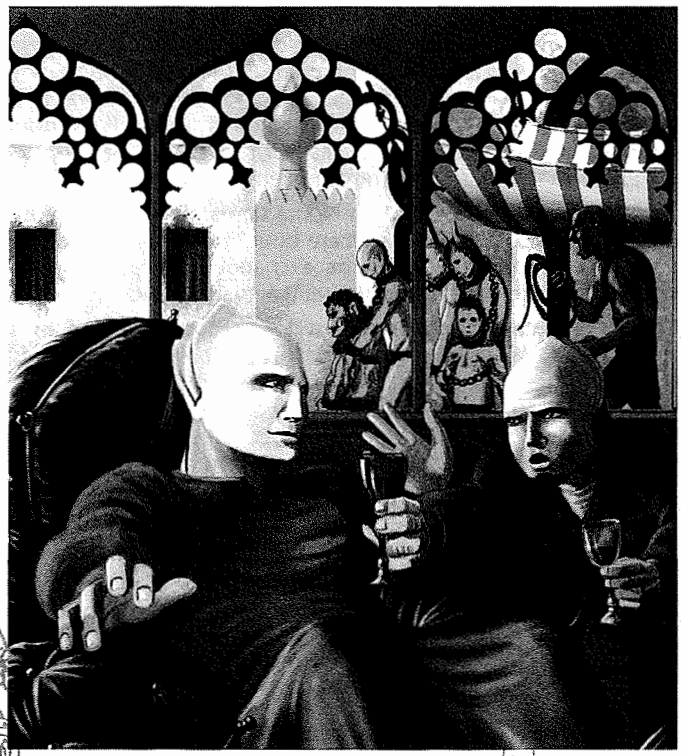
The Noma emphasize Yai much more than Ashik. The name of Ashik is barely mentioned, but Yai is called upon constantly. It is also fairly common to 'play Po.' That is, to perform practical jokes upon one another as a form of honoring the demigod Po.

The most obvious difference, however, are the multiple partner marriages common within the Noma culture. They are not restricted to any particular gender combinations—except that the initial partners are considered 'husband' and 'wife.' Any further partners are referred to as sevgili or 'servant spouse.'

These marriages are sanctioned by certain specific understandings of the holy writings of their prayer leaders. While the Renizant did not accept these understandings, as the Noma gained control, they revised that perspective. This is, again, related to their lack of self-discipline and a desire to be free to live according to the whims of their undisciplined minds.

Sevgili are as much a servant as they are a spouse. The specific number of sevgili allowed depends upon how far up the social ladder the couple lives. The only restriction placed on these multiple partner marriages requires that the existing partners must be able to support the new spouse.

Both members of the initial union have 'rights' to the body of the sevgili. In fact, it is encouraged for couples to produce offspring with their sevgili. A child born to a servant spouse is considered to be as much a child and heir to the couple as any other. The contract to be a sevgili is life long and may not be broken by the servant—though a couple may mutually agree to set a sevgili free.



Any male who has not produced a child within three years of marriage is required to take on a sevgili. If offspring have not been produced within three years of that time, a second sevgili is required—of the opposite gender than the first. The focus is to produce offspring.

Divorce is absolutely, completely, and strictly forbidden. Because of this, it is not unusual for quarrelling spouses to move to different geographic areas with their respective sevgili to 'administer their holdings.' Many Noma marriages are little more than pieces of paper with completely different households in separate locations.

Similar to the Renizant, the Noma see the dead as a resource. The difference is one of purpose, Noma desire to make a profit on the remains. They have no issues in taking the recently deceased to the nearest reclaimer and selling the body.

Once sold, the body of the former Noma is reclaimed in much the same manner as used by the Renizant. However, instead of the reclaimed water going back to the family or into the common store, it is sold to the highest bidder.

Gender attitudes: The Noma have very non-specific gender attitudes. As servants, they were accustomed to taking whatever role given them. However, due to a strong sense of tradition, a nearly anarchic way of life, and a potent gang influence (where might makes right), most females are relegated to traditional roles—few others are open to them within the Noma culture. This drives most female Noma who seek to rise 'above their station' into a wandering life away from the Noma.

Slavery attitudes: The Noma have an attitude towards slavery that is uncommon in recently empowered former servants. They are universally against owning slaves—except other Numid or Talik. Gangs of Noma slave drivers patrol the wastes looking for the lost or the wandering. Some are even known to attack small Numid or Talik settlements. However, aside from the lack of choosing this lifestyle, the lives of these slaves are no worse than others whom the Noma employ.

Though they keep few slaves, they treat those in their employ with the same level of respect. Workers have few rights and are required to sign binding contracts for employment. Wages are low for both genders and are even lower for females who are outside their traditional roles. It is not uncommon for female employees—or, especially, slaves—to endure sexual harassment from their employers.

The legal difference between Noma slaves and employees is minor (and moot). While slaves are bought and sold, only the contract of an employee can be exchanged. The employee, however, has no more say in the matter than a slave.

Taboos and Restrictions: Noma will never wear metal of any kind around their necks, wrists, or ankles. It is a reminder of their former servile status. No self-respecting Noma would ever wear such tactile and visible evidence, which reminds them of their previous position. Other cultures that live in Noma dominated territory have been shunned and even exiled for this offensive display.

Overall focus and motivation: The Noma are self-indulgent, hedonistic, and live by the philosophy, "If it feels good, do it." There is little balance with realism. They work only for enough money to survive from day to day—and to party. They have little to no thought of the future. They enjoy living only for the moment. For this reason they have not become more of a major world force and why they continue to lose ground, even today.

Rahn

The Rahn began as a subculture of the Kel. When the driving philosophy of the Kel was established, groups of people were sent out, almost as emissaries. But they were not emissaries in the normal sense, nor were they told they were to be emissaries. They were sent out as laborers. It was their job to go out amongst the refugees. They were to provide support for those who wished to try to build something out of the remains of the crumbling Renizant Empire. In the course of their travels, they would spread the Kel message of rebirth.

However, as so often happens with leaderless directives, once it gained momentum, it got a little out of control. The traveling laborers never stopped traveling. In time, they grew and developed into a culture of their own, but their underlying mission never changed; keep moving and keep working.

Today, this nomadic workforce is called the Rahn. They still travel T'nah, but now their bands number in the hundreds rather than dozens. They earn their way with sweat and blood, but never stay in one place for very long.

Family attitudes: Family structure is, for the most part, traditional. Families consist of a father, mother, and their children. However, since the men of the Rahn are frequently called on to perform dangerous tasks, sometimes a family can find itself without a father. In such cases, it is not unusual for a Rahn bachelor of appropriate age to step in and assume the role.

Death and the dead attitudes: Many of the tasks that the Rahn are called on to perform tend to be dangerous. The trail is a bad place to be when disease strikes, or when an oasis that was there a year ago, has since dried up. In fact, the Rahn would have died out long ago if it were not for some basic fluid reclamation techniques learned from the Renizant. As a result, their attitudes regarding the dead tend to resemble those held by the Renizant: dead bodies are a resource for survival.

Because of the Rahn's mobility, personal artifacts are few. Among the Rahn, the best one can hope for after his death is to be remembered in story and song.

Gender attitudes: Everyone works. Male Rahn, because they are larger, more muscular (on average) and lack basic common sense, usually perform the heavy, hard, or dangerous work. Female Rahn, because of their endurance and wisdom, usually perform the tedious, though remarkably safe, work. This often leaves them in the position of supporting the band. Children perform whatever tasks their parents decide they are can manage.

Slavery attitudes: The Rahn do not keep slaves, and (aside from the travel limitations) probably would not know the difference if they were enslaved.

Taboos and Restrictions: In a society where the only thing that separates one neighbor from another is a sheet or two of tent canvas, privacy is a dear thing. It is the height of rudeness to infringe on another's privacy.

It is also taboo to hoard resources. It is a harsh world, and the survival of the band requires that everyone helps.

Overall focus and motivation: Travel, work, and survive.

Certainly travel is more than the seeing of sights; it is a change that goes on, deep and permanent, in the ideas of living.

— Miriam Beard, Traveling Bard

Renizant

The only civilization able to fill the void left by the Maroc Kings were the Renizant, named after their visionary leader, Renz I. The strength of the civilization originally came from their unique racial adaptations, which granted them greater survivability in a blasted, arid, desiccated earth.

The Renizant were quick to assimilate both the Rusahni and the ousted Marocs into their society, thus stimulating even faster growth of the Renizant influence. Renizant acceptance also had the effect of cooling the war between the two powers and creating the illusion that they could be controlled.

The Renizant Empire existed for nearly 1500 years, peaking almost a full millennia after the rise of Renz I. They conquered the world not through force of arms, but through the relatively peaceful means of economic superiority.

During the first millennia of the Renizant civilization, other races and cultures were encountered, trade initiated, and absorption into the Renizant way of life begun. These races included the Andw'ahr, the Syl, and the Rolen among others. Typically segregated, these races grew and thrived under the peaceful rule of the Renizant. The Pax Renzi ('Peace of Renz') provided an incubator for many subcultures.

At the height of their power, the Renizant controlled nearly half the habitable surface of the globe. Ironically, it was due to their reliance upon the Noma—a slave class that had originally provided them a leg-up—that resulted in the fall of the civilization.

After encountering the Andw'ahr, the Renizant made several attempts to contact those still living in the mountains, the Ch'ak. This usually proved to be a fatal mistake. The mountain range that the Ch'ak called home was heavily fortified against any intrusion, and they operated under a 'trespassers will be killed on sight' mentality. The caverns under this range of mountains came to be known as The Citadel, and for centuries, the Ch'ak were content to remain there—alone. Eventually, the Renizant stopped trying.



Renz the First

The Andw'ahr, however, spread across the globe in service to the Renizant. Wherever they went, the Renizant would send a colony group into the nearest mountain range where an Andw'ahr cooperative would be established. Mining would begin almost immediately.

The Renizant struggled to maintain their empire as more and more of their leadership positions gave way to the Noma. The overall stability of the Pax Renzi degenerated and failed. The once wise and benevolent structure fractured and crumbled into many bickering regional and philosophical subsets. Eventually, these too broke down until only a few city-states remained of the once vast and powerful Renizant culture.

Family attitudes: The Renizant believe very strongly in the immediate family. They define the immediate family to include mother, father, grandparents, and children. This is generally how a Renizant household is made up. Those who live within this sphere of the family—also typically in the same house—are called the nehir ('family pool').

Beyond the immediate nehir are the immok ('adopted ones'). Immok are those people who have proven themselves worthy of more than mere friendship, but do not share the same blood. Sometimes these immok will marry into the nehir. Outside the immok come the rest of the extended family—aunts, uncles, cousins, etc.—referred to as the ainesh ('family sea').

When a family member is introduced to another, it is common to use their sphere of contact as a reference. Introducing a sister named Dhara to a friend, one would say, "I present to you Dhara of my nehir." This very formal method of introduction is still common in many places of the world.

Aside from the obvious indication of how strongly a person feels for another, these strata are also used in legal documents to indicate the distribution of wealth in case of a death. Other legal precedents use these strata—in case of no standing will, the care of children are given to those within the nehir first, then those within the immok will be selected next. Only if everyone within the ainesh rejects the offspring will the government step into the situation.

Religion Attitudes: The religion of the Renizant is highly detailed. Central to the structure is the deity Ashik. He is the king of the heavens, represented by the sun disk with nine sun-spikes. Each sun-spike represents one of the nine pillars. His personality is cruel and harsh, but his interaction is limited with T'nah. The main concern of Ashik is a cosmic game of satrach (a game similar to chess) with his enemy, Shtah.

Shtah is actually the firstborn son of Ashik who has been forever banned from ruling, yet given access to the heavenly fortress as a politeness—and to provide Ashik with a satrach partner. He is the functional equivalent of 'the Devil.' He is evil and is sometimes the ally of Po, his younger sibling. Shtah is a hermaphrodite and is sometimes referred to in the neuter or the feminine, depending on his actions.

Ashik also has a consort, Yai. She is gentle and loving, kind and merciful, the life-giver, represented by both water drops and eggs. The duty of the feminine Yai is to speak for the believers before the king, Ashik.

Several demigods also exist, the children of Ashik and Yai. The demigods are:

T'shai: favored by Yai, he is peaceful and mild, the bringer of bounty and serendipitous blessings.

Mamood: He is giver of the law and teachings and is favored by Ashik. He is an unyielding, strict and firm disciplinarian—the keeper of order. His archrival is Po.

Marrah: She is watcher over children and those 'touched' by the angels (retarded or autistic).

Po: This neuter demigod is a vengeful, evil, playfully destructive being who revels in chaos.

Krik: Lieutenant to Mamood, he is defender of the kingdom, warlike, fearsome—leader of the king's military might.

There are also various angelic beings that exist. These vary in name and function in each community. Some are direct creations of Ashik or Yai, others are the offspring of various pairings—either between Ashik and Yai with others or through their demigod children.

The Nine Pillars of Ashik are:

1) Allegiance is only to Ashik. Worship—prostration—is not allowed to anyone or anything else. (Although prayers are allowed to others.)

2) Only one image of Ashik is permitted—that of the sun giving his wisdom to the universe. The nine sunspikes of this image represent these nine pillars.

3) One must honor Ashik's name. It may only be invoked in a respectful manner.

4) One day of fasting is required each week and one week of fasting each quarter must be observed. (During these fasts, water, or sometimes juice, is the only thing that may be swallowed.)

5) Death is only for Ashik to give—administered through his agents and according to his mandates.

6) Theft is not allowed—unless from an enemy. (In which case, 25% must be tithed to the temple.)

7) Adultery is punishable by death.

8) Children are the greatest blessing.

9) Lying is not allowed—unless to an enemy.

Considered less than a pillar, but still a significant mandate, divorce is absolutely, completely and strictly forbidden. Only in the case of adultery, which is punished by death, can a marriage be legally dissolved. Even in the case of divorce, the rules are so strict that three witnesses who are not friends or family of either spouse must catch the violator in the act. When the Renizant promise "'Til death parts us", they are not just words.

Alms must be given to the poor. These are given as a percentage of earnings. It is typical that these alms are calculated based upon earnings after expenses and assets minus liabilities. The number is typically 0 or less, meaning that few alms are actually given.

Prayer is required. Each prayer spoken is equated to one brick in the mansion of the practitioner's afterlife. These prayers are typically memorized by rote and prayed ritually while fingering a string of 'worry beads.'

Death Attitudes: Centuries of life in the barren wilderness have enforced a particular viewpoint on the deceased. Water is precious. In order to provide the utmost water to the community, even the dead are drained of their fluids.

When a Renizant dies the family gathers to say their final farewells to the loved one. The body is then taken to the local Reclaimer. The job of the Reclaimer is to break down the body into its constituent parts—and drain off the liquid water. The exact method of reclaiming the water depends on the technology of the community.

One of the many wonders that Renz I brought to the Renizant were the reclamators. This piece of otec is a remarkable device capable of distilling a body to its constituent elements within hours. Liquids are removed and filtered, flesh and bones are powdered, even the iron present in the blood is removed. Renz I taught his people how to reproduce these devices, though the designs have been lost to the ages. Few remain in good repair.

Most Renizant communities still practice a form of reclaiming—though it is far from the clean, neat process of the reclamators. All the fluids are drained from the body and pressed through a series of filters to extract the pure water. The bones are ground, the flesh desiccated and also ground. Nothing remains when the reclaiming is complete.

Everything is reclaimed from the body except for one bone. This bone is removed from the body and given to the head of the household. Typically, this bone is used to carve some object to remind the family of their departed loved one.

When the process is completed and the body totally recycled, the family is given a flask containing some of the water reclaimed. Over the course of the next year, at each solstice, the family gathers to speak of their loved one. When each has spoken their memories, the bottle containing their water is passed. Each takes a sip. This ritual is performed three times a year—the timing is dependent on the time of the death.

The final ritual is performed on the anniversary of the death. The family gathers for the last time to remember their loved one. The bottle is passed once more. Whatever water remains in the bottle is drained into the soil of the family garden. From this time forward, it is considered rude and insulting to speak the name of the deceased to anyone in the surviving nehir.

Gender attitudes: The Renizant attitude toward gender is quite egalitarian. Aside from obvious physical differences—that males do not give birth—there are no accommodations made for gender. It is just as likely for a Renizant female to be a builder, a leader, a warrior, a chieftain, as it is for a male. Those few Renizant military regiments that exist have battalions of both genders.

It is normal for a female to take an absence from her typical work of one to two years beginning about the time her pregnancy becomes obvious. This time is highly fluid and individual. Some females work till the day before birth, others take off as soon as they are declared pregnant.

The family focus of the Renizant also provides for the father to take additional time to assist his wife through the pregnancy. It is not uncommon for a Renizant male to stay home with his wife as much as six months—three prior to birth and three after, though this too is highly variable. Due to the egalitarian nature of the Renizant, many children are raised in households where the father is the primary caregiver.

The Renizant norm for family life is a bit reversed. Males tend to take care of the children while the females do the labor. Females are the "movers and shakers" in their world, occupying the majority of the workforce. Males spend the bulk of their time caring for the children, the home, and participating in the Thinkers Council throughout the society.

The Thinkers Councils are much like the sewing circles and quilting clubs of the past. During the gatherings, it is not uncommon for sewing and quilting to take place. While the males think and discuss matters of importance in the Renizant society, the children play together. Renizant schooling takes place in this environment. The members of the Thinkers Council alternate in training the children until they are old enough to enter a more formalized training program.

There are many levels of Thinkers Councils in the Renizant society. The leader of each Council is voted on by the membership and represents the Council to the local Lord or Lady over a district. The Lord or Lady represents their district to the Leadership Council—who elects a panel of advisors for the Triark—who rules the Renizant Empire.

Slavery attitudes: The Renizant would deny that they ever took any slaves in the course of their entire history. It is a moot point, because the word 'slave' in their language is unknown. Instead, they use another idiom: noma or 'workers.' This is the original state of the Noma culture. They were the slaves, servants, and working class citizens of the Renizant.

The Renizant government structure is based upon a leader called the Triark. This is the equivalent of a king or queen. Power is divided in a feudalistic and tribal structure downward. The lowest level of power and representation is a landowner. Anyone who does not own land must pay for the right to live and work on land owned by someone else. These 'rents' and 'taxes' are tantamount to indentured servitude.

It is true, however, that people are not bought, sold or traded. They are simply part and parcel of the land—which is bought, sold and traded. They have no rights and owe everything they are and have to the Renizant landowners.

Taboos and Restrictions: One is never to speak of a deceased Renizant by name after the anniversary of their death to a living relative of their nehir. These immediate family members would be highly offended for the name of their loved one to be 'taken in vain' in this way. Some views are so strict that they believe a person who is invoked in this way is ripped from their heavenly rewards each time their name is spoken. There are some who will not even mention historical figures—referring even to Renz I as 'The Great One,' for example.

One is never to cross their arms or legs while speaking to another. This is the height of rudeness. Those who would cross their legs are considered to be hiding something or telling lies. Since lying is as serious an offense in their culture as thieving, a person branded a liar is a pariah.

Adultery, incest, and bestiality are totally forbidden and are punishable by death.

Businesses are restricted from all activities during the half-hour just after sunrise, when the sun reaches zenith and just after sunset. Only those activities that are matters of life and death may be performed during those sacred times. These times are to be spent in prayer and meditation to both the great god Ashik and whatever demigods and angelic beings are revered.

Overall focus and motivation: The primary focus of the Renizant is upon the family unit. Beyond that, they desire to see the reestablishment of the Pax Renzi. They are, however, saddled with centuries of bad habits and a changing world wherein the economic power, which was once their strength, has been wrested from their grip.

Rusahni Sects

The Rusahni tend to garner more respect than fear from the general populace. Their connection to living things and the life force in general has earned them the reputation of being healers. But this reputation is not always deserved. Rusahni receive political and trade commissions just as Marocs do—and usually for the same reasons.

Rusahni organizations are usually less homogenized than those among the Marocs. More often, the Rusahni sects resemble religious organizations, particularly monkish orders, in their dedication, commitment and individuality. Within the guidelines of the organization, there is wide variation in perspective and methodology.

Azili

Azili believe the affairs of mundanes should not be intruded upon by either the Rusahni or the Marocs. Interfering with their natural development is regarded as akin to interfering with the natural life cycle of a rose.

Even if called upon to usurp a power-hungry Maroc (or Rusahn), the Azili would not interfere with the natural development of the society left behind. He would have no say in who takes the reins of power, so long as it is not a Maroc or Rusahn. Just and true or despotic and tyrannical is not his decision to make.

On top of this, the Azili have one other mandate; to stop the interference of the Qyen at every opportunity. In enforcing their values of justice and truth on the world at large, the Qyen are no better than the despots they depose. Some tyrants sit upon a throne, some tyrants sit upon principle. The fanatical Qyen cannot see this and therefore must be shown their folly.

Although Azili do not get along well with Qyen, the Qyen themselves do not give a second thought to the Azili.

Azili will not act as judges or become involved in a municipal action. They will act to preserve the world of T'nah at large, but may see the death of an individual as part of the natural order. They are known as marvelous healers, but they will not do anything to attempt curing a non-contagious, terminal condition. This would be considered as interfering with the cycle of life.

If any child is determined to be sensitive to Qai, the Azili step in quickly and impress the parents to turn the child over to them for training. They can be rather forceful in their demands, though they will never actually force it to happen. They do this to increase their membership, but also to prevent the children from joining the other Rusahni sects or, worse, to go wild and freely touch the tainted Qai, which would make them as dangerous to the Azili mindset as the Marocs.

The Azili are a recently formed organization. Less than a century of existence has kept their numbers very low. Some of the Azili claim the beginning of the order as far back as 500 years, though this claim cannot be documented. The most common rumor indicates that the Azili are a branch of the Qyen that finally broke off to form its own sect.

Qyen

Their legend has endured since before the Pax Renzi, when it was said that they walked in those places where the empire was not felt. However, with the failing of civilization and the fading of the Pax Renzi, the White Knives were needed again. Times are more perilous, and few remain to safeguard the common man. The White Knives have surfaced to guard, protect, and watch over the wasteland; to live, and promote life.

The Qyen see themselves as the protectors of civilization. They have interpreted their imperative from Qai, "to live and protect life," to be focused upon civilization and sentient life.

Qyen patrol the wastes of T'nah as marshals of the peace. It is common for smaller settlements and towns to invite a passing Qyen to act as judge and jury in trying cases. Qyen take these requests very seriously. To turn down a request to act in this matter would be considered an insult, unless more urgent duties dictate otherwise. In those situations, they will often act swiftly, but with a deferred consideration until they can return and satisfy the needs of justice.

The basis of justice for the Qyen is simple: to live and promote (sentient) life. The justice is often harsh and by the standards of the reader may be considered arbitrary. Remember that this is a harsh and cruel world that does not tolerate deviation.

This is the face of the Qyen that most people see, but they have a greater mission that few people are aware of. They are constantly alert to signs of Marocs (or Rusahni, for that matter) using their arcane powers to subjugate the mundane. Once such a situation has been confirmed, the Qyen's first duty is to alert his brother Qyen to this danger. Then he will assess the degree of threat. If he feels that it is within his scope to deal with, his mission is to usurp the oppressor by any means necessary, and if possible, see to it that a just and true mundane assumes the reins of authority.

The Qyen will tolerate the presence of low powered Marocs and even small groups of unaffiliated Marocs. They will, however, actively harass powerful Marocs or Maroc organizations. They have tempered their perspective in the millennia since the Maroc Wars, but they have never forgotten that the birth of their order began in that conflict.

Most Qyen begin their training within the walls of a keep or tower. In the western lands, these are castles, keeps, and outposts abandoned by the Ch'ak centuries before. The castles and keeps are rebuilt and maintained by the Qyen. Only within the Ouri Corridor are the monasteries built differently. These are where the Qyen built them initially and did not simply re-occupy what was left by others.

Several years after a monastery is established, it will begin to send out regular patrols. These Qyen identify their position through their only badge of office—a crystalline knife. Many people know the Qyen by their nickname, "The White Knives."

Temiz

The Temiz believe that they have been appointed by Qai, the power of life itself, to be stewards of this living planet. To this end, the Temiz keep a simple philosophy: "What must be done, must be done." They scour T'nah, seeking out newly awakened Rusahni and new venues if power.

Their ambition is to one day attain enough power to stage a swift and bloodless revolution, thereby gaining control of T'nah. Once in the seats of power, they will establish their ecological Utopia, and bring all life on T'nah into harmony.

In pursuit of this goal, they have little problem with taking on taint and then ritually purging it later. The followers of this order tend not to live long. If the taint doesn't claim them, the purging eventually does.

Members of this order are quite easy to recognize. Either they will be physically twisted in some way from the taint, or scarred from their ritual purging practices. On some, the scarring has reached a level that can only be described as 'mutilated.'

Temiz do not always obey the tenet of Qai—to live and promote life. In fact, many Temiz are closer in their ideologies, practices and perspectives to Maroc than other Rusahni. This is hardly surprising considering that so many of their order end up crossing over and embracing Ido.

Report #654264
Subject: White Knives
Submission Date: 24 June, 3056
Report by: Alyce Newmeier, Investigator 1st Rank
Requested by: Pohl Clark, Security Chief, New Atlanta
Archivist: Randa Drago
Date: 11 Octer, 501

In the time of the war between the Marocs and the Rusahni, abominations were committed on both sides. When the Marocs had finally been brought down, there was nothing to restrain the more ambitious Rusahni who now saw a vacuum in the halls of power. More level heads saw that this would simply be a continuation of the old despotic regimes created by the High Marocs.

These more rational Rusahni (with the aid of a mysterious young blind man who was never identified) established a policing organization to protect the people against what they called 'renegade' Rusahni, those who would abuse their power for their own political ambitions. This organization was called the White Knives. They earned this name as a result of their 'badge.' Every Rusahni belonging to this organization carried a knife made of crystal. It has been said that these are fragments of a great crystal hidden in a place called The Grove.

According to legend, these knives, in addition to being a badge of authority, served a variety of functions. The crystal could be 'programmed' with a particular purpose, dedicating the knife and the Rusahni who wielded it to a particular goal. It could also act as a focus for their power. Furthermore, the knife had an extraordinarily keen edge, allowing it to cut through virtually anything.

However, the knife was also extremely brittle and could be shattered rather easily. If a White Knife lost or shattered his knife, it was considered a reflection on his use (or abuse) of their power, and his authority was stripped from him until he could replace it.

The actions of the White Knives impaired the ambitions of the renegades long enough for the subs to secure their own governing bodies.

At this time, the subs are secure enough in their seats of power that, generally speaking, neither Marocs nor Rusahni can ascend to rule. As a result, there has been a noticeable decrease in the appearance of The White Knives. It is the conjecture of this observer that the White Knives are disbanding as the need for their services diminishes.

Due to their reticence to directly involve themselves in mundane affairs, and based on the current trends, it is my prediction that this organization will pose no threat to our goals of returning civilization to the surface world.

End report

Report #6549843268
Subject: White Knives
Submission Date: 31 Guse, 501
Reported by: Larqe Minos, Investigator 3rd Rank
To: Pohl Clark, Security Chief New Atlanta

A new organization has arisen that may have an effect on our attempts to prepare the surface for our return. It seems to be a 'knightly' order called the Qyen. Their members are identified by possession of a crystal knife. The origins of these knives are unknown at this time, but it appears that they can cut through virtually any material as though it were soft butter, including steel.

Stories say that these Qyen travel the countryside (usually alone) defending the weak and bringing justice among other noble pursuits.

I have information indicating that this order has taken residence in the abandoned Ch'ak outposts scattered across the plains east of the Ch'ak Mountains. Some of these monasteries may be nearly 300 years old.

I will send additional information as I discover it.

End Report

Shnahn

When the Pax Renzi began to fade, an effort was made to send out emissaries to the areas that were withering away from the Renizant civilization. These emissaries were to focus on making minute changes to the perceptions of the peoples to reverse the effects of their departure and return the provinces to the Renizant fold. It was a tragic failure.

In most cases, it hastened the departure of the regions and, typically, hastened the demise of the emissary, as well. In the most successful cases, however, it did serve to retain the core Renizant ways of life as a subset of the emerging new culture.

In the several hundred years since they were sent out, much of their original intent has been lost or melded with the cultures around them. These are the descendents of the original Shnahn—'emissary'—sent to the land. They are still hotly committed to their training, whether they know the training originated with the Renizant or not.

Family Attitudes: The Shnahn believe that the parents are ultimately responsible for the rearing of the children but that the entire community is responsible for their training. As the great Shnahn Vhzine Yerum Gabrell said, "The children are our future! Teach them the ways that are right and then entrust it to them." The entire community works for the welfare of the whole.

Young Shnahn are trained under the tutelage of almost every member of the community for some time period, though it begins within the immediate family. This wide and eclectic training program ingrains the Shnahn youth with every aspect of their culture. It is particularly helpful for those who travel away from the community.

Strong bonds exist between immediate and extended family members. It is not uncommon for many family members to share the same dwelling. The normal bands of relationships are blurred in the Shnahn culture. Because the immediate family often lives in the same dwelling with the extended family, children learn to think of everyone in the home as 'family. '

The Shnahn are also somewhat nomadic in nature, even within their permanent settlements. Those without children are transient, moving from house to house. Family members come and go at whimsy. This serves to ingrain the community itself as a sort of extended family to all Shnahn.

Gender Attitudes: Females rule the Shnahn community almost exclusively. It is rare, indeed, that a male sits on the councils, but there is no taboo about gender roles in certain positions. The Shnahn are very pragmatic about gender relations.

Male Shnahn are usually the shepherds and caregivers of the young children. They nurture the infants from the time they are weaned while the females manage the needs of the community. Both genders, however, take an active part in the training of the children in order to balance the child's perspective towards life and all people.

Shnahn Training: Almost as soon as a young Shnahn can walk they are taken to the fields with a shepherd, usually the child's grandfather. He begins to instruct the child in the art of shepherding a flock. The Shnahn use the flock as a training metaphor for the humanoid flock they will eventually be tending.

Girls tend to stay with the flocks only a short time, perhaps five years. It is long enough for them to absorb the concepts of shepherding. Once taken from the flocks, they are brought into the community center where they learn the specifics of leading a community. Under the tutelage of a variety of women, the girls learn how to guide and direct a community from behind the scenes. By the time the girl has fulfilled her training, she is fully capable of managing a community through subtle suggestions and temperate guidance.

Boys are less likely to be taken into the city centers for training. They stay with the flocks late into their adolescence. By the time he has fulfilled the requirements for graduation, the young shepherd is independent, self-reliant, and able to apply the lessons he has learned to people as well as animals. He is then given the choice on where his life may proceed.

Throughout the young shepherd's training, he is evaluated for positions within the tribe. By the time he is finally graduated, there are several career options presented to him by the shepherds who determined his readiness for graduation. The desire to adventure, explore the world, and see the sights are no less ardent in a young Shnahn than any other.

Due to this segregated training, the female Shnahn are far more likely to be the adventurous types. Of the one-tenth of the Shnahn community who leave for the outside world, fully 80% are female.

Today, the typical traveling Shnahn is an advisor or teacher within another culture. They are sometimes relegated to a fighting role in a more violent land, though this is incredibly rare. A few, in this savage world, may have even been forced into vagabond lifestyles and steal for their livelihood.

Few remember the old ways they were sent to establish and maintain within the cultures wherein they find themselves. Fewer still know they are the last remnant of the Renizant presence in these lands.

Death Attitudes: The Shnahn attitude toward the dead are similar to the Renizant culture in which they originated. They still believe in reclaiming the dead body, but lack the reclamator technology of the Renizant.

The body is drained of fluids, which are filtered to remove the water from less palatable impurities. The skin is used to make leather. The bones are carved into knife handles, kriktok, and staves. The mortar and pestle method is used to grind the liquid out of the flesh, and the flesh into a mealy powder.

While the bulk of the mealy powder of a body is used as fertilizer for their crops, some of the powders are ground up for use in medicine. There is much more lore than science in the dispensation of these 'medicines.' Many outside the culture who are aware of this practice consider it a form of cannibalism. This serves the Shnahn in keeping alive their mystique and preserving their uniqueness while living within another culture.

These practices have evolved into a form of tribal medicine and ancestor worship. A typical Shnahn will have various items made from the body of a deceased loved one. Rib bones that reinforce a jerkin, a carved bone handle on a knife, the leather bound books made from Shnahn flesh. They do not consider this morbid in any way. It is a means of preserving the memory of someone they dearly loved. The Shnahn are a walking history of their heritage.

Slavery attitudes: Slavery is permitted in the Shnahn culture only under certain specific conditions:

1. To remove dishonor through service.
2. Penalty for criminal activity.
3. To pay a debt owed—rendered through a legal decision.
4. To provide care for offspring.

According to Shnahn law, anyone who purchases a slave is required to adopt the children of that slave as their own. This means they must care for them and educate them according to their means. It is also a matter of honor.

No Shnahn can be a slave for life. When sold into slavery, the terms of that slavery are clearly indicated in a writ witnessed by the community council. After this time the slave may negotiate their contract to extend the number of years. They may also negotiate for wages to stay on as a hired hand. Slaves hold no rights, though the Shnahn have a strict code of conduct within their society, which sanctifies life.

Criminals, depending upon the severity of their crimes, can be held in service for an indefinite time. The community as a whole, however, holds these reprobates, in ownership. It is not uncommon for them to be rented out to others for service in order to provide the community with income. When a criminal dies, the water and flesh reclaimed from him is not mixed into the community pool. It is given to animals and used for fertilizer.

Taboos and Restrictions: The most serious taboo of the Shnahn is against the use of mind-altering substances—this includes alcohol. Exceptions are made for medical science, use by a Visionary, or as a last resort for extreme pain during death. The term 'fiend' is used to refer to someone who is addicted to such substances. The Shnahn define 'regular use' as addiction. Many Visionaries cross into this category after years of pursuing their dreams. Anyone who is proven to be a 'fiend' is expelled from the community and sent off on their own with one week of provisions.

Only slightly less serious is the harsh treatment of books. It is considered an unpardonable offense in the eyes of the Shnahn community to destroy any book in any form. This has evolved to include a certain reverence for books in general. Shnahn will not handle any book carelessly.

Every Shnahn family has at least one book in their household and many pride themselves on their personal libraries. These are always the most prized possession in a family. Even the items of remembrance from a loved one pale in comparison. A book or tome of some sort is the best offering one could present to a Shnahn.

Overall Focus and Motivation: Training children with the tools necessary for them to enrich the future. To enlighten as many people as possible regarding the mistakes made in the past. To fix the mistakes made by previous cultures and regimes through subtle guidance from the sidelines. To record a lasting legacy, preserved in the written texts of their culture.

Skulae

Skulae are the nomads of the wasteland. They live where no others can live, they flourish where others would die, and they thrive on the harshness of T'nah. Theirs is a hard life. Their culture is made up nearly exclusively of Syl who have adapted themselves and their ways to wasteland survival. Other races are sometimes found within a clan, but this is rare. Most typically, these other races are slaves and servants.

Known for their skills at keeping herds of animals alive within the wasteland, Skulae must move often to avoid wearing out the land. They respect nature in the sense that they need to coexist with it; they know that abusing their relationship with nature typically results in death.

Family Attitudes: Based upon the extended family, or clan, groups of wandering Skulae are typically closely related to one another. It is not uncommon for a high degree of inbreeding to exist within a clan.

Skulae consider marriage to be a binding act that exists for a lifetime. They do not, however, equate sexual congress with marriage. Exchanging partners for the purpose of expanding the genetic pool is a common practice. It is not uncommon for the leader of the clan, and his lieutenants, to take multiple spouses. It is also common for marriage between siblings and other close relatives. This is not a taboo, but is considered a sign of poverty.



A Rolen Skulae in desert camouflage.

Children are highly prized within the Skulae—though they are looked upon as a form of wealth. Only the first-born is considered an heir. This child will receive the entire wealth of the parents when they die. Usually, in fact, the child will take over the responsibility of managing and administering this wealth long before the death of the parents.

Younger children are considered part of this wealth that is to be maintained. They are not exactly servants, nor are they slaves. Similar to the concept of serfs in a feudalistic society, these family members work and provide support for the whole clan. They are directed and instructed by the first-born. Except for personal belongings—defined as a single riding beast and all that it can carry—all the possessions of the clan belong to the head of the clan.

Family bonds are their strongest connection. They do not recognize borders or boundaries. Transactions not sealed with blood are considered as frivolous as others would consider an empty promise.

Major transactions that take place between Skulae clans, or even with other cultures, demand the exchange of blood. Minor agreements may be sealed with an exchange of water and salt. When agreeing upon a treaty, for instance, it is common practice to exchange a child. This ensures that both sides of the pact have a vested interest in seeing to the terms of the agreement.

Often these exchanged children are encouraged to seed or bear children (depending upon their gender) within the new clan. This serves the purpose of adding to the genetic pool, as well as creating a stronger bond of blood.

Religion and Death Attitudes: Skulae do not have a formalized religion. Each of the clans typically follow a particular deity or deities. Often the concepts of who or what these deities represent will be mirrored in other clans with different names. Each clan respects the beliefs of the other clans and some will pray to the gods and goddesses of other clans in order to be sure that the widest possible heavenly audience is listening to their needs.

Death is a common thing to the Skulae. They do not trivialize it, but neither do they focus upon it. Mourning for a dead friend or loved one can last up to a week. After this, however, it is considered weak-willed and excessively sentimental.

The bodies of the dead are drained of all fluids and their vital liquids are reclaimed in the ways taught to them by the Renizant. Lacking the technological superiority of the Renizant, however, forces the Skulae to use a mortar-and-pestle method of grinding out the fluids. This incredibly gruesome task is left to the older members of the society who lack the strength to contribute in a more productive way.

Gender Attitudes: Male and female are treated equally in most places within the Skulae culture. Females often bear arms, they are trained to rule and they are treated as equals in all areas except one. Females are expected to bear children as often as possible. Due to this focus, pregnant women are excluded from all activities that could endanger the unborn child.

Once a child is born, the female is expected to care for the child for a period of a full year. During this year she is excluded from all activities. After a year, the child may be placed within the care of a servant, slave, or other household member and the female can return to her duties. It is quite common for the female to continue to provide affection and care—even nurse-milk—to a child beyond this period.

Slavery Attitudes: Skulae keep slaves. They buy them, sell them, trade them, and capture them. Slaves are treated well, but they are not as suited to the harsh life of the Skulae. Most slaves die within a few years. Those who live are often granted clan membership if they prove themselves worthy. This is always done through a marriage into the clan.

Taboos and Restrictions: The greatest taboo in the Skulae culture is selfishness. Generosity within the clan is a way of life. One shares one's water, food, blankets, clothing, even one's spouse with others within the clan. Those who are selfish with these are anathema.

Skulae often restrict membership of their society to the Syl race. They make no bones about the fact that they are racist. In their way of thinking, it is a matter of practicality. Other races are simply not as capable in adapting to their way of life. The low numbers of Numid within their culture is an anomaly—though it is probably due to their racial pride. They do not wish to admit others to their clans who would naturally adapt even better than the Syl.

Overall Focus and Motivation: The primary motivation of the society is the preservation of their way of life. Living in the wasteland, away from the confines and restrictions of other societies, where the traditions and old ways of life can be maintained is their calling. It is a very harsh life, which takes a deeply committed mindset. Skulae pride themselves in their ability to do that which others consider impossible.

Sylvan

The Sylvan are named for their love of the woods. They live in forested territory and jealously guard the secret locations of their life—rich wooded homelands. Their forested lands are patrolled vigilantly and ruthlessly. All who have gone in search of their fabled lands have never returned.

Enough Sylvan wander abroad, however, to keep the legends alive. Their love of forests is famous. Wherever they find to dwell, they will always respect the use of anything made of wood. Upon entering a building, they will quickly find the nearest piece of wood—whether a mantle, a table or anything in between—and make physical contact with it.

The Sylvan culture is made up exclusively of Syl. No other race is accepted. They are also nearly exclusively vegetarian. The Sylvan respect the life of all living creatures, they will not kill and eat animals—though fish and sometimes birds are acceptable, depending upon specific tribal custom.

They will not wear or use anything made of leather. Their clothing is always made of plant fibers, spun from hair, or even silken. As long as no animal dies in the manufacture of an item, the Sylvan will interact with it. If an animal was sacrificed for the creation of an item, they will disdain it.

In sharp contrast to this love for animals, Sylvan warriors are known to take, display, and even wear trophies taken from the bodies of their enemies. These tokens are known to include a bone fragment, a finger, or an ear. Legends suggest this practice was in response to being hunted by various kingdoms over the years. These kingdoms paid bounties based upon Sylvan ear tips. Often the hilt of a Sylvan warrior's sword, his dagger hilt, or the grip of his bow is carved from the bones of a worthy opponent. The most common arrow tips used by Sylvan are carved in this manner.

Sylvan are known for their swift, severe, and savage methods in protecting themselves, their kin, and especially their territory. The smoldering eyes of a Sylvan have been enough to discourage many who would not consider their smaller frame a deterrent.

Family Attitudes: The Sylvan are a tribal society. Each tribe is little more than an extended family. The oldest member of their tribe, who is advised by a loose-knit council, rules them. There are traditions that mandate how the tribe is ruled and a leader who does not follow the traditions can—and will—be removed. This is seldom a peaceful process and often involves a knife in the back during the night.

Everything about the Sylvan centers on the tribe. Family life is no different. The older members of the society raise the children. They grow up knowing their heritage and interacting with their parents—but the close, family bonds are expanded to include many caregivers, both male and female.

Religion and Death Attitudes: Their love of wood is the first clue of Sylvan religious views. Sylvan consider trees to be sacred and holy. They represent everything the Sylvan holds dear. This idea has evolved within their culture to include a belief that archetypal spirits exist within certain types of trees. Sylvan do not truly worship trees, rather they see them as the touch of the divine upon the world.

Sylvan also consider animals to represent other divine elements of the world. They do not, however, respect the animal spirits as highly. They are considered lower—a demigod, perhaps, in comparison to the full-fledge gods of the trees.

Sylvan take the bodies of their friends and loved ones into the woodlands when they die. They dig a shallow grave and plant the body beneath only a few feet of ground. Directly over their chest, they will plant a seedling. Around this seedling, the seeds of wildflowers are sprinkled. The community will care for the seedling diligently for many years.

Most of the trees within a Sylvan wood are named for the Sylvan upon whom they were planted. Everyone in the community will know the name of this tree as though their past friend and family member continue to participate. These trees are as important to the community as any other living member.

Gender Attitudes: The Sylvan do not take gender into consideration at all. The only interruptions in the duties of a female happen during pregnancy and birth. During this time, the females take time off from their activities to ensure a successful birth. After birth, the females turn their children over to an older member of their society—a member of the previous generation—for care. Within weeks after delivery, a female Sylvan returns to her duties and life continues.

There are no gender restrictions within the Sylvan culture.

Slavery Attitudes: The Sylvan take no slaves. Slavery is simply not practiced within their culture. They do not recognize slavery. Any Sylvan who is a slave within another culture can call upon any other Sylvan who will do everything in their power to rescue them from their difficulties. This will most often be through the purchase of the slave, then setting them free—though it has occurred that the slave is forcibly released.

Taboos and Restrictions: The eating of meat, killing of an animal or anything associated in the presence of a Sylvan is extremely repulsive. Within their culture, it is unknown.

Chopping down a named tree will earn the axe wielder death. There is no trial. There is no excuse.

Any non-Sylvan who knows the location of a Sylvan stead will be hunted. Any who have encountered those trespassers will also be hunted down.

Overall Focus and Motivation: The Sylvan woods shall be protected at all costs. Protecting these woods—especially the named woods—are the focus and duty of every Sylvan in the community.

Tv'ahr

A few of the Kon'ahr who could no longer stomach the harsh treatment of the mines escaped and fled over the years. They formed small communities in the more fertile areas where the melting snow from nearby mountain peaks watered the land. Many of the communities exist on the outskirts of the Sylvan lands. They are uninterested in forests. It is the call of farming that stirs their souls.

The heavy, musky scent of fresh, fertile soil sets the heart of the Tv'ahr alight. They take to agriculture like the Sylvan take to forests. A Tv'ahr settlement always has a large plot of fertile land that is worked and farmed.

Tv'ahr usually exchange the bounty of their crops for hard goods, manufactured items, and protection. There is an almost symbiotic relationship between the Tv'ahr settlements and the Sylvan forests. Very rarely, Tv'ahr peoples will be allowed to visit the forests of the Sylvan—though they are always blindfolded on the way there and back.

Nearly all Tv'ahr are Andw'ahr. They openly accept other races into their culture, but few other races enjoy the hard work that farming requires. There are sometimes a few Rolen mixed into a settlement. Very rarely one will find a Sylvan.

Tv'ahr tend to share one universal trait: They don't like to be too close to their neighbors. When houses begin to crowd together—and 'crowding' is defined as 'another house visible from this one'—they will seek a new place to live.

Family Attitudes: Tv'ahr families are quite traditional. Children tend to stay with their parents until they find a spouse and begin to farm their own plot of land—or wander to a less populous area to create a new settlement. Adolescent males are the most typical adventurers. They seek to make their own way. They will strike out to find the perfect place to settle down and farm. Adolescent females are less inclined to adventure beyond the familiar territory of their homestead, but it is not unheard of.

Gender Attitudes: Farm life demands hard work. Farm life doesn't care about gender. Farms are not the place for laziness or refusal to perform certain work. Males and females work side by side. They work hard and they enjoy the fruits of their labors.

Religion and Death Attitudes: The Tv'ahr have a pantheon of gods and goddesses that rule their lives. Mixed into this pantheon is a need to pray, to appease the deities, to protect themselves from their tantrums, and the concept that they will reincarnate into new bodies. Each settlement has their own unique spin on these deities. The one overarching theme, however, is reincarnation.

Of all the surface races, the Tv'ahr are the most sentimental about death. Their close-knit family structure binds them close together. They are less focused on the needs to conserve water due to their environs. Mortality rates are lower among their children. Their lives are hard—but not in the same ways as those who dwell in the wastes.

Dead bodies are displayed, adorned with flowers, and viewed for several days after the death. Some settlements even take steps to preserve the body through embalming. These practices are shocking to most of the other cultures. For this reason, Tv'ahr tend to hide their funerary rites away from prying eyes. Those outside their culture are not invited.

Slavery Attitudes: There are no laws against keeping slaves. Those slaves that do exist are required to be set free on the tenth anniversary of their acquisition.

Taboos and Restrictions: Laziness will earn disdain and scorn. Hard work is highly prized and rewarded—laziness can lead to banishment from the settlement. Freeloaders are not welcome.

Non-traditional attitudes toward family life are shunned, though not actively punished like laziness. There are a few isolated non-traditional families—but they are respected because of their hard work and commitment to the community.

Alcohol, narcotics, and any form of mind-altering chemicals or substances are strictly forbidden—except in the practice of certain of their religious ceremonies. Only their priests can make or distribute these things. Anyone caught trafficking in these substances will be executed.

Overall Focus and Motivation: Farming. No more, no less.

Yethite

Yethites are a pacifistic, quasi-religious culture. They are industrious, yet peaceful—preferring anything to fighting. Fighting is simply not an option. Period.

They dedicate themselves to being one with their environment. They are in tune with nature around them and live in harmony with the land as much as possible. They have no concept of personal ownership. According to Yethite philosophy, the needs of the community are more important than accumulation of personal wealth.

The Yethite culture began with the collapse of the Maroc Kings. As the patrols of the Qyen peacekeeping forces came less frequently, violence escalated. Without their stabilizing influence there was a great deal of violence, as one petty ruler after another fought for dominance in this power vacuum.

A Troog named Yethu, who had no more tolerance for violence, campaigned for peaceful coexistence as mandated by his God. Spurned by many that were hardened by the recent wars and harsh world, he still managed to find a small following. Within the settlements, they were easy pickings for the less scrupulous. Treated as a pariah, a lunatic, or simply a mark, it was soon evident that the world was not ready for his message.

Disdaining life in the settlements, he and his followers left for the wilderness, hoping to find—or forge—a more peaceful world. As fortunes often favor the bold, Mothet and his followers braved the rugged mountains, the searing deserts, and the barren wilderness. Many of them died on the journey they would come to call Yethu's Walk.

When the survivors discovered Lake Thalve, they knew they had found the fabled land that Mothet had promised them. Even by old-world standards, it was a near paradise. Fresh food was in abundance, forests blanketed the hillsides and the lake was brimming with life. There they carved out a society more to their liking—a society of communal families, shared resources, artistic expression, creativity, and no violence toward man nor beast.

The Pact: Sadly, the first society to discover the pocket of peace-loving forest people was the Ch'ak—who immediately began a campaign of conquest, enslavement and slaughter. But just as these peaceful people hovered on the edge of extinction, the Ch'ak stopped their atrocities. No matter how hard the Ch'ak hurt them, how much they stole, how many children were enslaved, or how badly they antagonized them, the peace-loving people never raised a single arm against the Ch'ak.

The Ch'ak generals realized that they had met their match. These pacifists had a strength of will that could not be broken, a will that was stronger than the Ch'ak. This news electrified the Ch'ak war counsels. They realized that they could conquer the small pocket of pacifists, but they would never defeat them.

Overnight, the Ch'ak surrendered, befriended, allied with, and became the sworn protectors of the Yethite Troog. Due to linguistic difficulties, the Ch'ak came to refer to the Yethite culture as 'Troog.' This momentous event is referred to as 'the Pact.' 'Troog,' in the Ch'ak language, has come to mean 'strength of the stone.'

It didn't take long before word spread about the people who defeated the Ch'ak. Soon, other cultures were seeking them out. Any who came to the Yethites were welcomed with open arms, open hearts, and generous spirits. Any who wished to join were welcome so long as they were willing to live by the tenets of the culture. These newcomers are also called Yethites, regardless of their origins; however, the bulk of the Yethite culture is comprised of Troog stock.

In order to know who was to be protected and who was not to be protected, the Ch'ak suggested some kind of outward sign. After much deliberation, the Yethites opted to use an indelible mark on the back of the left hand. Yethites who bear this mark (regardless of race) are considered by the Ch'ak to be 'Troog' and are thus entitled to all the respect and protection promised to the original Yethites.

In time, the Yethites took their place in the world as craftsmen, artists, entertainers, religious figures, teachers, and official witnesses. Today, traveling bands of Yethites can be seen all across the countryside. And thanks to the protection of the Ch'ak, only the most foolhardy of souls dares to actually harm anyone identified as a Yethite.

It should be noted, however, that anyone caught claiming to be a Yethite to avoid persecution or prosecution is branded dahmete by the Ch'ak. Roughly translated, it means 'walking dead.' Ch'ak warriors have been known to break off from combat in order to hunt down and kill a dahmete.

The Ch'ak consider it a sacred duty to protect the Yethites from raiders, more aggressive cultures, internal strife, or any other threat. Although no Yethite would ever admit this, they have become quite dependent on the Ch'ak protection. In return, the Yethites provide food, clothing, textiles, and tools to the Ch'ak. Some will even decorate their armor. But the Yethites will not make—nor even touch—their weapons.

Yethite settlements typically support a keep, within the boundaries of the Ch'ak lands, or a tower within the fertile vales of the Yethites. The Ch'ak rotate their forces through these towers and keeps in a schedule known only to them. However, at all times, there is at least one Ch'ak warrior/monk camped in hills above a Yethite settlement keeping watch over them.

Family attitudes: "We are all one family." Their biological parents usually raise Yethite children, but everyone has a hand in their development. All the other adults in a village are considered aunts and uncles. There are strong mandates requiring exclusivity in relationships. Married partners remain together for life. Although there are no specific mandates against polygamy, it is quite rare. Where Ch'ak couplings are usually founded in lust and the imperative to procreate, Yethite partnerships are ordinarily founded in love and the desire to proliferate.

Children are considered a gift of Hka'tonai. Large families, therefore, are common.

Religion and Death Attitudes: There are only three 'rules' that the Yethite must follow.

1) Love Hka'tonai with all that you are.

2) Love others as much as you love yourself.

3) Never ingest blood.

Bodies of the dead are buried. The funeral is a joyous celebration of life. There is music, food, dancing, and fond memories. In fact, most Yethite conceptions occur during funeral parties.

Gender attitudes: Biological differences aside, everyone has a male and female aspect to their personality. But different physical attributes make one gender more appropriate for certain tasks than others. The males do most of the heavy labor, while the females do most of the refined work. However, there are often exceptions.

Slavery attitudes: "We are all part of one body. Can your finger own your toe? How can one part of you own another part?" Slavery is not practiced because in addition to violating their views on ownership, they believer that as hatred harms the hater, so does slavery imprison the enslaver.

Taboos and Restrictions:

1) Killing is not an option. Ever.

2) Fighting is frowned upon.

3) Ingesting blood is strictly prohibited.

4) Ownership is taboo. All resources are shared.

5) Refusing to give aid and/or charity is cruelty.

Overall focus and motivation: The Yethite wish nothing more than to live in harmony with others. They envision a T'nah devoid of violence.

From the dust of T'nah we came, and to the dust shall we return; the body returns to enrich the soil of T'nah. Fear not death, for your spirit will be with Hka'tonai, even as your body is with T'nah; verily, you shall never truly die. Though your body shall fertilize the land, you shall be given new bodies for the day of reckoning.

—Yethite Funerary Song

So many races, so many cultures. How can such multitudes of possibility and difference co-exist? There will be much to learn for our scholars. On this world largely devoid of sustenance evolution runs wild.

—Culrain, Travelling Historian

RELIGIONS OF T'NAH

Many years past, in a time before history could remember, the religions that dominated T'nah were based upon one of two things: Faith that the next life would be better than this one, or Faith that the world, the earth, was life and needed to be worshiped accordingly.

But that was a long time ago.

This life was hardly a pleasure, and if one were to be born again, it seemed, the next one could be only marginally better than the current. The Earth Mother was strangely silent, despite the old, old tales of how one day she would wake and bloom, filling all with life, love and bounty; it was hard enough to fill the lungs with air, let alone the stomach with food, and faith rapidly waned in many places, and for many people.

And then came The Day.

The moon shone brightly down upon the face of T'nah, cool and comfortable, softly encouraging and so grandly mysterious and spacious. Somewhere, someone whispered that the moon was the Earth Mother herself, gone to a new place, trying to find a new way to share her love and blessings, but that tiny voice was quelled by the need of the masses to embrace the moon, the wonderful, comforting Moon as a sign of hope for things to come. It mattered little whether the earth had been goddess before, or whether the moon was of the earth—the Moon was goddess now.

In time, the earth came to be seen as a reflection of the Moon, a lesser, but still holy, version of the saving grace of the great lunar disc, and the Sun came into his own right; in some locales, the Sun was little more than a patsy for the Moon, keeping an eye on half the day while the Lunar Mother rested and prepared her bounty for her joyous worshipers, in other



places, the Moon became an evening reflection of the Sun, still a force of Life and Light, but pale indeed when compared to the Day Walker. From these two most basic philosophies sprang the vast majority of the faiths that can be found on T'nah today. Even such as the Equin, with their Universalistic approach, can point to the notion that the Moon, Sun, and Earth all share common origins and fates, or the Myrshal, whose 'god within' mentality is governed by the 'sun=heat; moon=tides; blood=hot tides; sun/moon within=god within' train of thought, although no self-respecting Myrshal would ever admit that.

What follows, then, is not any attempt to demonstrate the common origins of the most prevalent T'nahran religions, but, rather, an attempt to introduce them to the reader, and to permit the reader to ponder for himself how these diverse faiths came from common origins.



Dyevan: The deities of the Dyevan are like little pieces of chaos that have separated from the Universe and taken to floating around the world, wreaking havoc where they will, and how they will. There is no uniform naming scheme for the gods of the Dyevan because the mutable beings rarely hold one form long enough for anyone to identify just what they are, aside from the standard answer one is likely to receive, 'trouble.'

The gods of the Dyevan usually take a form that will blend closely with the people they are interacting with, although their true nature can be discerned by the milky colors that they simply cannot seem to keep from appearing in their eyes. A Dyevan deity will usually stay in one area for up to three days, after which time it leaves quite abruptly; the departure is marked by the rapid onset of bad luck, frustrating happenings and generally childish pranks that seem to have been laid well in advance. Cows have been known to give water and rivers, milk; rain falls up and clouds hover near the ground without burning off for days. If the deity in disguise was treated poorly, the residents can expect much, much worse things to happen. Stories tell with frightening clarity of the village that once shunned the passerby and later that same week a blight set in upon the crops and the rains came so hard that all the roads were completely washed out. Two weeks later, when people managed to make it to the village again, only three people had survived the starvation and diseases that set in supernaturally rapidly.

The worship of a Dyevan deity, it is said, is more difficult than courting a rich girl, for they are even more fickle than the female of the species. Offerings of opal are made not less than twice a year at shrines built for just that purpose, and the devout carry small jackals carved of opal in a pouch with dried molly leaves. Upon reaching adulthood, a Dyevan receives a small tattoo in orange on his or her left hip as a mark of identification, and as the Dyevan grows older, the design is enhanced upon, and the colors red and violet are added to the pattern. In old age, when the design is complete, the Dyevan is immune to the trickery of his gods—the only challenge is surviving that long.

Equin: The beliefs of the Equin are centered around the Herd mentality: Just as everyone is a part of the herd they live in, the world is part of the herd of the universe. All individuals are a part of the Greater Herd, and by this, are responsible for taking care of their own souls, the souls of their herd-mates, and the souls of those things that are not capable of taking care of their souls. The Alpha is responsible for the spiritual and political needs of the Larger Herd, and the Sire for his own individual herd, but these two only cover the most basic needs of the spirits of the Equin themselves. Once each year, the Alpha selects certain Herd members to act as Wardens for the coming year, individuals whose task it is to travel the Herd's Range and see to the spiritual and physical wellbeing of the lesser Herd-members; the sacred ranges, copses of trees that hold special spiritual significance to the Herd, rock formations, etc. One Warden is selected to oversee three places of import during a year, and is expected to make the proper offerings and prayers on a scheduled basis, thereby permitting the whole of the Herd to go on about its life without having to be troubled by the needs of the Spirit, secure in the knowledge that the Sire, Wardens, and Alpha are ensuring their wellbeing. Duty as a Warden comes only once during any Equin's life, and is seen to be an honor, although some youths may see it as a burden at first.

Kel: Renizant religion is strict and ordered, suited to a people of the same mind; the Kel are not the people best suited for following that paradigm. To the early, clannish Kel, the entire

thing just made so sense whatsoever, and they adapted. Retaining Ashik, Yai, Po, and Mamood, as well as a score or two of each of the Ranks of angels and perhaps ten score demons, the Kel adopted the Nine Pillars of Faith and the heterosexual monogamy, framed them around a philosophy that reads something to the effect of 'Family, God, Friend, Enemy,' and used the words of the priests as a sort of wattle and daub to hold the whole thing together. Wattle and daub may crack and chip, true, but the fire in the center of the home burns bright and the supports that keep the roof intact will never rot in six lifetimes, and that is what counts. Cosmetics can be fixed when there is free time to make the repairs, but without the structure, nothing would stand.

Oddly enough, the Renizant look upon the Kel with tolerant smiles, perhaps recalling their own past through some sort of racial memory, while they consider the Noma heretics of the worst kind. Faith is, after all, a two-edged sword.

Kheem: No one has ever bothered to take a census of the gods of the Kheem, which are said to number in the thousands and wear as many faces as the Lords of the Dyevan, and it is highly unlikely that anyone ever will bother. The complexities of Kheem religion are politely referred to as 'subtleties' in any examination of the religion.

To the casual observer, it would seem that the Kheem select their gods based on simple convenience, but to the Kheem themselves, it is a different matter altogether. Forgiveness and acceptance are at the heart of the Kheem religion, and the constant state of flux that their pantheon seems to be in is a way of expressing the forgiving qualities of the gods; that the gods have not yet smote them is pointed to as a measure of acceptance. When world conditions change, for society or even for an individual, it becomes difficult for the Kheem, with their sense of devotion, to reconcile certain acts with the religious upbringing they may well be used to. Rather than do penance, or beg forgiveness from the gods, the wise Kheem will apply his devotion to another aspect of the gods, one that understands and accepts the necessity of doing whatever it was that had to be done. Biluhwaul, for example, is the Protector of Life and punishes murderers, but if ever it becomes necessary for a Kheem to take a life, he immediately follows the act with a prayer to Liiuhah, the form that Biluhwaul takes to exact his punishment, praising the deity for its mercy and explaining that the death was a sort of punishment for acts not yet committed, but sure to happen. And, as the Kheem was acting on Liiuhah's behalf, punishing the future murderer for what he would have done to the survivor, all debts are even.

More than a few people have commented that this is not really worship, but bargaining or even outright coercion. The Kheem religious scholars simply smile wryly and call upon Mikashal, the goddess of logic in its most abstract form.

Kheem ritual, in practice, is made almost entirely of prayers to the different forms of the gods. There was a move some two centuries or so past to try and create a uniform system of iconography for their religion, but the expense involved in creating statues and altarpieces with movable faces to reflect the aspect being honored became too great for it to be a reality. In an effort at summation, though, it may be noted that the Kheem hold most highly The Protector of Life, the Lady of Logic, the Granter of Blessings, and the Great Entertainer. There are, of course, a dozen or more incarnations of each of these that have individual names and properties, often times with little to no similarities between incarnations, making true classification nigh impossible.

Kon'ahr: If there is any one religion that can be said to be the most unfailingly faithful, it is the Kon'ahr. The Renizant may remain firm and upright in their beliefs, and the Sylvan owe their lives to theirs, but only the Kon'ahr truly fear their world enough to love it. The Kon'ahr have no gods, nor do they care for any: theirs is a dark and forbidding spirit realm, peopled with tricksters, hungry beasts and torturous demons, a world fraught with accidents and even more disasters by design.

Seeing their lives to be devoid of a heaven, hell or afterlife, an outsider once tried to convert a Kon'ahr to a more optimistic philosophy, saying, "Look how that rat crawls through the tunnel there: he enters into the tunnel, scurrying as rapidly as possible, and out the other side. Your life is like that, you jump in, run like hell is chasing you, and jump back out. Now, the way that I see things," he continued on, but the Kon'ahr stopped him and said, "Yes, but if the tunnel collapses, at least the rat is not in there." Many scholars find their attempts to discuss theology with the Kon'ahr similarly thwarted, as there really is none to speak of.

With no afterlife, there is nothing to labor for, except to provide an easy time of it in this life. Many, if not all, Kon'ahr fulfill this by simply taking upon their person as many good luck charms and trinkets for the warding of evil as possible. It is easy to spy the Kon'ahr who is down on his luck, for he is the one resembling a walking bazaar, with bits of shiny glass, metal and fur draped from leather thongs, metal chains and waxed cords. Lest the non-initiate scoff, however, it should be pointed out that those who study metaphysical phenomenon have shown that there is some sort of 'critical mass' that, once achieved with the correct weight and variety of baubles, causes an almost instant change in the wearer's fortune.

Myrshal: The Myrshal are famously difficult to deal with, and this stems from their theology more than any ingrained, genetic desire to rule the world. The philosophy that drives the Myrshal states that god IS, and that she/he/it resides somewhere deep in the core of their being; this is not to say that others do not have a touch of god within themselves, it is simply that the Myrshal are the only ones to have come in touch with this realization. One day, the others will learn that god is not an exterior being, but interior, living within each of us.

Believing that they are most in touch with the god within, the Myrshal choose not to discuss their religion with outsiders. After all, how could they hope to understand the truth until they have felt god within? Few if any actual rituals are undertaken by the Myrshal, who simply lead their lives as they will and have no worry about the consequences.

Noma: Considered heretics by the Renizant, the faith of the Noma is reassuringly familiar to those whose desire it is to live in both cultures, and there are indeed some who wish to attempt the trying task. For a basic understanding of the Noma religion, see the preceding detail on the Renizant before considering the following information.

Ashik remains the Sun King, but his role in Noma thought is small compared to that of Yai, some might blaspheme—in some views—so far as to say that his role is tiny or miniscule. Yai is called upon constantly for her blessings and protections, for her generous aide and the way that she is able to bring the other gods to her side to help the prayerful.

'Playing Po' is common amongst the Noma, a sort of quasi-religious act whereby individuals act out strange pranks of one sort or another upon each other. In nearly all cases, the pranks are harmless, and almost always non-lethal. Accidents do happen, but that is the exception, and hardly the rule.

Also, and of great relief to some, the Noma do not share the cultural stigma that the Renizant do regarding sexuality: A man is free to marry the woman or man of his choice, just as a woman may choose to pursue the favors of men or women. Married couples are just that, married couples, regardless of the gender pairings involved. Second, third, fourth, or more spouses are common, as well, with either of the original 'husband-wife' pairing permitted to take as many additional sevgili—servant spouses—as is desired; all that is required is that the latter spouses pay respect to the former, in order of acquisition.

Renizant: The religion of the Renizant is detailed and ordered unlike any other major religion on T'nah. Central to this highly strict faith is Ashik, the King of the Heavens. No mortal may no the face of Ashik, and so he represented as the Disk of the Sun, with nine rays emanating from its circumference, one for each of the Nine Pillars of Faith. A cruel and harsh god, his interaction with T'nah is very limited as Ashik spends the greatest portion of his time playing satrach with his enemy Shtah.

The Nine Pillars of Faith

1) Allegiance is only to Ashik; worship must never be given to another. Prayers to Ashik's subordinates are permitted, but prostration is strictly forbidden.

2) There is only one image by which man may know Ashik: The sun which grants wisdom to the universe. The nine spikes of that image are these Nine Pillars.

3) The name of Ashik is to be honored as no other word. The name of your King may never be spoken in disrespect, used in anger, or named as a curse.

4) All the Faithful will fast for one day during each week. During each fourth of the year, one week of fasting must be observed. Water alone may pass the lips of the devotee who so honors Ashik.

5) Life is given of Ashik, and life may be taken only by Ashik or one acting on the behalf of Him. The penalty for attempting to impersonate an agent of Ashik is death at the Sun King's hands.

6) Theft from any save the enemy is criminal and therefore impermissible. Of that which is stolen from the enemy, one fourth must be given to the temple.

7) Adultery is punishable by death.

8) Children are the new life, life that has been granted by Ashik, and are the greatest blessing that any may receive.

9) Untruth is only acceptable when given to an enemy.

Ashik's consort is the moon goddess Yai. Kind and merciful, she can be found in droplets of water and in fertile eggs and as such is seen as the true Life-Giver. This is no contradiction to Ashik's claim on the title, for without his Light and Warmth, no life would grow, but without Yai's gentle foil to Ashik's severity, no life would receive the additional elements necessary to thrive. It is to Yai that many devote their prayers, in hopes that she will carry them to Ashik with the gentle persuasion that she is said to have used to win his harsh heart in the time before the world was.

As the generative pair, Yai and Ashik have several children, each of whom serves a roll in the administration of the universe.

Shtah is the firstborn, and the eternal enemy of Ashik. Banned for all time from any form of rulership, he is granted access to the Heavenly Palace as a courtesy, that Ashik might have an opponent with enough cunning to make satrach more interesting. Considered to simply be fully evil, the sins that Shtah committed to earn his standing as the Enemy are never spoken of, and few dare to speculate. All that is said of him is that there exists no good in Shtah. All that is known of is that he exists as an hermaphrodite, and is referred to in the neuter or feminine as a form of insult. It is likewise known that Shtah and Po, a younger sibling, are known to associate and work together on certain destructive deeds.

T'shai is the favorite child of Yai, and bears all of her most distinctive characteristics, particularly mildness and peacefulness. The Bringer of Bounty bestows his serendipitous blessings upon the subjects of Ashik in accordance with his mother's will, although he remains ready to so what his father may require.

Mamood is the counter to T'shai, and is favored of Ashik above all others. The Keeper of Order hands the law of Ashik to the people of T'nah and teaches those who will listen to the Wisdom of the Sun. An unyielding and strict disciplinarian, his archrival is Po.

Marrah is like a gentle nanny to the children who have been touched by the angels and manifest, as a result, mental retardation or autism. She watches over their lives, ensuring that each will be treated with fairness, for the angels are of Ashik, and those touched by them are, therefore, holy by extension. Marrah is the tutor of children who die before learning the import of the Nine Pillars, teaching them until they are mature and wise enough to enter the Heavenly Palace.

There are many stories that relate the reason that Po is neuter, from a horrid accident that befell its birth to the most common theory that, like Shtah, Po's lack of clear gender is a sign of the disfavor of the King of Heaven. Vengeful and only a little less evil than Shtah, Po observes its destruction as a form of playfulness that gets far out of line on most occasions. Where Po goes, chaos will soon be after.

Mamood's Lieutenant, and leader of Heaven's military might is Krik. The warlike youngest child of Heaven is charged with the defense of his father's Palace from the hosts of demons that roam the other world, a duty this fearsome deity revels in.

The angels form the corps of the army Krik leads, and all of these are either specially created servants of the Divine Parents or the offspring of the Lesser Gods. Each angel serves a different function in Heaven's war against the demons, but all bear certain unmistakable attributes that divide them into their ranks.

The Rank of Flowing Justice serves as one half of the infantry forces that Krik can call to his side and are bound together by their mutual connection to the functions of water. Some are responsible for maintaining drinking water in pristine condition, some for the dispersal of the rains or other weather, some for the harvest of fishes from the lakes; all of the angels belonging to the Rank of Flowing Justice, no matter their exact affiliation, are connected to the water. The Marshal of the Rank of Flowing Justice is B'uhla.

The second half of Heaven's infantry is formed by the Rank of Constant Vigilance, the angels who oversee the needs of soil, rock and sand. The Immutable Pillar Ghnom'bim serves as Marshal to this Rank, his stony countenance looking only to Krik for guidance and instruction. Those who are familiar with angelic doctrine whisper the rumor that Ghnom'bim would betray Mamood or even Ashik if Krik demanded it.

Serving as a sort of cavalry unit, the Rank of Sweeping Terror is observed to be, perhaps, the most violent and potent of all the regular troops at Krik's disposal. Angels who have been granted control over the air, the most powerful of the Sweeping Terror are said to be able to forcefully remove the breath from a man's lungs, causing him to suffocate in a short period of time. Aiil, the Marshal of the Rank of Sweeping Terror, has reportedly threatened to do this to Shtah if they ever meet in a neutral location.

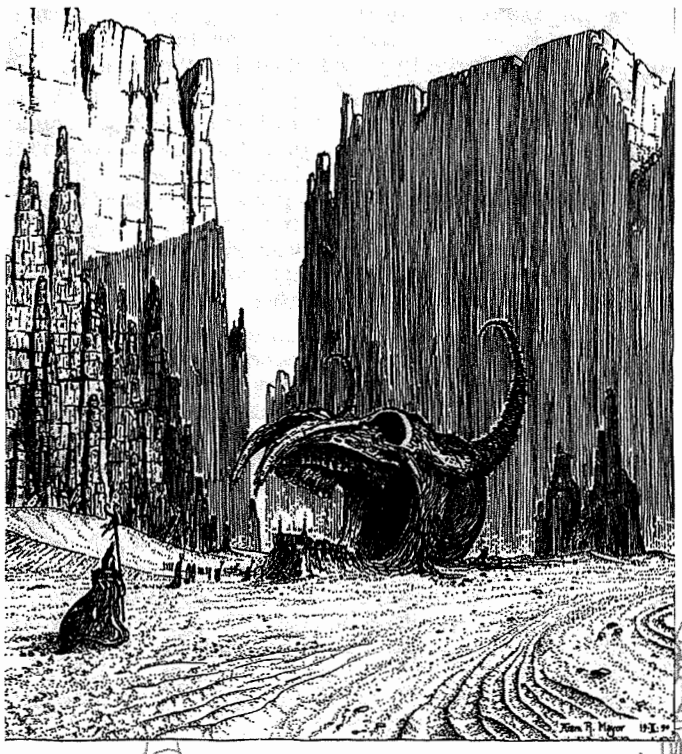
Ashik's personal guard is the Rank of Blazing Glory, led fearlessly by Assicean. Nominally under the direction of Mamood, the Blazing Glory answers only to Ashik, for it is the fire of the sun that they represent in their luminous presence, and it is fire that they rain upon all who irk their King.

A host of demons create chaos and discontent when Shtah and Po are too occupied with other works. Generally responsible for decay, famine, and plagues, the demons are poorly organized, seldom working together. They only grudgingly work for Shtah and Po.

The Renizant afterlife is simple for the complex diplomacy that exists in their Other World. The dead are tried before Mamood, the Favored One serving as judge and jury for this, usually, brief event. The sins of the dead are laid before him, and if any of these sins were committed in a manner that did not aide the Sun King, they count as a penalty; sins that were committed that benefited the King of Heaven or his Faithful as a whole are considered to be null and meritorious actions are counted as a mark. If the marks outnumber the penalties, the deceased is permitted to take his station in the King's Palace; should, however, the penalties be more numerous, the soul of the deceased is destroyed, ground into a fine powder upon which Po, Shtah and the demons urinate upon before Mamood casts the muddy mess into the void between the stars, never to return to T'nah.

Skulae: The Skulae do not have a formalized, central religion that all members of all clans follow. While on the whole, the Skulae may be said to be animistic, there are subtle details that separate them from the sub-races that wander the wastelands, full of superstition and fear.

Each tribe favors a certain set of deities, which may or may not include the gods and goddesses of the other tribes, depending on how closely related the tribes are. The principles of these deities remains almost unchanged across the board, although names and certain practices may be changed. The information that follows is based upon the religious practices of the three largest and most powerful tribes, which three are actually fairly amicable towards each other and have shared learning and philosophy during the years. Minor tribes will mimic the major tribes' mannerisms more or less depending on how desperately they desire the attentions of the major tribes. Fully rival tribes will try not to emulate the major tribes. In all cases, any additional known information will be appended to the documentation.



Thurake is seen as grandfather to all the tribes of the Skulae, and is generally agreed upon to be an old man with between six and fourteen wives. He resides at the top of the Mountain that Supports the Sky and his myriad wives inhabit the lower ledges, helping to guide the seeker of heaven. Thurake can be seen in the eagle that soars through the skies and in the tall, jagged mountain that reaches for heaven; on the rare occasions that he lets his body manifest on the earth, he appears as a thin, middle-aged man with dark skin, the color and texture of leather, his light hair shining against his dark complexion.

The worship of Thurake centers on a large boulder that is cut once a year from a cliff deep in the desert. A group of youths climb up the cliff and chip away at the boulder until it crashes down the cliff-face. Where it lands becomes the place of worship for the next year. Markers are placed to indicate this location and the faithful will bring rocks and bricks from near and far to aid in the construction of a shrine.

Shrines are never-finished works, and continue to grow and change over time as the faithful continue to remember them. Some simply pass by an old shrine and lay an offering or add stones to the construction as they pass. The wastelands are dotted with numerous shrines and ancient worship places. The Skulae know them all and record their locations.

Thurake is also known by other names such as Thorruk, Deerka, and Zilwaaya. Often a shrine is named for major events of the year and dedicated to a particular identity of Thurake.

As Thurake is the grandfather of the tribes, Nuirwass is the great-aunt. She dwells above the heavens, keeping a home for the Skulae that know how to find her. Some say that she is a secret consort to Thurake, others that she is consort to anyone who has the courage to court her. Seen in the deep pools that reflect the sky, or in the starry night, Nuirwass appears younger than her brother and of indescribable beauty; it is said that no one will truly know her appearance until they have reached the highest heaven to be with her, for she appears as whatever the beholder finds most beautiful. It is considered profanity to worship Nuirwass in any form other than that of a beautiful woman or a pool of water reflecting the stars, and will almost assuredly garner punishment in the form of sexually transmitted diseases, impotence, or barrenness. The enemies of the major tribes almost assuredly have a deity that resembles Nuirwass, but choose not to make her presence known, and only refer to Nuirwass as 'The Nine-Breasted Whore.'

Any other deities encountered are almost always going to be manifestations of these two primaries. Sun worship is a function of the worship of Thurake, just as the homage to the moon is a way of honoring Nuirwass. A few animals that are totems to the tribes will be held in high regard, but are not considered deified: This is an honor only for the grandfather, his nameless wives, and the great-aunt. When a totem is identified with, there is almost always a 'little cousin' that is also revered—for example, the Squirrel tribe holds the squirrel in high regard, and as a functioning member of the tribe, and they hold the chipmunk to be the younger cousin of the squirrel, and show him appropriate respect. The falcon belongs to no tribe as a totem, as Falcon is the little cousin of the eagle, the representative of Thurake, and no mortal should ever go so far as to compare himself with the grandfather or great-aunt.

A common 'community worship' of Nuirwass occurs whenever a traveling community of Skulae meets another community at a wasteland vahna. When the pack animals are settled, the tents set up, and the sun has set, the Skulae will ritually bathe within the waters of the vahna. Mud is applied to the skin of everyone. It is caked on thickly so that it is nearly impossible to recognize one another. In the darkness, with the caked on mud, the Skulae tribes mingle together and select partners. Once they have paired off, the partners copulate and wash the mud from one another.

This group ritual serves as worship for Nuirwass while spreading genetic material as far and wide as possible. Only those who are fertile participate in the ceremony. Pregnant females and children remain clear of the ceremony and sing songs or play games in the communal tents of their tribes. When the revelry is over, the tribes return to their tents. This practice is done every night as long as at least one other tribe is present.

Each night after the first that the revelry takes place, the community will work to repair or erect a shrine to indicate they have been faithful to Nuirwass. The longer the tribes remain, the larger and more ornate the shrine becomes. If a shrine was already present when the Skulae arrived, they will simply repair and rebuild the existing shrine.

Seldom do meetings like this last for more than a few days, or perhaps a week, though it sometimes happens that many tribes arrive at varying times and the revelry can last for several weeks at a time. Outsiders are often surprised by the actions and flagrant eroticism of the normally modest Skulae. However, it takes little to convince them to participate. Skulae consider the participation of outsiders to be a special blessing and will often vie for uniting with the outsider in order to be specially blessed.

Sylvan: The Sylvan present an interesting case in the world of religion. In a rare case of logic and religion displaying harmony; observing the Sylvan lifestyle rapidly helps one to become accustomed to the sacred in their lives. Being who they are, it is only logical to assume that the Sylvan revere the trees and wildlife, and the assumption proves to be true.

Before conclusions are leaped to, though, it should be made abundantly clear that the Sylvan do not worship trees. They may worship in groves of trees, or use them as focus elements for meditations, but they do not worship the trees. Trees, they teach, are perfect emblems of the divine, being completely genderless and existing in both heaven and earth at once. The branches that spread out into the sky are mirrored by the roots that reach through the fertile soil, a lesson in the need to balance heavenly aspirations with the reality of life on the 'normal' world. All trees help to fertilize each other, and all trees drop seeds, sharing equally the burden of procreation, having no foolish gender stereotypes like the humanoids do. Admittedly, this does cause some of the more fanatical Sylvan to act with racial prejudice, for if the trees breed only with their own individual species, it is surely meant that the Sylvan follow their example. This old party line is dragged out in trying times and always finds some adherents, but is more often the vast minority of uneducated, some smugly say unevolved, Sylvan.

Many types of trees fill the forests, and these each represent a different aspect of the divine to the pious Sylvan. Tall, straight ash mimic the powerful punch of lightning shooting down into the earth during a storm, and are used in rituals imploring the divine for weather changes. The tough, gnarled old oak is nearly indestructible and so oak is used for all building materials and for the crafting of arrows, spears, and javelins. Birch, with its slippery bark and lithe trunk is perfect for covering shields and for building hidden shelters. By examining any tree, its purpose becomes clear. The Sylvan speak to the divine spirits that inhabit the trees they use, asking politely for permission to take the portions that are needful, and leaving minor trinkets as a token of gratitude. General worship of the divine is carried out in a circle of trees that contains not less than one each of seven different species of tree—natural occurrences of these are rare indeed, and are the most sacred emblems of Sylvan religion, so most holy circles are specially planted and tended by four attendants who keep the undergrowth trimmed neatly and ensure the health of their charges.

The animals of the forest are less divine than the trees, but remain more holy than the humans that stalk them and wreck their homes. Where trees are facets of the divine prism that shines on all of us, animals are the rainbow that spreads forth from those facets, owing their lives to the trees' distillation of the pure divine light. Humans, on the same train of thought, are the dust motes that float through the bands of light, completely invisible if not for the light and glory of those things more holy than they. While not the direct descendants of the animals, humans nevertheless owe a great deal to them, and the Sylvan show their respect by carving animals from the wood of fallen trees, burying the carved image beside the carcass of a slain animal, thereby allowing the holy energy of the tree to bless the animal's rest. Humans, in contrast, are buried in the roots of the oldest and greatest trees that can be found, that their decomposing bodies may feed the tree while, hopefully, the Sylvan spirit merges with the spirit of the tree and is able to reach the great divine.

Tv'ahr: The Tv'ahr religion is a treasure trove for the theological scholar. A full pantheon awaits the busybody with enough time to dig into this culture's rich and convoluted thought pattern, and complex ritual schedules perfect for the obsessive-compulsive in each of us. The gods are real, they walk among us, and, in some places, they greatly outnumber the mortals. A recent text claims that there is one god for every three mortals. Whether this is truth or fancy is another story altogether; suffice to say, there are quite a few immortals in the Tv'ahr world.

The primary gods that all Tv'ahr worship are seen to be three brothers, whose true names must never be spoken, and are called only Inspiration, Wisdom, and Holiness, and are the primary manners of achieving heaven. One must display all these to break free from the cycle of death and reincarnation that fills the lifetimes of all people. In truth, the reincarnation that is spoken of is more a sort of transmigration, the soul carrying over to a new, unsouled being and entering the world as an infant of whatever species the thing may be, not discounting plants and insects. Truly horrific acts are just as likely to have one rebirthed as a stone, spending hundreds of thousands of years in one place, unmoving and exposed.

Minor gods fill the capacities that the Three Brothers do not take upon themselves, such as guarding over special animals and plants, or even emotions. Tingra'a is the goddess of contentment, visualized in temples and paintings as a large, overweight, woman with long ears, and is arguably the most important of all the minor gods. The Rabbit-Moon god, who oversees childbirth, is equally vital to everyday life, and no expecting mother is without a little statuette of the fluffy-tailed god.

Ritual life is complex, some say impossible to follow, and consists of frequent prayers and offerings to the deities: it is not that any one deity demands a great deal from his or her subject, it is just that so very many deities are called upon on a daily basis. The Three Brothers are invoked each morning, as soon as the feet touch the floor from the bed, and four sticks of incense are lit—one for each Brother and one for Heaven's doorkeeper. After breakfast is complete and the family has begun its routine, be it work or school, the matron of the house offers fruit and colored bits of cloth to the family's

private benefactor. An hour after lunch, the animal gods are given their homage with flowers and candles, but no Tv'ahr ever chooses more than two animal gods to be with him at any time, so these offerings are usually short and simple. At night, before the feet are placed in the bed, two sweet-smelling incenses are lit as a sort of dessert for the Brothers and the gods are evoked into the house to share their blessings.

Aside from Tingra'a and the Rabbit-Moon god, deities of great import include G'angaar, the Four-Headed Turtle who protects the drunken, but only if they remember to invoke him correctly before their first libation—else they are doomed to fall in a puddle and drown. Jiwha is a naked woman with four breasts who walks the streets at night, and, despite her appearance, guides little lost children home to their parents. A slew of finless fish swim through the air during times of great drought, and it is said that catching one will cause the rains to come, but only backwards country dwellers believe this. The educated realize that Anu, the Lord of the Rain, is quite fond of canines, keeping a vast kennel in his heavenly abode, but he has been unable to ever find a black dog, so when the rains simply will not come, tying a black dog to the back door and not feeding it is a sure way to get his attention. He will sweep in with his rains and take the dog to his kennels.

Heaven's doorkeeper is said to be the Three Brothers' long lost Sister, but no one has ever brought proof of this. Whomsoever guards the door to Heaven, though, demands a strict set of compliances be met, and only one in ten thousand mortals is said to be of worth, so they reincarnate in one form or another, trying to learn the tenants of the Three Brothers flawlessly that they might find their way into Heaven. Most Tv'ahr, though, accept their fate and simply try to live the most upstanding life possible, so that, when the time comes, the Sister will not cause them to come back as a slug or other insect.

Yethite: Yethites consider the name of their deity to be most holy and ineffable. They will only speak his name during their praise or worship ceremonies. The only people allowed to be present during these ceremonies are Yethites. The name of the deity remains a mystery, though they use many placeholder names to reference their deity including: Jhireh, Rhaffa, Thidkenu, Thelichot, Hka'Gadol, and Hka'kodash. The most common reference to the Yethite deity to outsiders is Hka'tonai.

The Yethites are a peaceful faith that exists outside the boundaries of race and geography, though the majority of them are Troog. They follow the teachings of a pacifist whose presence in the world as a genuine person is sketchy at best. Yethu was said to have wandered the world with no home, and no desire for one. He preached against abuse, whether it occurred to the self of was caused by the self, and proclaimed the message of love and gentleness from wherever he could find ground to place his feet. Thus write the early proponents of the faith, anyway. Historical records are lacking on the actual life of Yethu except for passages within the writings of the Yethites themselves. Though there are some questionable references within the Renizant Empire from whence he is said to have originated.

The tenets of Yethite faith may be summed up with the three commandments that their leader left for them: Firstly, love Hka'tonai with all that you are; secondly, love all others as much as you love yourself; finally, never eat or drink of blood. Outsiders tend to perceive it as essential for the aspirant to follow these commandments strictly. It is supposed that adherence to them can influence their place within Yethu's City of the Dead. However, the faithful will explain that it is not through actions that one reaches paradise, but through faith in Hka'tonai. Firm believers in this Next City, or paradise, the faithful deceased are laid to rest with little, or, preferably, no ceremony. The body is interred in the ground and no more is thought of it. This fulfills the words of Yethu when he stated, "From the dust of T'nah we came, and to the dust shall we return; the body returns to enrich the soil of T'nah. Fear not death, for your spirit will be with Hka'tonai, even as your body is with T'nah; verily, you shall never truly die. Though your body shall fertilize the land, you shall be given new bodies for the day of reckoning."

The commandments aside, and the teachings of the Next City accounted for, there remain only a few additional taboos that restrict the followers of Yethu: Killing is not permitted, ever or for any reason. Fighting is looked upon most severely; the refusal to offer aide or charity is the most thoughtless and cruel act that one could ever commit short of murder. Ownership is a foolish idea created by people not bound for the Next City, T'nah is the home of all, and its bounty should be shared.

Yethites face a near constant plague of Drachen attacks. Many of their villages and towns are built below ground to protect their people from these attacks. There is also typically a large contingent of Ch'ak protectors in each town to ward off the attacks of the Drachen. These attacks are usually quite discriminatory, though they are still opportunistic. Troog are the most often taken, but a percentage larger than their makeup of the community. Some have even reported that Drachen have avoided an easy snatch of another race, in order to snatch a more difficult target that was Troog.

Maschan: Another sect of the Yethite faith exists who take a more proactive view toward the injunctions against violence and killing. T'nah is a terrible place and those who follow the teachings of Yethu have often suffered mightily at the hands of violence. The Maschan accept that some violence, when determined by the corporate body or in order to ensure survival, is acceptable.

This belief has separated the Maschan from the true Yethites philosophically and physically. The traditional protectors of the Yethites, the Ch'ak, will not protect the Maschan, and treat them with much less respect, though to honor their Pledge to the Yethites they will do no harm to the Maschan.

As a token protest, the Ch'ak place only one protector within the city that has spawned the Maschan view—Thulh. This single protector is responsible for overseeing the small community of Yethites who live there. The protector will not protect anyone else in the community.

The majority of the Maschan are not Troog, but are of the other races who have initially joined the Yethites, then found the life of the Maschan more to their liking. There is no injunction against eating meat amongst the Maschan, though they still carefully drain and cook the meat to ensure that no blood is ingested.

One other side effect to this change in philosophy seems to be a lack of interest by the Drachen in capturing members of the Maschan faith. While the Yethites face a near constant presence of Drachen raids who make off with people from their villages, the Maschan are nearly free from these raids.

Aside from the geographic differences, the nearer location to the Ch'ak watchtowers and the cavelike structures of the town of Thulh, some believe it is this change in diet that makes them distasteful to the Drachen. Whatever the reason, the town of Thulh has a significant population who are all but ignored by the Drachen.

GAZETEER

Cultures of Prosperity

The Grangers, the Mining Guild, and the Trade Guild, in spite of a relatively broad racial distribution, share certain cultural conventions that indicate a common origin. The most obvious is their knack for finding financial solutions to the problems that plague any civilization, and particularly theirs.

Dissatisfaction in the work force, for example, is often handled by bargaining. The most frequent deal relieves pressure from the unhappy segment of the workforce. Commonly, a temporary increase in that group's purchasing power (over some items, at certain souqs), is provided by the faction in control as a negotiating tool—a sort of 'coupon bonus' system. This is financed by monies set aside from usury or interest on loans, which usually have been made to that very group in the first place. Usually these 'emergency funds,' even when dipped into, are still a source of profit for the rulers.

Another example of their financial mindset is found in the use of not only import tariffs, but also of first thinking in terms of embargo where other civilizations would be preparing for war. However, this is not only because they have a financial point of view, it is also because their embargoes carry significant weight. Only Bh'awlt has anywhere near their production capacity in any area, and that city can only produce weapons on a large scale—and while Bh'awlt's capabilities are unmatched by any single city, any of these cultures collectively matches it. Their peace, in fact, relies heavily upon their own confidence in the power of their embargoes and their role as facilitators for each other, as well as for those around their collective border.

In general terms, the Trade Guild sells things and serves as the middleman. On their own behalf, their primary product is water, though they have their fingers in every profitable pie, especially food, processed lumber, and ore, which are all readily available in raw form from their neighbors, the Mining Guild and the Grange. The Trade Guild has developed many clever ways to keep and maintain water, primary among these being the massive dew-collecting tarps that cover most of the buildings in their cities and villages. They have also developed ingenious means of transporting their goods; they are the masters of commerce, and thus the masters of roads. Their caravans are the largest and most productive in T'nah. The Trade Guild's heavily guarded water convoys are not only unique, but are familiar in all major cities: dozens of huge, bloated, leather bags within durable wooden frameworks, each of which rides atop a sturdy wagon.

The Mining Guild produces not only enormous quantities of copper, iron, tin, silver, and gold ore, but also they are responsible for the bulk of the water that is available in T'nah as they pump it from their mineshafts. Much of this, both ore and water, is sold as-is to the Trade Guild, who then either process it, as in the case of water and wood, or sell it where it is required; in the case of ore, this is often to the Grange, who then sell or trade it to the Ch'ak.

The Grange also sells water to the Trade Guild for a healthy profit, and are also responsible for the majority of the food that sustains all three cultures. They are often haggled with, and some would say taken advantage of by fact of the nature of their loose collusion—lack thereof. Almost all of the Trade Guild's world-renowned delicacies are made from the raw stuff of a Grange farm, and usually they get it at a bargain by simply threatening to go to the next farm. However, many are the times the Grange has stood together, and both the Mining Guild and the Trade Guild go to great lengths to keep the Grangers happy with the business deals they make. The Grange could starve them all out, if it wanted to, and nobody likes to go hungry.

Culture itself is another thing that unites all of these subcultures. The surplus available in the areas ruled by these cultures, compared to the rest of T'nah, produces an inordinate amount of people who can survive by means other than toiling. Those with money have always enjoyed luxury and the best of everything, and in T'nah it is no different.

The result is that artisans are more highly favored (and more numerous) in areas ruled by the Guilds and Grangers. Further, their similarity of origin has produced several particular strains of artwork which are particular to these groups, and a sign of similar approaches to life. In painting, they use different sorts of brushes and much more expensive materials; also, of all the painters of T'nah, they have an approach which utilizes grander, more sweeping strokes, along with denser amounts of pigment applied to whatever material is used as a canvas, and an overall brighter color scheme. A painting from any of these three cultures will be identifiable as such to any T'nahran with even a passing interest in art, though which culture generated the artist may not be as readily apparent.

Likewise, certain art forms, such as Uolar—a mosaic portrait made from various rare and semi-rare precious stones, gold nuggets, and fossils or petrified wood pieces—is unique to this group of cultures. Another art form unique to these groups yet shared by all are pemshar carvings, which are a brilliant-looking woodcut treated with gold, ebony, obsidian, and other items, pulverized into a dust that is applied over various cloths and treated materials to create startling displays of color in the images rendered.

In this shared artistic originality is found the greatest evidence of all that the cultures are, at heart, related. An Andw'ahr Granger artist, studying a given subject in Uolar, would produce a different piece than a Rolen Trade Guild artist, but yet they would be similar enough in approach that a skilled eye could identify which was which.

Beyg'ahr

The Trade Guild and the Ch'ak hegemony have a long history of petty disputes and disagreements, and considering the Ch'ak's inherent pride—and the Trade Guild's condescending approach to outsiders with whom they differ at any point—there is no formal trade agreement or ongoing commerce between the two; in fact, there is barely less than outright hostility. Beyg'ahr is an Andw'ahr settlement that serves as a trading center between them, as the Guild desires the money and the Ch'ak require the goods. Why it is that the Trade Guild provides the Ch'ak with the materials that the Mining Guild traditionally deals in is a matter of speculation, but most agree that it is a consideration not involving the Ch'ak, but the Guilds.

The Grange traders here are more than happy to serve the role as middlemen, since it means high profit with a minimum of effort. Further, there is an almost constant caravan between Beyg'ahr and Bh'awlt, as many of the raw materials for the Ch'ak's industry come through here, and some few finished goods are brought here to be sold. So while the Ch'ak don't actively patrol, there is nevertheless a steady presence as they escort these caravans of ore and other component items to their foundries, factories, and smithies. An attack upon Beyg'ahr would, by definition, be an attack upon some number of Ch'ak guards.

Aside from the enormous souq, and the other facilities related to trade, Beyg'ahr is a typical Grange farm town. Although at the very edge of the desert, the hardy crops produced here are scant, but nonetheless far above subsistence, and provide yet another aspect of trade; much of that surplus is sold to the Trade Guild. A normal Grange council dwells here, and oversees the entire financial well being of the town, though only in an advisory capacity; they have no authority over who does what with their produce unless the council declares an embargo.

Storms are common and water is cultivated and gathered both in the winter and from the spring rains off the mountain, as the desert encroaches in summer and often threatens to emaciate the current crop. But it's possibly the least desert of desert towns, with a fair and almost temperate yearly precipitation, and a good deal of shelter from the worst of the storms, which tend to miss Beyg'ahr to the North or South. There is an entire group of farmers whose sole task is the collection, protection, and distribution of water to keep the desert at bay in the hottest days. Regardless of the income from trade, they are still Grangers, and thus farmers. However, when the summer heat is highest, they often find themselves using the river for crops, and purchasing drinking water from Trade Guild convoys.

Granger artists love to work here, as the weather overall is as mild as anywhere in the Grange thanks to the mountain's shadow, making it usually feel as if autumn is approaching or had just passed. The scenery thus has a certain somber aspect which makes the Beyg'ahr landscape particularly popular for capturing in art. However, not only artists native to Beyg'ahr find the view outstanding; painters from all areas often take a pilgrimage here to begin their careers in earnest, for a masterful Beyg'ahrian landscape can make a career. Few scenes are as often represented in T'nahran painting as the westward view at sunset from the road out of Beyg'ahr, and the most famous was painted by a local, an Andw'ahr named Jahr Letyr.

Beyg'ahr is also reputed for its high quality flooring. A certain large team of good, though not masterful, artisans produces Uolar mosaics here in relatively consistent one-meter tiles, almost en masse. These are often done to order, and the team has traveled to do an important building on-site in the past, though the bill is inevitably obscene. However, since flooring itself is a rarity, those who can pay for it can pay handsomely—or so the theory goes in Beyg'ahr.

Needless to say, the few serious buildings—outside of the hovels and farm huts and storehouses—that the town has are exquisite, and artistically decorated and designed. Beyg'ahr also has an art storehouse, which may be T'nah's only actual 'museum.'

Wahdo

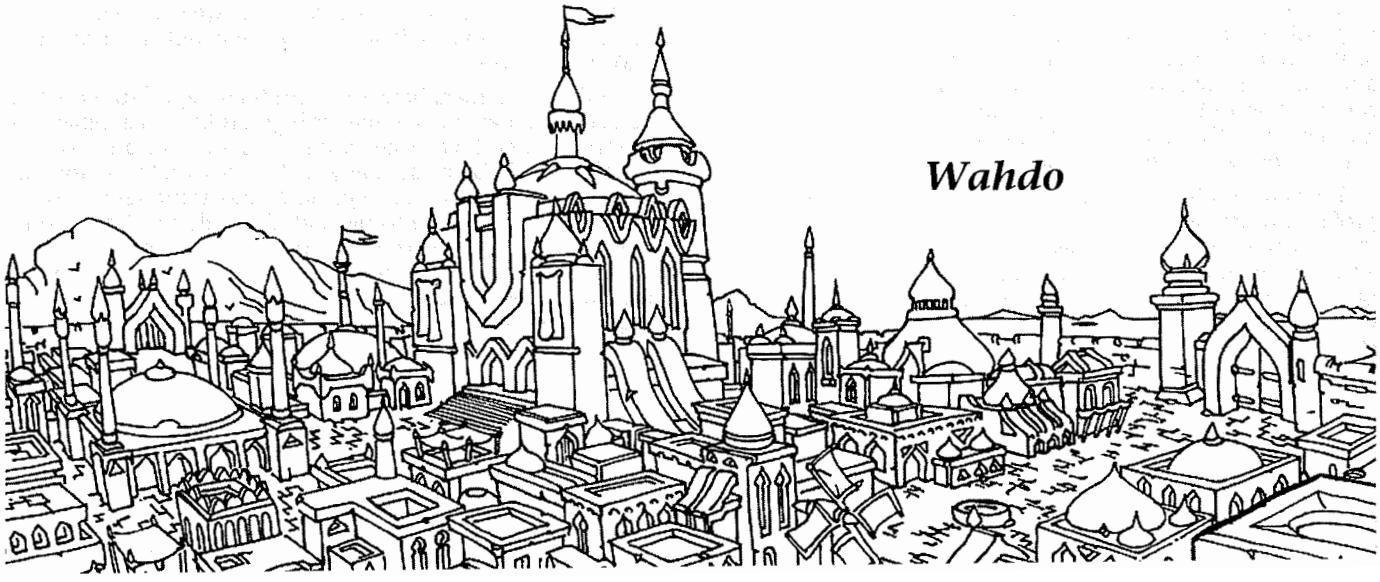
At the fertile intersection of two major rivers, a largely Andw'ahr and Rolen farm community, Wahdo is a sleepy little transit point between Heeko, Beyg'ahr, and Sephas. Many of the goods that pass through here are destined for Beyg'ahr and then on to Bh'awlt in the Ch'ak hegemony. Storage facilities are at a premium in Wahdo, and so most of the surplus coming through continues moving, as a good crop will quickly fill the silos and barns. Their main industry outside of farming is construction, because the production far exceeds their capacity for holding it, and more facilities are desperately needed.

However, there are no woodcutters in Wahdo; the few there were, who worked the forest across the river, died mysteriously, and none have replaced the lost. This means they have to trade for lumber, which is pricey if purchased from Heeko, and only slightly less so from the cities of the Trade Guild.

Wahdo's one unforgivable crime is to damage one of the town's trees. There are eight trees, each of a different kind, within the town limits at midweek. Should one count on a different day, there may find a different number and in different locations. No eye has ever seen the addition or removal of a tree, and yet they are inconsistent from moment to moment, and no explanation is available for this. But at midweek, there are eight, and they are equidistant if measured, one at exactly each point of the compass (judging from the center of the main crossroads in the midst of town). Only one tree is constant, and that is the one called the North tree, so named because it's always in the North.

The town is not quite a city in size or population, but in the volume of crop production it holds its own. The delta the town is built on is fertile for many kilometers around, and also oddly easy to work, even with the primitive tools commonly available. The crops seem to erupt of their own will, and more than once a farmer has spoken into a conversation amongst incredulous strangers to tell them that some things are just better left alone.

Unlike in many places, water is not a problem for the farmers of Wahdo. Neither are raids of wild Drachen, infestations of crop-destroying vermin, buried rocks and stumps that destroy plows, or anything else that naturally makes life perilous on T'nah. They claim to worry about these things, of course, should they be asked; but if they are not asked, they will never comment on them, and even in a week-long stay, a visitor gets the impression that the people of Wahdo are somehow leading a charmed life. Said visitor would also get the impression that this charmed life comes at some indistinguishable cost, because the people here are just...different. Different, peculiar, and in some indescribable and intangible way, paying in full for the lack of daily nuisances and perils that others in T'nah deal with. No non-native ever feels truly comfortable or at ease in Wahdo.



Wahdo

The oldest man in town and the unofficial, de facto leader, Gyffyr Daen, claims to remember from his youth the last time Wahdo had a truly bad storm, but he's not really sure just how bad it was. It seemed bad to him, of course, and to hear him tell it, it was a hell-bent rip-roarer of a monster, the mother of all storms—at least until he's pressed to detail the damage done. It apparently didn't destroy much of anything, nobody died, and there was no real crop damage.

At times, perhaps on several days out of every few years, strips of the ground are raised in erratic paths akin to those moles would leave. However, these paths are roughly four feet in width, and there has never been a witness to the creation of these. The holes beneath are invariably empty and caved-in within a meter or two of the lowest raised spot aboveground. This, according to Gyffyr Daen, has always happened, and nobody has ever had the first inkling as to the cause; just another of Wahdo's peculiarities.

A kilometer, sometimes three, outside of town, and the weather becomes as bad and erratic as anywhere else in the Grange: from slightly dry to arid, with a constant possibility of severe storms. Within that radius, however, the weather is a non-issue; it is breezy, slightly humid, and possibly the only truly healthy spot of T'nah.

Heeko

Heeko is a hub for the Grange community. It is located at the junction of several major trade routes and serves as the default capitol and center of commerce. Grangers take their grains and produce here on the way to the markets in Sephas and Beyg'ahr. They either transport them beyond Heeko of their own ability—which is uncommon, but facilitated by the availability of wagons and guards for hire—or sell them to the central storehouses and let the larger grain merchants disperse them as they are able, which is the norm.

The city itself is extensive, consisting of many low, long buildings along many major streets forming a broad and slightly erratic grid. The grain silos to the south of the city are Heeko's most prominent feature. These are ten wide buildings, barely a story, tall that run east to west for the entire length of the city, each belonging to a different major merchant or consortium of grainsellers. Competition other than that from among the existing ten is invariably crushed. This often happens long before the competitor is able to raise the funds for purchasing the expensive real estate necessary for building their own silo in the allocated silo area. The silos are covered with camouflaged tarps that are used to collect dew, a concept borrowed from the Trade Guild.

One Yahmen Holter, a slowly settling Dyevan with a particular brilliance for being in the right place at the right time, owns that valuable land to which the silos are zoned. Her current holdings are almost entirely in land, and most of the significant real estate in Heeko is in some way benefiting her. However, she often tires of her acquisitions shortly after the challenge of acquiring them is resolved, and so she ends up getting rid of them, usually at a healthy profit.

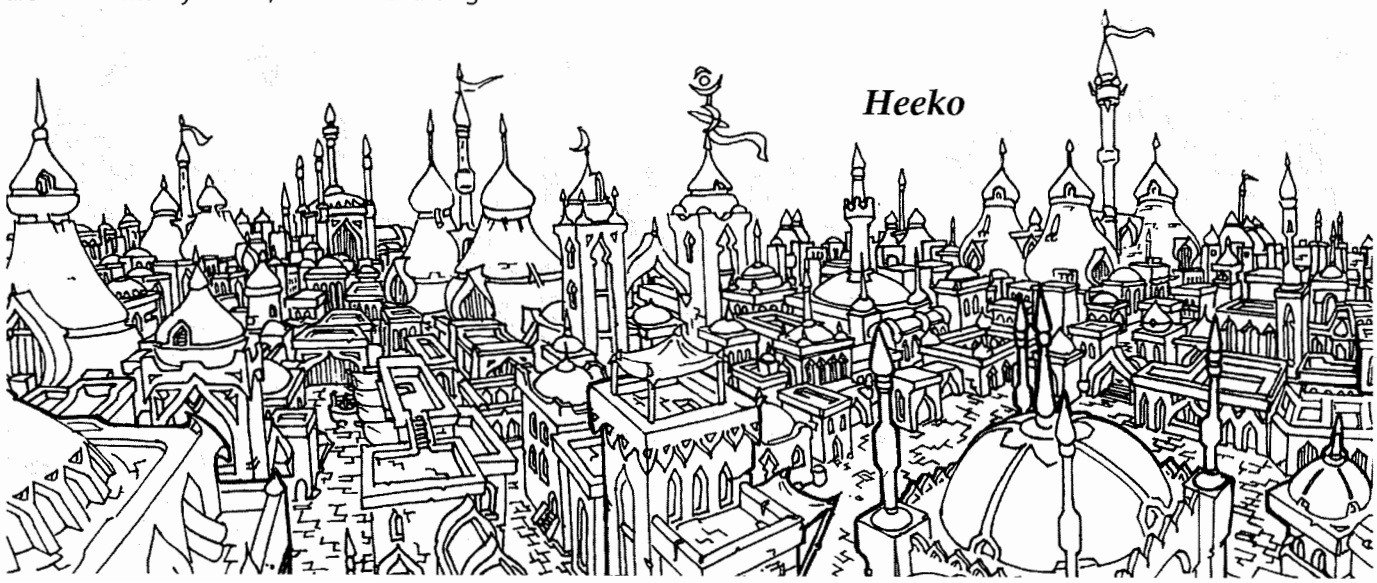
In town, the other most notable potentates are the Holders. This is the name of the largest of the grain consortiums, and is made of the six largest farmers in all of the Grange; they lease or, in essence, have their land share-cropped, as well as handling the actual trade of the foodstuffs from other farms as well. Ironically, all of the Holders are Andw'ahr; rumors that they are of Tv'ahr origin are unconfirmed, but circumstantial evidence such as their distant, and in some cases secret, out-of-town homes seems to corroborate such speculations.

Much of the manual labor on the farms that are not share-cropped is done by slave labor, and one of the most notable features of Heeko is the huge Slave Auction platform near the center of town. This auction is owned and sponsored by a mysterious individual known only by the moniker The Skulae. Few see him and fewer still survive, either as free individuals or as living ones, to speak of it.

All about Heeko for kilometers and kilometers are small farms, orchards, and even (in some of the swampy delta areas) paddies, where food is produced. Most of these are within a few kilometers of the river, and sometimes the farms and residents congeal into an independent rural community. However, many farms are also nurtured in small depressions between the rolling hills that dominate the area, and while the yearly rainfall is low, it is adequate for certain types of grain to thrive. Grangers who opt to plant other types of crops may not fare as well, though they often have knowledge, which they keep to themselves, of how to work around these problems. They know a great deal about the nutrients in soil and the requirements of their crops, and thus something of crop rotation and nutrient reclamation. They also know much about different methods and means to increase the effectiveness of irrigation. They do not share any of this knowledge, as it is all clearly trade secrets.

Heeko does a brisk trade in lumber, as well. The forests in the delta at the river's end are logged and carefully replenished by a local Guild of woodcutters. This delta was actually produced by Heeko woodcutters and hired labor to nourish their dense forests and provide paddies for other rarer crops than the Grange can commonly produce. The raw logs are sold to the Trade Guild for processing, because there is only one small mill in the Granger lands. They often barter the logs for a large amount of the lumber they produce, and the Trade Guild's mill owners are usually satisfied with their share.

Heeko suffers from typically harsh storms and winds, and from time to time there are plagues of nuisance insects that can devastate large chunks of the area's production for a



season. However, the local residents are very clever about balancing the harvest throughout the year; in any given month, one crop or another, however small of a crop that may be, is ready for market. Thus even without the enormous stores kept here, starvation would not be an imminent threat for the locals—at least, not those locals with finances to purchase food in times of privation.

Ferra

The town of Ferra sits upon the shores of the lake that bears its name. It is a mining town, and is largely built in the highest few levels of the mines of Jeavrentahk, the mountain that is home to the Ferralodes; these lodes are copper and silver, with a small, well-worked vein of iron. Some of the older part of town is on the surface, but most of the growth and activity is actually under the skin of the mountain. Where the lodes are completely exhausted, the mining platforms are shored up considerably and then construction commences. Most of the lodes ran north as much as they ran down, and so, with increased shoring-up, the top few levels of the mine are now all but immune to collapse. Most of the weight is completely supported by bedrock which, by various secret techniques, has actually been replaced in spots to serve as supports for the immense weight it has to hold. This technique developed largely because of the shortage of timber the initial mining created, and the remaining timber supplies are used in the lower levels of the mines; the rock-restructuring technique is inadequate due to its slow nature and unpredictable results while excavation is still occurring.

The town itself seems much narrower than it actually is. Visitors often describe Ferra as 'claustrophobic' or having a 'closed-in' feel. The streets are just wide, torch-lit corridors between buildings, some of which are 'deeper' in size than others. The ceilings are almost universally two meters high, though the exceptions are almost always lower, not higher. The lowest level of Ferra that has been colonized or lived in—the sixth level below ground—is also lit in places by phosphorescent lichen that clings to the stone walls. This life form has not been successfully manipulated into the upper levels yet, though some of the streetkeepers desperately attempt to accomplish that task. Some feel it is because of the ventilation shafts which speckle the town; the lichen seems to grow only where the slight breeze from the outside does not penetrate, though the proliferation of this lichen in Vit'ahr, which has even more ventilation than Ferra, disproves the theory.

The highest level is the most valuable real estate, as it is the oldest below ground and the most securely shored. It has become the shopping area, and most of the whole level is simply a souq that extends through the various tunnels and pathways. All of the basic needs, and far more of the luxuries of life than one may suspect, are available here. Souqs and markets exist on other levels, but the place to find what one wants is the top.

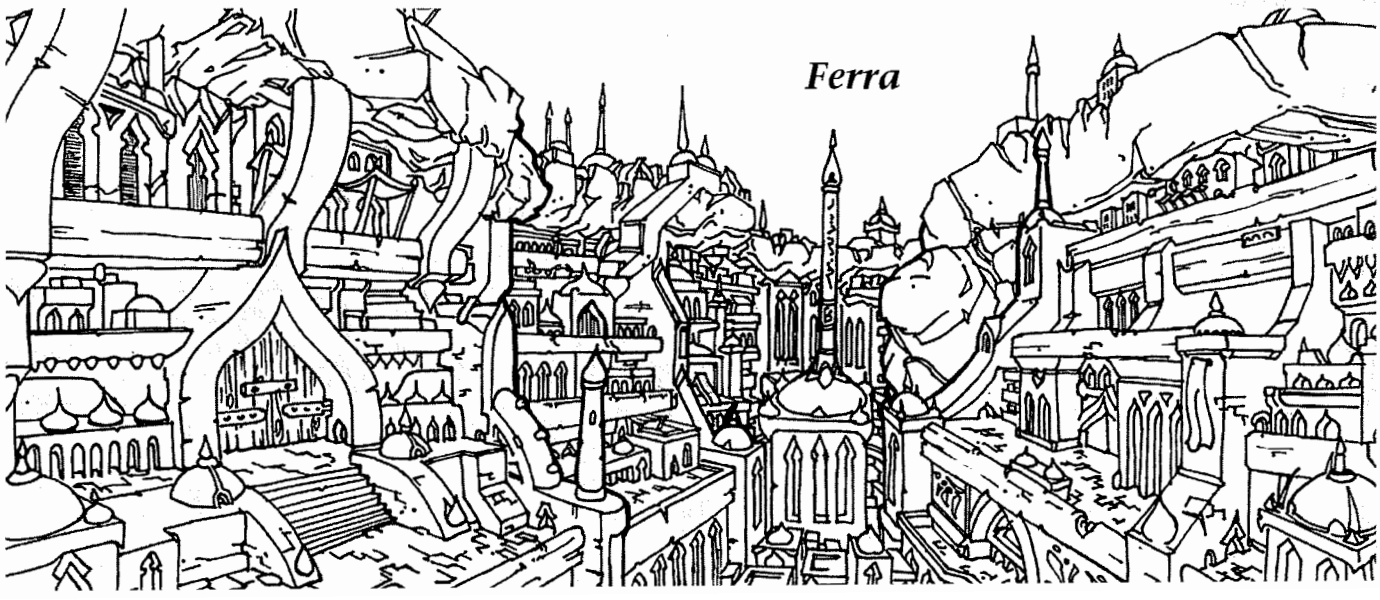
Other levels below offer all that any city offers, including housing of various kinds: from extensive, palatial homes, extended from the original mines into new cavern delvings (and only these often have higher ceilings than the standard two meters) to alcoves that may be rented by the night, many of which still bear marks from drills and picks.

Ferra has an extremely large number of miners resident. They often live in the lowest level, and their dwellings, while small by some standards, are usually elegant and securely fashioned. They work long, frequent days, and are well compensated. They often die from cave-ins, exploding or suffocating pockets of gas, and other causes; of all T'nahrans, miners are the most likely to die by drowning. Ferra, like all Mining Guild towns and cities with active mines, produces a huge amount of water from this digging. Teams of bellowsmen, who work a manual suction bellows around the clock, pump it out. Thousands of gallons of water are drained from the tunnels in this way every day. Most of it is sold to, and processed by, the Trade Guild, but only after Ferra has taken what the city desires and needs. Forty immensely deep, covered, stone wells outside the town hold this excess until an empty Trade Guild water convoy arrives to take it away, which is a thrice-weekly event.

This incredible volume is second only to river for T'nah's supply of drinkable water, and it is the primary source of wealth for both the Trade Guild and Ferra. In spite of the ores they take such pride in wresting from the earth, water is, in the end, what has made these cultures financially rich.

Lake Ferra is a stunning lake, full of life and surrounded by huge trees and vibrant undergrowth. The lake is home to a multitude of lifeforms and is a rich repository of life for the town of Ferra. The water tastes unhealthy, and at times it can be; but this is just organic residue from the life in the lake. It is actually safer than some water that can be purchased in many major cities. Many of the relatively few aboveground residents of Ferra fish for a living, and many of the rest do so for relaxation or subsistence.

Ferra suffers from strong winds, and in the winter is buffeted by the backlash off the desert, bad storms and high winds being common. However, as the town is on the western side of the harsh Skulae lands, and shielded from the ocean by mountains and forest, it is relatively insulated from the most severe weather, which tends to travel from west to east from spring through fall.



Vit'ahr

The city of Vit'ahr would be impressive—if anyone could see it. Aside from a few fortified entrances, the city is completely invisible, built entirely underground in what used to be the top twenty-five levels of one of the richest mines in known T'nah.

Much like Ferra, Vit'ahr's upper level is primarily a large marketplace, while its lowest level is mostly home to miners. However, unlike Ferra, Vit'ahr's design was far more preconceived and intentional. Rather than simply building in the space left by the mine, the cavernous excavations were renovated even as they were shored up for further mining in lower levels. The streets here feel like streets, and the buildings appear to be buildings; there is no visible ceiling in the first level, and the lower three habitable levels each were once five cubicles deep, with a cubicle being a two- to two-and-a-half-meter high level of platformed mineshaft. Thus, the ceilings of the lower levels, entirely out of sight from the street, are ten to fifteen meters high.

The phosphorescent lichen which lights some of the deepest recesses of Ferra is preeminent in Vit'ahr, and lights the entire city day and night in a soft green that is easy on the eyes, yet bright enough to allow one to read. The lichen seems to grow densely in all areas, even at the very mouths of the ventilation shafts that run up and down like dumbwaiters along the city's primary compass points. The only places where it does not grow is where it has been burnt off, which is only inside certain rooms; the streets are entirely illuminated, as is almost everywhere else.

At the center of the first level, surrounded by the most important and valuable shops and merchant kiosks, is the impressive base of the Mining Guild. It towers above the nearby buildings and casts long shadows across several streets, a fact that has not gone unnoticed by the atypically large population of poets residing here. While appearing to have a laissez-faire approach to rulership, the Guild is anything but, and only the greenest arrivals believe otherwise.

Vit'ahr is home to many world-renowned artisans. Many of these make their homes here because it is an easy place in which to avoid being seen or noticed. To remain incognito or hermited away is a simple matter of providing the requisite cash or goods to those who can provide for the needs of those the public does not see.

Some, however, are completely open about their work, such as the great sculptor Thieban Gluth. He is, surprisingly enough, a Troog, and he commands incredible sums for his work, but his work is frighteningly exquisite and marvelously detailed. Other notable public figures are the poet Hykarene, a Kheem who has not left Vit'ahr in several years and has taken to coy jabbing at the Mining Guild in verse, and a Rolen who calls himself Thieban the Lesser. Once a student of Thieban Gluth's, the two are not on speaking terms, though Thieban the Lesser's work is certainly approaching Gluth's level of sophistication and quality. Also of note are the fantastic Uolar works of half a dozen worthy artists in the city; Vit'ahr is becoming famous as a source of fantastic Uolar jewelry and ornamentation for the homes of the wealthy.

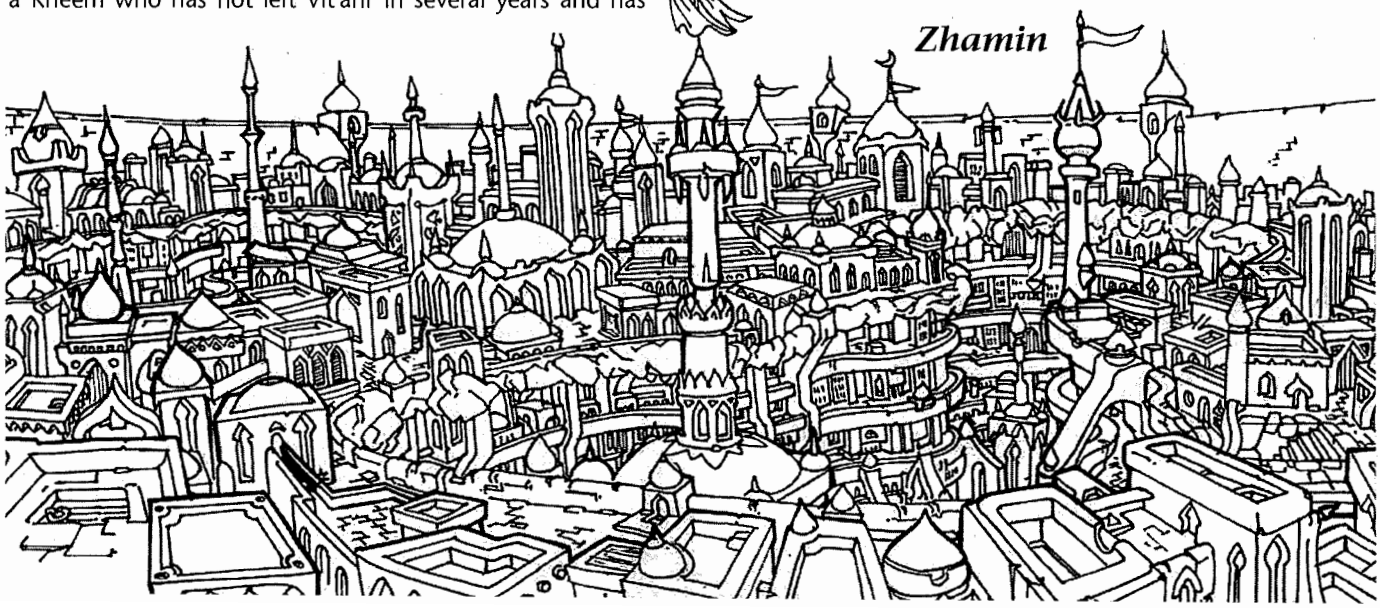
Lake Vit'ahr is a beautiful lake, though plants do not grow well around it and the waters are commonly referred to as 'bitter.' Those who drink the water find it distasteful, but it will not cause them any injury. Long term exposure may tend to emaciate the drinker. No one who lives in Vit'ahr will drink it, preferring the underground streams and springs throughout the mine for their water source. The drainage from the mines is pumped directly into the lake without a second thought from the Guild, and many are the questions this causes the poets to ask, particularly Hykarene—why not save the water? What causes it to taste so foul? Does something pollute it, and if so, is that something the leadership could stop, if it wanted to? And after this line of questioning has been raised, more than once the rumor has been bandied about that the masters of the Guild do more with stone than dig and sell it....

Zhamin

A large town that serves as a transit point between the Mining Guild based in Vit'ahr and the Trade Guild based in Uvah, Zhamin is known for its high quality zhani and gold production. Zhamin is hedged by a low fence of wide marble that is covered all around with mosaics and nondescript, inoffensive artwork done in embedded zhani and leaf gold, a testament to the town's wealth and splendor.

Originally, Zhamin was constructed below ground in the upper levels of the mining shafts as most Kon'ahr and Dyevan settlements tend to be. Over the years, as the town developed, traded, and prospered, it became a waystation between the two Guilds and attracted a large community of other cultures and peoples who did not like living underground. The beauty of Zhamin is unquestionable—at least, the external beauty.

The immigrants have not grouped according to their kind or culture, as is the norm in most cities, but rather tend to be scattered everywhere and adhere to a rule of conduct that is rare outside of Zhamin. Everyone more or less minds their own business, and leaves the problems they brought in with them on the other side of the gates. This is less a moral choice than it is a requisite one, for the Zhamin town guard (almost exclusively Dyevan) are notoriously brutal, and the dungeons are perhaps more infamous than the mines are famous. Also,



among the local ordinances is one forbidding public gatherings of more than a dozen members of a given race, which the guard naturally extends to obvious cultural groupings also. In the early days of the town, a group of rebellious Kon'ahr, free but serving as miners, had a carouse and ended up opposing the town guard, which ended in a bloody fracas that the lawmakers did not wish to see repeated. These things add up to the unusual, forced camaraderie of visitors and residents alike, all of whom are both instructed in the behavior that is demanded and cautioned at the end of a blade regarding the penalties for misbehavior.

The Mining Guild in Vit'ahr, of course, is fully aware of the leadership of Zhamin and its means. However, aside from the few judges, and the hundreds of guards, nobody seems to know who anyone is that is in command, save for their immediate superior. And even the judges and guards know who their own boss is, but none higher, except perhaps as a name. Few indeed know who, or what, is actually commanding the functions and rule of the town.

Slaves and prisoners do the mining, and it is done with little of the pride that is common to the other miners of the Guild. Zhamin, of all the towns and cities, does not have the highest yield in the Mining Guild, but it does have the highest profit margin, as all the labor costs nothing and the kind of ore and the lodes themselves are extremely rich. And considering the relatively low percentage of free people living here, it is possibly the richest of the Mining Guild towns per capita. Slaves are worked to death in short order, and there are always more to be had; though arrests on shaky cause are almost unheard of, good cause can always be found, if one looks hard enough. And the local magistrates—and whoever ultimately rules here—not only have the means, but the will, to look hard.

Moreso even than the mining, slaves and prisoners do the hot work of smelting the raw ores. More of this is done in Vit'ahr than anywhere else in T'nah, though perhaps Bh'awlt comes close; here, much of it is done underground to keep the heat and smoke away from the free citizens. As many workers die smelting as do mining, and maybe more.

Most of the contemporary city exists above ground with many underground passageways connecting various parts of the community. Most of these are gated and guarded, and the few that are not off limits are very efficient shortcuts. So efficient, in fact, that they are now accessible only by paying a toll. Some two dozen large suites, on the first two levels of the mines, are sequestered and presumably occupied, though nobody knows to what purpose or by whom.

The artisans here keep quiet, and do not criticize the leadership openly, if at all. However, some of the 'nondescript, inoffensive' art produced here has more to say than it would at first seem, and some of the art produced here is not art at all. Some of it is simply a message relay from factions that would see Zhamin ruled by less violent, less selfish hands.

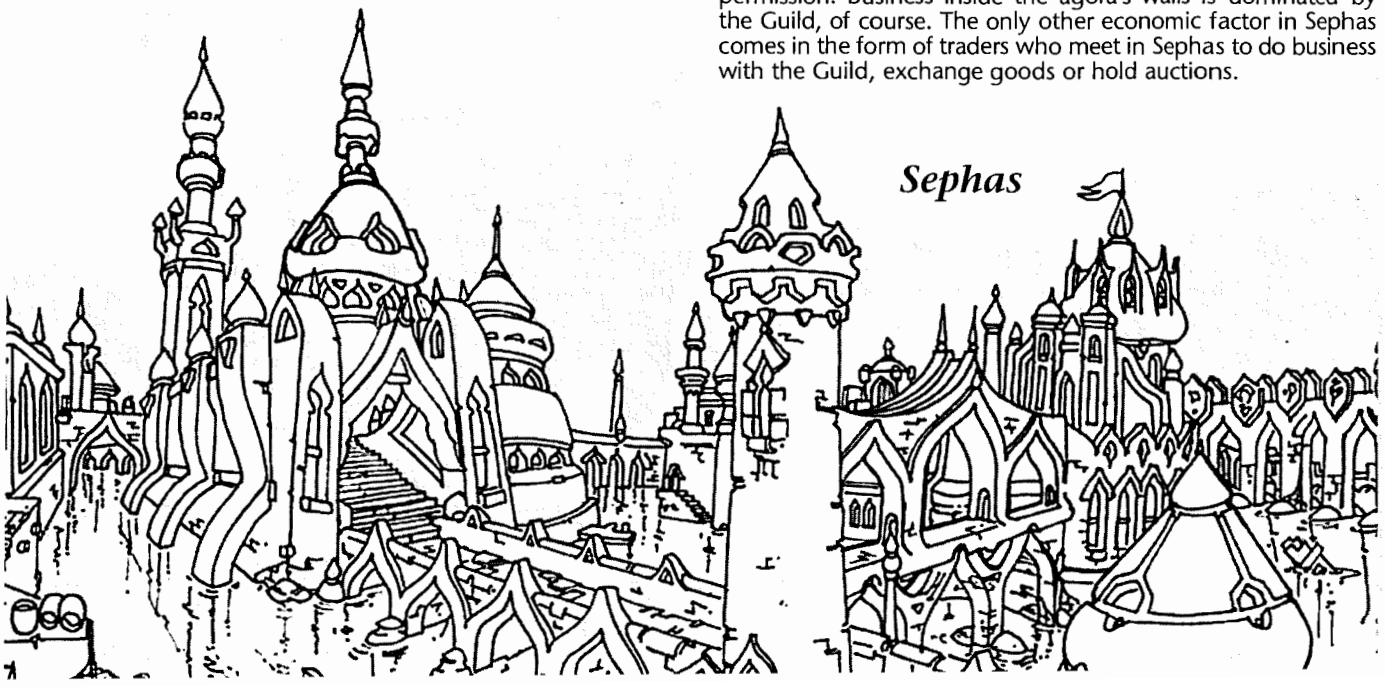
The weather of Zhamin is much like that of the outside of Ferra: harsh winters, and not-as-harsh springs and summers; though, of course, much more of this actually influences the citizenry than in Ferra, as Zhamin is largely aboveground. The stone walls serve as an effective windbreak when the winds aren't too harsh; when they are, slaves repair the damage after the destruction is over; or during, if one of the guards lost at dice the night before.

Sephas

While Uvah holds the prestige of being the Trade Guild's capitol, it is in Sephas that the real business of the Guild is conducted. Ask any caravaner you come across about his route and he'll most likely tell you that he is either going to or coming from Sephas.

The city of Sephas is an architectural marvel, redesigned from its origins as an early and primitive settlement along the West bank of the Lorad river. It has been made into an enormous metropolis that can withstand the risen river even at its highest flood levels, for the lowest five meters of the city holds almost nothing but smooth stone or brick walls and stairways leading up. There, high above the ground in summer, are the catwalks, bridges, and arches that form the 'streets' of Sephas. Stone or wooden sidewalks stretch out into the wide canals between buildings, and in the seasons of high water, small junk-like boats and raft-like ferries provide a quicker and more scenic means of transportation. The few places that are inhabitable without ascension, as well as the main gates, are on the west of the city, where the natural incline of the mountainside allows a level entry and a safe space to build upon. If not, they can remain safely inside, or stay entirely on the lowest level. That level is exceptionally well-guarded, sturdy, reinforced, and lined all about with a one-meter-deep, two-meter-tall, box-shaped fence to keep anyone from falling in—or stealing water from the canals, all of which is defined as city, and thus Trade Guild, property.

The souq that fills the city's core is a walled circular court of immense proportion called the Grand Agora. Two massive gates, one at either end, ensure that no caravan or pedestrian moves in or out of the monstrous souq without the Guild's permission. Business inside the agora's walls is dominated by the Guild, of course. The only other economic factor in Sephas comes in the form of traders who meet in Sephas to do business with the Guild, exchange goods or hold auctions.



My guide left me as soon as we arrived at the Great Bazaar. I understood him, an adventure such as the Bazaar is best experienced alone. If the souqs seemed vibrant, they are pale in comparison to the amount of sights, sounds, and dealings going on in this bustling mekka. I think I have experienced all from the possible to the impossible in these painted hallways. One shopkeeper refused to sell me a sword, claiming that I would not honour it in a proper way. Another tried to sell me three, on grounds that one could never carry enough protection. In a small and dingy shop, a nervous and jumpy fellow seemed afraid of his own merchandise, as I tried to purchase gunpowder for purposes of my own.

—Culrain, Travelling Historian

The souq is divided into lots by the Trade Guild, who charge exorbitant fees to anyone who does business inside the agora's walls. The northernmost end of the souq is reserved for caravaners. This area is a swept dirt and straw court where expansive wagon trains come to load or unload cargo. Caravaners will often make camp here as well, sleeping in their wagons to ensure that their goods go untouched. To the south is an area claimed by vendors of every shape and size. Working out of tiny stalls or massive tents these people make their living selling every thing from dry goods and water to perfumes and spices. Any type of business that exists on T'nah can be found in the lanes of the southern court. In the middle area of the Grand Agora is the main road that goes from gate to gate.

The marketplace at the Grand Agora never slows down. Day or night there are so many bodies pressed together in the lanes betwixt the vendor's stalls that people are sometimes crushed to death by horses or sheer numbers of people. Stampedes and riots are not uncommon in times of shortages, disaster or just when hard to find items are revealed. A merchant who makes his living in the cut throat world of the Grand Agora knows not to undercut his competitor's prices too much, lest he risk being trampled by hordes of peasants battling each other over his wares.

Entertainment is in no shortage here. There are a dozen Kheem houses and more than a few pleasure dens that deal in everything from simple harlotry to more exotic pastimes. All tastes can be accommodated for the right price. Sephas has many pits, as most other cities use to deal with their criminals, each one designated for a particular type of criminal. Each of the pits have massive amphitheaters complete with shaded seats where the elite can watch their blood sport without fear of the scorching sun over head. In these pits, petty thieves and other criminals are but lambs to the slaughter as they are forced into battle with trained slave gladiators.

Sephas is also home to the largest of all pits, the Octagon. It is here that the greatest and most skilled fighters come to prove their ability and win their freedom, or die trying. The Octagon is the only place where criminals are incarcerated by the Trade Guild may win their freedom. In order to reach the level of skill necessary for the tastes of the crowd, the performer must have proven himself in many of the lower level pits.

In the area around the souq's outer wall is a small patch of dirt and scrub where nomads and small traders who cannot afford to buy a place in the Grand Agora in sit on blankets and sell their modest wares to passers by. Being much less crowded than the great marketplace, this miniature souq is where many of the residents of Sephas do their day to day business.

The city outside of the Grand Agora's walls is divided into three districts; The Guilder District is comprised of large estate-like manors kept by high-ranking members of the Trade Guild for use when they are in Sephas. These manors require a great number of slaves and free servants to maintain them. The Guilder District is also home to the great feasting lodges where the wealthy dine and dance late into the night while in the back rooms slaves toil over giant cooking pots and piles of dishes are scrubbed clean by a combination of sand, scalding hot water and muscle.

The Merchant District is a humble but comfortable stretch of dwellings occupied mostly by the city's artisans, small traders and moneylenders. The third district is referred to simply as Slave Alley. This rancid and filthy corner of the city is home to the poorest servants, nomads, and beggars. It is not uncommon to see gangs of rioters or packmen toting illegal wares through the twisted maze of back alleys and cul-de-sacs that comprises the slave quarter.

Visitors to Sephas suffering from vertigo often comment on the 'rickety walkways' and shortage of handrails, but the natives and long-term residents find it adequate. Many belonging to these groups are wealthy enough to be constantly surrounded by an entourage, the members of which would invariably fall long before anyone more important toward the center of the cluster.

The north and south of the city is walled below all around, which serves as a dyke for keeping the waterways navigable when they are flooded. Some streets are dyked permanently, in fact, which is as much a testament to the wealth of Sephas as anything, for summer finds the land parched; the harsh sun quickly evaporates the water, which is replenished from city stores. The town guard patrols both the waterways below and the bridges and walkways above, whether they need use boats or not.

Sephas is home to the Trade Guild's largest pharmacy, a facility that is unique to the Guild; pharmacies are not known elsewhere, as self-healing is not a common practice among the desperately poor or the uneducated. Sephas is also one of the few places of known T'nah where medicinal compounds, salves, and teas are mass-produced, albeit in tiny, drastically



Entrance to the Grand Agora

expensive quantities. Sephas also has T'nah's largest College of Mathematics, which in reality covers all of the sciences known to T'nahrans under the guise of math and trade functions. An education here is among the surest of ways to gain acceptance among members of the Trade Guild. Smaller colleges of various arts, generally useless to those who are not idly rich, are also found here. Also of note is the school of the Maroc in Sephas, which operates quietly and with the Guild's blessing, though not its direct protection or charter. It is possibly the largest Maroc school functioning publicly in T'nah.

On the outskirts of town, working the Red Vale hereabouts are sharecroppers on the land owned by members of the Trade Guild, as well as many independent Grangers who have bartered or purchased a great deal of this fertile ground. The Trade Guild doesn't much approve of Grangers working the vale, but a legally binding deal is a legally binding deal—at least until there is a precedent available to allow them to legally break it.

Fortunately, one of the Sephas area Trade Guild farmer's specialties is something the Grange can't duplicate because of the secret processes involved, even when they're working the same land. That secret is the keeping of the delicate and potent furei lamai flower. This brilliant orange and blue plant's white flowers produce a viscous oil with powerful healing qualities, particularly when it is processed into a tea or salve, which is done only in the cities of the Trade Guilds. Only in a few far-western fields of the Red Vale, and the Guild Gardens in Uvah, does this plant flourish, so while it could be a universal tonic of sorts, the short supply makes the price of even a single dose prohibitive to any save the most wealthy. The Trade Guild protects this plant, and allows only the best and brightest among the graduates of the Sephas College of Mathematics to tend them; and this only after completing a five-year program devoted entirely to this career. Likewise, all of the jobs of processing the furei lamai, and other less potent but otherwise healthful plants, are dependent upon finishing a qualifying course of study.

After Uvah, Sephas is the most debauched city of revelry in T'nah—at least, its colleges, and the city's upper levels, are. Especially in the upper levels, every depravity known or imagined is indulged in with wild abandon. Like Uvah, Sephas is infamous for certain activities which have become so associated with the city that the action has come to bear the city's name in common parlance; in this case, unlike Uvah, the few activities designated as 'sephastery' or 'sephasism' are strictly non-consensual. College education is seen as an entry, not only to the realms of knowledge, but of concupiscence as well; a full introduction to the life of the Trade Guild elite, for good and ill.

The lowest level of Sephas is comparatively a quiet, mundane place of common trade and, on the surface, conventional, conservative people. A large percentage of the population serves the Trade Guild as soldiers, and the rest of the able-bodied residents have the understanding that they can be called upon to form a militia at any time the need arises.

Sephas's leaders are reputed to maintain several Renizant artifacts in a legendary otec warehouse—though this is never spoken very loudly. Some who claimed to have evidence of this found sudden and inexplicable ends. There are those who whisper that there is likewise an unspoken rivalry between Sephas and Uvah for the prominence of the Trade Guild, but this rumor is not provable; all of the overall Guild leadership resides in Uvah, without exception. Powerful members live in the other cities, and the city lords do have a tenacious claim to an official position on the board in Uvah, but it is figure-head status at best.

Sephas's weather is usually hot, and dry on the outskirts save during the spring floods, when it is hot and humid. Within the city proper, it is usually humid. However, winter does find its way here in season, and takes the form of coolness, but never cold; the moisture in the air makes it feel warmer.

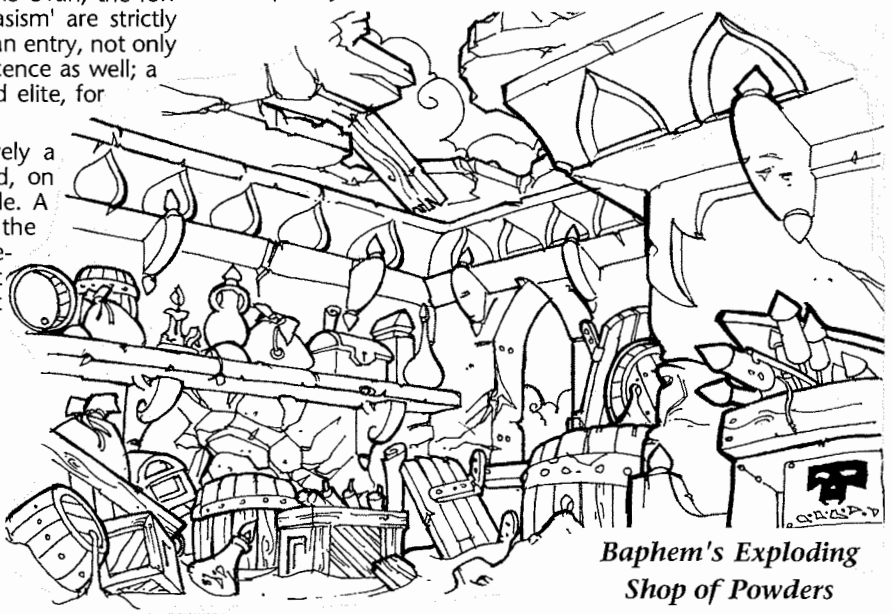
The Grand Agora

All hagglers in the world seem to be offering their wares here. One character seems to be outselling the rest. Salim Nine-fingers they call him. I only visited his stall looking for a new canteen, but ended up leaving dressed in new attire, carrying a 'new and much improved slingbag' while struggling to juggle four more exotic items in my arms. Curious. He could peddle water on a river bank. And you would consider yourself lucky to be able to buy it!

—Culrain, Travelling Historian

Place of a thousand wondrous wonders. Home of technology and magic. The Grand Agora is a wonder of the world. The Grand Agora offers everything an adventurous soul could want. The building itself is cut into the face of a riverside cliff, as is the rest of Sephas. Inside the building, a myriad of shops crowd every hall and every corridor. Chambers and halls are cut into the living rock itself, lending the Agora an atmosphere of mystery and magic. In the shops and at the many stalls you can find everything your heart desire. Ancient technology rests side by side with mystical stones, quality swords and a plethora of cultural treasures from all parts of the civilized world.

They say that if you cannot find it in Sephas, it probably never existed anyway. And it appears to be true. From Salim Nine-finger's shop of otec relics to Baphem's Exploding Shop of Powders, adventurers from all cultures and races are bustling to and fro in search of anything that will give them the edge in the outside world. Gunpowder, fuelcells, invisibility necklaces, and everlasting lanterns. Or they drop by at one of the many souqs and haggle in private with other explorers. It is a rare day, when someone does not make the purchase of a lifetime in the Grand Agora. It is an equally rare day when someone is not duped into buying something completely worthless.



Baphem's Exploding Shop of Powders

Baphem's Exploding Shop of Powders

It is not easy to run an alchemist's shop in the Grand Agora, but Baphem tries his best. Being a great procurer of various explosives, gunpowders, chemicals and ointments, it is a wonder that he is still alive and unscathed today. Rarely a week goes by without some minor mishap occurring, resulting in singed eyebrows or slight burns. To shop at Baphem's is likely to be more dangerous than actually using the purchased product. Nevertheless, it is considered great fun for young men to dare each other into going into the shop and ordering two ounces of Baphem's famous No. 2 Powder. It's all part of the great bustle that is the Grand Agora.

W-welcome kind master. No! Pl-please do not slam the door so hard. Is fragile, see? Very delicate powders in here, highly unstable. How I able to help you? Gunpowder? Yes I have. Please do not smoke, kind sir, Baphem just got eyebrows back. Yes, it is here in this barrel. Hold candle please. How much you want? A pound, that is good kind and courageous master. Okay, not to breathe. And ... there you go, sir! A pound of powder and not a single hair lost. Is good yes? Please give me candle, thank you. And you will pay how? Very good, fine master. Let me get change for you, I just put down candle. And here is gunpowder. Oh no, forgot candle. Run for your life fine sir! —*Baphem*

Ariz and Rainoz

Ariz is the smallest of the great cities of Red Vale and also the quietest. Ariz is home to those wealthy few who can afford a country estate where they can escape the fast pace of life in Sephas and Uvah. The city itself is a small trading post surrounded by a modest stone wall and protected by a hilltop citadel that overlooks the small town.

Rainoz is the center of the slave trade in the Southlands. Indeed this city in Red Vale has few other industries besides the sale of flesh. The sheer number of people who are herded in and out of its walls like human cattle is staggering. The auction courts and slave pens take up most of the city's interior. A large garrison of Guild-hired mercenaries guards the outer walls and patrol the streets for runaways. The punishment for any slave who tries to escape is public torture, followed by hamstringing and swift sale to the cruelest and most vile master that can be found. Most of these crippled slaves are useless for anything except gutter cleaning and other unappetizing tasks. A few are sold to pleasure dens that cater to customers that can only afford the cheapest whores.

The slaver's city is home to not one but six Pits. These are used less for the entertainment of crowds or the punishment of criminals and more so that potential gladiators can be weeded out of the throng of slaves.

As much twins as two cities can be, Ariz and Rainoz face each other over the fertile, well-farmed Red Vale. Both are renowned as the centers of the Trade Guild's numerous processing facilities, and most of the wares the Guild peddles are manufactured here. Water is purified; medicinal salves, beverages, and oils are refined and produced from their material components; fine artwork, glassware, decorative frescoes, and porcelain; gold, zhani, copper, and silver trinkets and jewelry—all of these and more are made here in abundance. Ariz tends to produce the useful items (mostly medicine and water) moreso than the decorative, and Rainoz is the opposite (mostly jewelry and glassware).

Fortunately, most of the work is done in a semblance of harmony with the surroundings, so the stink and filth of industry is minimized. This is, after all, a Trade Guild city, and as such the locals—even the poorest—believe beauty and health should always surround them. Many of the scholars of Sephas work here in pursuit of that goal. Ariz and Rainoz do not so much compete as compare, though if they compete in anything, it is in which is the more aesthetically pleasing city to dwell in. Given their industrial functions, much work is needed to beautify them. Fortunately, money is not an object. Taxes and tolls are high, however, to compensate for the lower-than-average income the population here has; most of the blue-collar work of the Trade Guild is performed here, and the workers are paid accordingly. The most menial tasks are slave work, but much of the organization and overseeing requires the dedication to quality that only a free person can give.

An enormous garrison of the Trade Guild army is stationed in each of the cities, and, as in Sephas, the local free people may be called upon to serve as militia in times of need.

The architectures of the cities are similar, though of course not identical. However, both have an expansive main avenue running east and west. In Ariz, this is made of a glossy red brick lined along the edges with lovely, pale blue zhani. In Rainoz it is of semi-polished marble lined with silver. In both cases the expensive decorative material is covered in an encasement of glass that is several inches thick and incredibly difficult to penetrate. The ever-present guards guarantee that there are few opportunities to attempt such a task.

On the whole, the cities are pretty, with impressive areas and certain lovely pieces of scenery, but more than anything they are dull. The good qualities are exaggerated by locals and leaders. Money and fine goods are as abundant here as anywhere in the Trade Guild, but the day-to-day life of the average resident is work, relax, sleep, start over. This taints the entire atmosphere and attitude of both cities.

Almost all of the known cultures of T'nah are represented in these two cities in some area. Culture, however, has little bearing on the daily life of the residents outside of their own



Ariz

homes. Discounting the wealthy, life is monotonous and the ultimate goal, regardless of the worker's origin, is to be productive enough to earn the wage that sustains the worker's self and loved ones. Prosperity flows upward on the backs of the workers.

Rainoz has frequent disturbances because of a revolutionary, a mysterious figure that the locals and authorities know only as the Stranger. Little violence has happened yet, but the little that has was decidedly in favor of the revolutionaries. He and his crew have appropriated many caravans worth of goods, setting many slaves free, who willingly join his band

Whether he is a local or an outsider, a Dyevan or a Rolen or even a Ch'ak, is unclear; which person the Stranger actually is, of the few that have given guards a good look at themselves, is unknown. Some speculate the Stranger to be a master of the Guild of Five, though there is no evidence for this.

Ariz has no such excitement, a status quo that the leadership hopes to maintain. They have had labor problems in the past, as has Rainoz; these were solved initially by token pay raises, and eventually by discreet executions. Ariz, however, has several large bakeries, and distinguishes itself from Rainoz by the quality of its delicious pastries, many of which are too delicate to survive overland travel. Negotiations with the Trade Guild master council in Uvah for access to one of their Ice Caravans has so far been fruitless, as the leaders of Uvah wish, rather than lease ice to Ariz, to wholesale the baked goods on their behalf.

Ariz and Rainoz are, in the end, desert cities in a fertile vale, oases within a larger oasis. Their wealth in water comes partly from the river but more from imports, such as the Mining Guild's excesses, which they then purify and sell in impressive Trade Guild water convoys. Their cities and streets are bulwarked against the rare storms that come over the mountain in winter and the frequent ones that come in from the east through the rest of the year.

Uvah

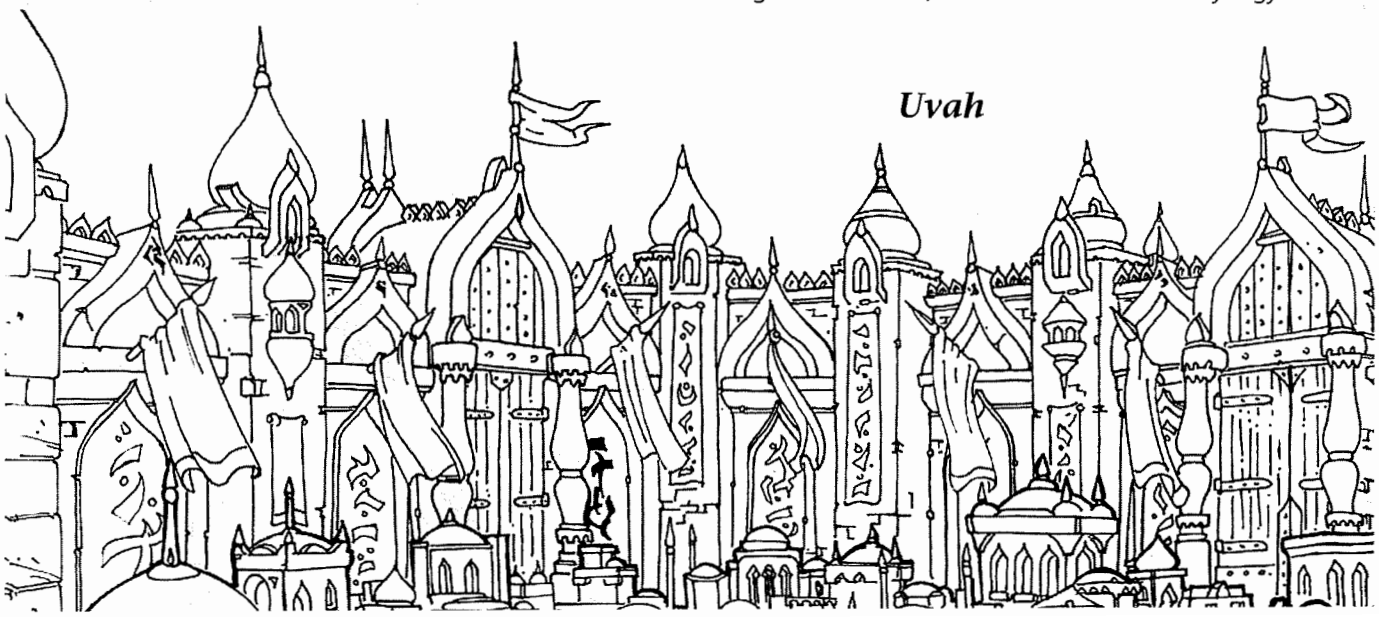
Also known as the secret city. Very little is known about the Guild capitol and few would wish to tempt the Trade Guild's wrath by trying to learn more. Most do not ever know the roads that lead to Uvah and the Guild makes sure that those roads are rarely traveled. Only a select handful of people are allowed inside the walls of Uvah, mostly ranking Guilders and their most trusted slaves. A sprawling shanty town of mud huts and tents has sprung up along the road leading into the main gate. This is where caravaners make camp while waiting for cargo to take to Sephas and other Guild cities. Where this cargo comes from is uncertain for no one can recall a wagon train ever going into Uvah. Periodically supplies and wagonloads of money going to the stores at Uvah will be dropped off at the main gate. This is as close as most ever get to this fabled city. The tales told of riches the Guilders have hidden here would put the gaudiest merchant of Sephas or Ariz to shame.

What is known about Uvah is that it is the most guarded settlement in the known world. The soldiers garrisoned here are the Trade Guild's deadliest and most loyal warriors. Only the best and bravest fighters from the Guild's vast army ever hope to be part of this troop. It is said that the defenders of Uvah are better paid than the kings of some lands. It is also known that Uvah is home to the Guild's most priceless treasure, Harmony Gate. However, what is not known is what exactly the Harmony Gate is. Most seem to think that it is some kind of arcane device used to travel to unknown lands. Some say that the Guild uses this gate to trade with what remains of the Renizant Empire, that great civilization that rebuilt the world after the rain of death. No one knows for sure, but if this theory is true, the tales of the Guild's true wealth and power are most likely understated.

The home of the Overcouncil, the masters of the Trade Guild, is Uvah. Nestled on an easily-defended shelf in the mountains, the city is smaller than many of T'nah in size, but may be unparalleled in the amount of power wielded per citizen.

The city population is almost entirely wealthy merchants, slaves, and the bulk of the incredibly large Trade Guild army that is garrisoned here. Few travelers are allowed entry to the city, being primarily opposed by a stiff non-resident toll at the gates. The guards may also refuse anyone who they feel may cause trouble, though engraved passes that they will acknowledge are made and distributed by courier to those whom the Guild wishes to meet. This is by far the most exclusive city (that is nonetheless still open to visitors) in all of T'nah.

Uvah is the home and central gathering point for every sort of lechery and misbehavior in which people can possibly indulge. No extreme is too extreme here. The wealthy citizens here have their every whim catered to by armies of slaves, from unspeakable sexual practices to gourmet cannibalism, a term which has become synonymous with the city: in common street parlance, the word for 'cannibal' equates to 'uvite' and 'cannibalism' equates with 'uvatism.' The residents of Uvah resent this, because they don't survive on a flesh from sentient beings, nor do they eat other T'nahrans even on a regular basis; they would posit that an occasional feast day dish, or a small, trifling delicacy once a month, from a kiosk in one of the lesser-known souqs, does not a diet make. Nonetheless, slaves who fall out of favor often find themselves roasted alive, to the delight of onlookers, in the center of a feast-day orgy.



Perhaps a dozen merchants actively sit on the Overcouncil. Their numbers are not common knowledge; in fact, little in T'nah is common knowledge save that which they wish to be, for many of these have made their fortunes by controlling and obtaining information. The only visible member of the Overcouncil is its High Lord, Aleistan Jia Yahmas, famed for his atrocious and selfish behavior, his overwhelming interpersonal and manipulative skills, and his contempt for those who can be easily controlled by his machinations. His wealth is secondary; he also, unlike many, will not indulge in uvatism, believing it to be unhealthy and self-disrespectful. However, his banquets always provide for those who see the dish in a different light. He rules quietly, but with an iron hand and a Machiavellian mind. He prefers to manipulate others, and then allow them to believe their choices simply coincide with what he wants, rather than attempt to force them to cater to his desires.

Aleistan's wealth was founded on the acquisition and sale of information, and a large part of this was in dealings with the Ch'ak. Aleistan and virtually all of the Trade Guild is desperately opposed to the Yethite belief system, and he is rumored to have sold information on the Yethite to the Ch'ak during their time of war. How he has resisted aging (he appears to be early middle-aged)—and even what race he is; perhaps human—is a closely guarded secret. However, his involvement in the Ch'ak wars is well known, and has led to many of the problems the Trade Guild has with that group.

One of his greatest coups was another huge source of income for the Trade Guild, and himself in particular, which is the current source of his newer wealth. He has brokered a deal with an unknown, independent group of Drachenriders, which some guess to be a branch of the Aij'ak, to provide him with a previously unknown material that has brought him enormous profit. This material is ice, which is flown, in large blocks, to Aleistan's own residence in Uvah. It is then either used in highly guarded convoys of fresh meat and food products that are shipped as far as they can go, or sold to certain shops and stalls providing fresh drinks within the cities of the Trade Guild itself. Only a fraction of the ice is sold outside the Trade Guild cities; thus a delightfully cold beverage is a Trade Guild monopoly, as are frozen goods. The council is considering expanding in these markets if they are able.

The Overcouncil's obsession with wealth and information is the source of their constant quest for otec, and they quietly keep a huge number of adventuring types employed in this quest. While it is often a fruitless pursuit, the few successes make the incessant expenditure worthwhile. Possibly the most highly-guarded single structure in T'nah is the Overcouncil's Repository, where their otec is stored, including the Harmony Gate, and their council meetings are held in greatest secrecy. If other sources of otec exist, such as Renizant contacts, the Overcouncil keeps word of them silent.

However, a hired adventurer's failure to surrender otec to the Overcouncil is a sure way to find all of their collective might rallied against him, as in the case of one Nateesh, a Numid Kril who defied the council. There is an enormous bounty for his living body, and a less enormous bounty for him dead. Others share his fate, though they do not remain at large for long; seeking bounty is a legitimate excuse for absence from the Trade Guild army in Uvah, and outside the Ch'ak, few are more fierce.

Other members of the Overcouncil make large sums of money by operating water convoys. The finances required to produce even a single wagon capable of carrying the incredible quantities of water these can take—one convoy can provide a small town with water for three to six months—are simply not available to others, even most of the wealthy merchants in other Trade Guild cities. They also have the wherewithal to purchase the processed water in bulk, and can process more than enough for their own needs within the city. Since water and food are the basic stuff of life, the Overcouncil seeks always to control these elements. Food is the province of the Grangers, but water, in bulk, is at the discretion of the Overcouncil. Almost all excesses of water find the Trade Guild at least a little profit, and droughts are amazingly profitable times.

Fully half of the city's area is a souq. It stretches weblike through the entire city, with stalls and kiosks and shops visible from every corner. Anything imaginable that can be sold is available in Uvah.

The few free people who are neither soldier nor wealthy Guild member have, of late, expressed some discontent with the morality displayed in the city. Children are not always safe, and young adults are certainly not, to walk the streets at night; while murder of a free person is prohibited and illegal, the wealthy often get away with a slap on the wrist for such infractions should the judge be accepting of a large bribe, or subject to fear of the council; and all the judges are both of these things. Therefore, something of a peaceful protest has started to occur, though the Overcouncil has dismissed it as something they can leave alone until they must buy the silence of those citizens.

Uvah's architecture is typical of Trade Guild cities: lavish, ornate, at times even garish, ostentatious, and self-important. Pillars are everywhere, and most buildings are only a few stories high; the city is not densely populated, and each resident, even the least wealthy, have a great deal of personal space in their abodes. Their artwork also comes from the presumption that there's no such thing as crowding or claustrophobia; much blank space is used in all things, and it is clearly just a part of the mentality of Uvah that there is plenty of room, plenty of water, plenty of food, plenty of money. It is, to the critical and knowledgeable eye, very selfish in its approach, yet very telling of the artist's mindset.

The entire city is covered in hardy tarps, the only exception being the streets, where the sun is allowed to shine down. These tarps collect dew and rainwater, running this excess directly to the Overcouncil's raw water stores. This, along with the mountainside and the steep walls of the city, also keeps the weather more or less at bay. The wealthy do not experience discomfort if they choose not to.

Uvah has several schools and colleges. The small Maroc organization is widely reputed to be the best of its kind in the world, though no college of Uvah is as famous or desirable as those of Sephas. There is a rumor that the Guild of Five is based here as well, though every Trade Guild city has that rumor about itself. In Uvah, though, the high profile of the few open cases of extortion and graft that did not go to the coffers of the Overcouncil gives a little substance to these speculations.

Uvah Arts Show

Uvah has its own annual festival to celebrate the efforts of painters, sculptors, musicians, and poets. This is the Holy Grail for such people, because it is usually here that nobles and statesmen may select an artist to sponsor.

The Citadel

The reputation of the Citadel is known throughout the world. The Renizant have carried stories of it everywhere they have touched. The fame and infamy of the Citadel have spread far and wide. Based mostly on those stories, everyone expects that the massive fortification just outside the city of Bh'awlt to be the Citadel itself. Anyone who is not a Ch'ak that passes through its gates never return. It is a one-way ticket to oblivion.

The truth, however, can be stranger than fiction. The massive fortifications built just outside the Dusteen city is merely the entrance to the Citadel, the main entry point into the cavernous depths that are the Citadel. Indeed, the entire mountain and several other nearby mountains contain the passages, hallways, runs and chambers that, in total, make up the Citadel. The Citadel is not the fortifications, it is hidden chambers inside the mountain itself.

Many people come and go through the massive gates on a daily basis, but no one who is not Ch'ak has ever left the Citadel. This has given rise to many rumors of what awaits those who pass through the gates. What horrors lurk behind those stone walls. What happens to them? Once they pass the gates, they are only referred to as 'in the dark.' Messages are not exchanged. They are simply never seen again.

To the Dusteen, this is a great honor. They seek to be 'in the dark' with their Ch'ak masters. But for the others who hear of it, the old tales seem to live again. Tales of the Ch'ak eating slaves. Tales of the humanoid 'cattle' driven beneath the earth for feasts upon flesh. Horrible, vicious and terrifying rumors fly whenever someone—or particularly, groups—are taken into the Citadel.

The outer walls—what most refer to as the Citadel—are a massive fortification. It has taken centuries, millennia, to build these huge walls and the Tower. Huge, stone walls with a single gigantic tower that seems to reach into the sky to rival the mountain itself. It is called by the Ch'ak, The Tower of the Fist. A massive structure surmounted with battlements. Its sides are dotted with haphazard balconies, windows, arrow slits, ballista emplacements and other defenses. The tower is only thrice as high as it is wide, creating a massive wall of stone overlooking Bh'awlt. The tower is continually guarded and constantly alert. Ch'ak duty and honor would require nothing less.

Many other entrances to the Citadel exist, but none so heavily fortified as the primary entrance. The other, smaller entrances are as small as forts or even towers (though all are made of stone). No one who is on the outside has any knowledge that these are also entrances to the very same catacombs and tunnels that are the Citadel. The Ch'ak have used their reputation and the rumors to their advantage. Unknown to the other nations, entire armies can disappear into one side of the mountain, only to emerge on the other, refreshed, and ready to battle in a fraction of the time it would take to cross over the mountains or march around.

Even amongst the Ch'ak, however, there are rumors of lost corridors, secret chambers and unknown areas within the Citadel. It is these stories that are swapped around the campfires at night during long and boring patrols. The stories become more and more fanciful with each telling, so that no trace of what may be true lurks within the stories at all. Were it not for the duty bound mindset of the Ch'ak, the catacombs might be explored and these rumors put down as untrue or unsubstantiated.

The outward visage of the Ch'ak Citadel—the Tower of the Fist—stands in mute testament to the sheer might and will of the Ch'ak. Three thousand years of history surround the façade and continue to hide the greatest of the Ch'ak secrets.

I can hardly believe it is happening. In the next hours I will enter a place where few not of the Ch'ak have ever walked—I have been invited to enter the Citadel, the home of the Ch'ak for many thousands of years. I am fully aware that I will never be allowed to leave once I have entered the mountain's secret heart, but that knowledge does nothing to dull my excitement and apprehension. To see what so few have ever seen—to know the Ch'ak completely—is worth this small sacrifice.

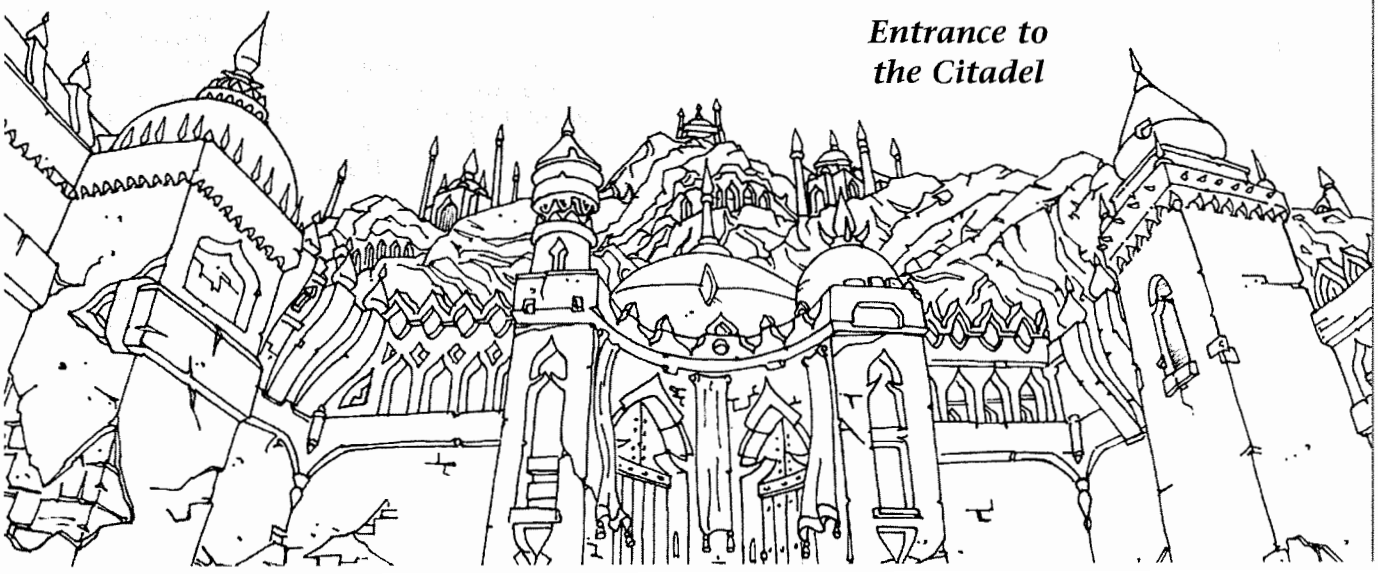
I write this in the city of Bh'awlt, a Dusteen city nestled on the bleak eastern slopes of the Ch'ak Mountains. As I look down to the streets below, I see that many of the Ch'ak are stationed within the city, guards and watchmen of the approaches to the Citadel's entrance not far from here. Beneath the veil of Bh'awlt's bustle and industry, the Ch'ak maintain a city girded for war.

As for Bh'awlt itself; the city is always alive with activity; a rich tapestry of races and cultures from across the known lands. Its primary function seems to be the supply and service of the Citadel, a mammoth task resulting in an influx of trade and commerce, which goes on to make Bh'awlt an interesting and stimulating city. I only wish I had taken time to visit this region earlier in my life....

They are here, and I must go. I leave these notes in the hands of my companions, and hope that they will bring knowledge to those who explore their pages.

The Citadel awaits....

—Last known words of Sahvn, Renizant Scribe



Entrance to the Citadel

Bh'awlt

Bh'awlt is built just on the outside of the most prominent of the entrances to the Citadel, on the eastern side of the Ch'ak mountains. It is a Dusteen city, heavily fortified with a Ch'ak regiment. The Dusteen hold Bh'awlt in a token stewardship for the Ch'ak, a largely symbolic allowance to the warrior culture, yet accepted as a great honor by the Dusteen. Many of the Ch'ak's arms and weapons are created here, a point upon which the Dusteen take an inordinate amount of pride.

There are many different races and cultures in evidence in the city. Rolen, Troog of both the traditional Yethite and Maschan sects, a small contingent of Skulae and—on very rare occasions—even Aij'ak, escorting business people of their land, are seen in Bh'awlt. Accommodations are not made for these other cultures per se, but the Dusteen do nothing to prevent them from making themselves comfortable, and many do so.

Most of the industry of the city serves the needs of the Ch'ak Citadel. Foundries, bowyers, tanners, forges—all work round the clock, despite the overbearing peace that has held for what seems like forever. The city appears exceptionally sinister at night, as the huge amount of production that takes place here makes the entire area glow a dull red, and the clanking and groaning of hammers and chains is constant. Furthermore, unlike most cities of T'nah, Bh'walt has a looming skyline, which at night is fueled with fires like a thousand baleful eyes. All about Bh'walt are factories and workplaces that produce an endless flow of war materials. Caravans of raw ore and other material components for the manufacturing constantly flow in and, at times, out, as some of the weapons produced here are sold or bartered off. Of course, not a great deal of them, and not the best, but the amount produced here is so staggering that even a fraction of the city's yearly proliferation is enough to equip an army.

Bh'awlt is blessed in that two of its most prominent citizens are true renaissance-style geniuses. The leader, Kormaw Klata, suffers only from being Dusteen and inherently subservient to the Ch'ak, or he could become a legendary ruler in his own right. Even so, he is a formidable leader, albeit he is apparently doomed to being nothing more—though rumors exist to the contrary among the non-Dusteen residents of the city; some hint that perhaps he is not so inherently subservient as it may seem.

The other, the primary keeper of the city, is an infernally brilliant Rolen named Ghierta, and she does not suffer from the Dusteen reverence for the Ch'ak. In fact, though she is at all times publicly diplomatic and polite, she loathes them for their destructive ways. Her primary interests are history, both general and military, and the study of strategy and tactics, and from the industry and her own machinations, she has amassed an impressive amount of funds to draw from, should she decide on a move, an investment, or a plan of a different sort.

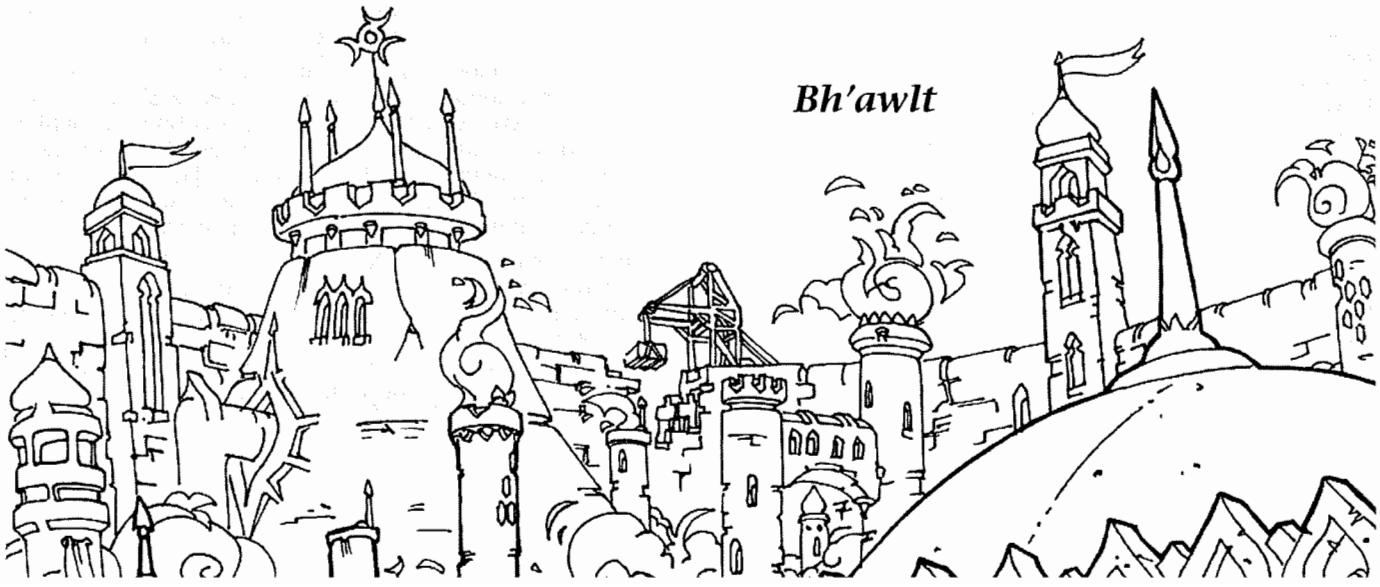
Smoke in Bh'awlt is so thick that a ventilation system was attempted, and for the most part it failed. The remnants of the massive pipes still run the city like a spiderweb, and only from half a dozen workplaces is any exhaust actually vented into the sky. The rest is simply several kilometers of empty tubing, made of various metallic components, some of which is as wide as two meters in diameter, to and from virtually all the buildings at ground level which have ever produced anything usable.

The Dusteen, together with the keepers in the city, eventually decided that the only way to keep the city habitable was to put the bulk of production in a place that allowed people to breathe. Thus all new industry has been elevated above ground level as much as possible, creating an atmosphere and approach which is unique in T'nah. With the exception of the oldest and most established smithies and foundries, which have much of their construction below ground level and are vital to the Ch'ak interest, the city is home to what can only be called wooden skyscrapers which are seen nowhere else.

Most of the buildings that are not houses—and some homes, as well, though most often the tall ones are a kind of boarding house—in Bh'awlt are between seven and thirty stories high. They are quite prone to fire, and collapses are all too common as the architectural advances needed to stabilize construction at those heights are still in the future. Too much weight is often placed on floors, in buildings, that are simply not constructed to maintain that kind of pressure. Fortunately, there is no shortage in the workforce here, and vital production is rapidly replaced or compensated for elsewhere when a building—or a city block—collapses under its own weight.

The saving grace of the city's location is that it rests in a small valley in the Ch'ak mountains, where a steady breeze is always pushing fresh air into the town. The weather is typically harsh, which is deadly in itself, but the height of the buildings makes it either much less intense in the city, or much deadlier if the high winds and sands cause a building collapse.

Bh'awlt has food processing industries, such as smokehouses and bakeries, but has no suitable land for farming and no orchards. All food products are imported, much of which comes from the surplus of the Yethite communities they guard, and the balance—which is almost as much as the Yethites can provide—from the Grangers and the Trade Guild.



The Mess At The Top Of the World

'The Mess' is a restaurant that could only exist in Bh'awlt. As the first and oldest Dusteen city it is culturally probably the richest and most diverse settlement on the face of T'nah. The bill of fare offered by this establishment is a reflection of that diversity. The long chain of owners has shared a dedication to gathering Epicurean specialties from all over.

The building has been renovated, remodeled and expanded many time times over the years, but the restaurant itself has been in the same location for over 200 years. As it stands right now, there are three floors and one basement (though subbasements are rumored to exist). The first floor is the common dining area. This is where many travelers go in order to get a taste of home cooking while they are away.

The second floor is divided into business offices and private dining areas. These are for the wealthy and the elite who can afford the rarest and most prestigious meals prepared for themselves and their guests. This is also a popular place to hold funeral feasts for high-ranking Ch'ak officers. This is because 'The Mess' is the only place outside of the Citadel that has the capability to properly prepare the corpses of Ch'ak warriors for consumption at the feasts. This is the only way a non-Ch'ak can attend the funeral of a Ch'ak leader.

The third floor is primarily for political negotiations between the leaders of the Ch'ak Empire and the leaders of other civilizations. Since outsiders are not allowed within the walls of the Citadel, the third floor of 'The Mess' acts as an embassy of sorts. And yes, the security here is extremely high.

The Drachen Wastes

Inhospitable to T'nahran life, the Drachen Wastes are an aberrant hotbed of desolation in the north. These badlands are bordered on the east by the Kahlan Ghodi, a mountain range of the Jaan, and on the west by the nameless mountain range of the Aij'ak. Aside from the small (sometimes only a few paces wide), frequent, and inexplicable 'cold spots,' where the temperature is as much as twenty degrees lower, the Drachen Wastes are a desert of noxious fumes, volcanic activity, and intense heat.

The Drachen selected this area as their home and roosting place for two reasons. First, because of the natural features that make it so inappropriate for T'nahran life—it is a massive valley teeming with random geysers and springs, many of which have neither rhythm nor rhyme to their eruptions or temperature. One attempting to travel in this area is as likely to fall through an opaque layer of silt into a crevasse filled with tumultuous and frigid water, as to be suddenly assailed from below by a geyser erupting with boiling pitch or water. Each step into the Drachen wastes provides another opportunity for disaster.

Such pools and geysers are, quite literally, everywhere; one can not walk three meters into the wastes without some threat, however small. The farther into the wastes one goes, the more large, intense, and common these phenomena become.

The second reason the Drachen chose to abide in the wastes is because they have always been here. They dwelled here before the T'nahrans, and thus they will continue to dwell here with the T'nahrans, and they believe they will dwell here after the T'nahrans.

Some Drachen feel they did not choose the wastes, but rather that the wastes are simply where they belong. The lethality of the area is merely the Drachen influence exerting itself in all the little intangibilities that make a place what it is, and thus their native land is as deadly as they themselves are. They are of the stone, of crystal, of dirt and sod and rock; and since they are inherently of the elements, and are sentient and conscious beings at the same time, they exert, unconsciously, alterational powers over their environment. Thus these Drachen feel that, were any choosing done, the wastes likely chose the Drachen, and not the other way around.

These Drachen of the latter sort are the kin of those with whom the Jaan have bonded. Drachen refer to this element as the Kitaka. The Drachen that believe they have made the determination, and are free to come and go with no consequences, are the kin of those with whom the Aij'ak have bonded. Drachen refer to this element as the Okikona.

In all questions of superiority and leadership, the Kitaka have the greater claim; they are so much smarter than the Okikona that the subject is never broached between the groups, and the Okikona believe themselves the equal of the Kitaka. Perspective is a large factor, but the Kitaka have the leadership of the Drachen as a whole, for all intents and purposes, even if not officially: through manipulation, coercion, and, when possible, reasoning, the Kitaka have their way. They see the Okikona as somewhere between a peasant-class and a group of dull-witted, but beloved, children.

Regardless of the opinions of either group, one indisputable fact remains: the Drachen are the lords above all in the wastes. The Drachen watch the borders, and not just with their own eyes. The plants, stones, and even the geysers and pools (with the abundance of iron and other trace minerals in the water, it is barely even fair to call it a liquid, and is undrinkable) serve as eyes, also.

With few exceptions, anything that can be eaten by the Drachen, inside the wastes, is eaten. T'nahran survivors of exploits into the wastes are exceptionally rare, and thus the information available is more than limited, just hints and rumors. Though, among the wise, some of the Jaan riders have more knowledge; these have had glimpses of insight from their bond with Drachen. Images such as a thousand Drachen, laboring and toiling to bring forth a mountain, but not with physical work. The first newborn Drachen being formed, by a being which could be a Rolen, in an inconceivable manner, using unimaginable tools. Drachen watching T'nahrans, like rats in mazes, stumbling through ancient underground fortifications and Byzantine ruins which bear no familiarity to anything seen in T'nah until they inevitably became a meal. And, worst of all, the insanity-causing face of the Ohnidracha, a secret, capricious being, both a god and devil to the Drachen, a concept which torments even the mightiest of the Kitaka. These images take the force of nightmare to the unfortunate Jaan who experiences them.

Most of the wild or raiding Drachen are from the Okikona. They actively seek out Yethites, as they have a pleasing flavor.

Even Drachenriders dare not enter the wastes. One did, and returned. No longer bonded but rather enslaved to his Drachen, his exile was from the wastes was both his punishment and the cause of his violent insanity. His death was a mercy. In spite of this, only the wisest of the Jaan have any hint that the Drachen bond is more fragile than it seems; even the wisest have no hint that it could be dangerous by definition.

In the center of the Drachen Wastes is The Home. All Drachenriders have seen it, in their mind's eye, as a distant, blurry image of a mountain made of silver, or chrome, or glass. None can say more of it, save that, invariably, the thought of it fills the Drachenrider with terror, and the rider's Drachen with nigh-uncontrollable ecstasy.

For kilometers round about The Home are holes, tunnels, crevasses, and summits that form the original and true Iali Jhar. To the Drachen, this is the Iali Jhar, and all others are merely childish substitutes; however, those others serve the same purpose, but are as likely to cause homesickness as placate it.

What life does survive in the wastes is foreign to the majority of T'nahrans. Sentient insects, rodents, plants, stones, and boulders are everywhere, though silent by T'nahran standards. Some are huge, some tiny. Some are easily seen, some all but invisible. Some feed off the land, some feed off each other. However, they share one goal: to move outward, claiming still more as wasteland, working with the currents and streams below ground to accomplish this. Many of them share the appetites of the Drachen, as well.

The expansion is steady, albeit painfully slow by T'nahran standards. However, from a stone's point of view, things are progressing more and more rapidly since their kindred, the Drachen, bonded with the flesh creatures, in spite of the small loss in fertile land the T'nahrans have cultivated around the borders, because the crops are not only mere food plants. But the stones and the plants and the water and the soil, they don't need to reveal these things yet. They have time.

The weather of the Drachen Wastes is vicious, yet another obstacle to overcome for the would-be traveler. The constant heated air and the ever-present cold pockets confront each other with violent results in sudden wind gusts strong enough to knock over T'nahrans and speed the erosion of non-sentient stone. Ash from the many volcanoes dominates the air, invisible yet present at the fringes of the wastes, and tangible in the air deeper in, obscuring sight and belaboring breathing. The overall temperature rises closer to the center of the land, and in spite of the cool 'springs' of air, it becomes hot enough that T'nahrans simply can't survive. Plant life exists only around the outer third of the wastes; beyond the halfway point, sand becomes glass, and the stone becomes enflamed and eventually molten.

Tower of Tuad'amon

A sandblasted, towering spike of rock not far from the Drachen Wastes is the object of many a quest. According to some bards, the Tower is the old nesting site of the fabled Golden Drachen, Tuad'amon. The Golden Drachen was the guardian of ancient treasures, foremost among them the Golden Egg. Made by the purest of gold, the Egg would bring its owner great fortune and if it hatched, three wishes to fulfil your heart's desire. Sadly, the Tower is not an easy climb, but requires great skill and good climbing tools. To reach the top of the 300-meter spike, you would have to be very lucky indeed.

A small group of enterprising businessmen have set up a small settlement beneath the Tower. They rent out climbing gear and sell supplies to the brave souls that wish to climb Tuad'amon. No one has so far made the climb, which is treacherous indeed. It is further complicated by the fact, that the climbing gear is slightly faulty and that the businessmen tend to do away with those that fail. Since the businessmen are also the ones spreading the tale of the Golden Egg to passing bards, this place might just be a giant sting operation effected by a clever bunch of cutthroats.

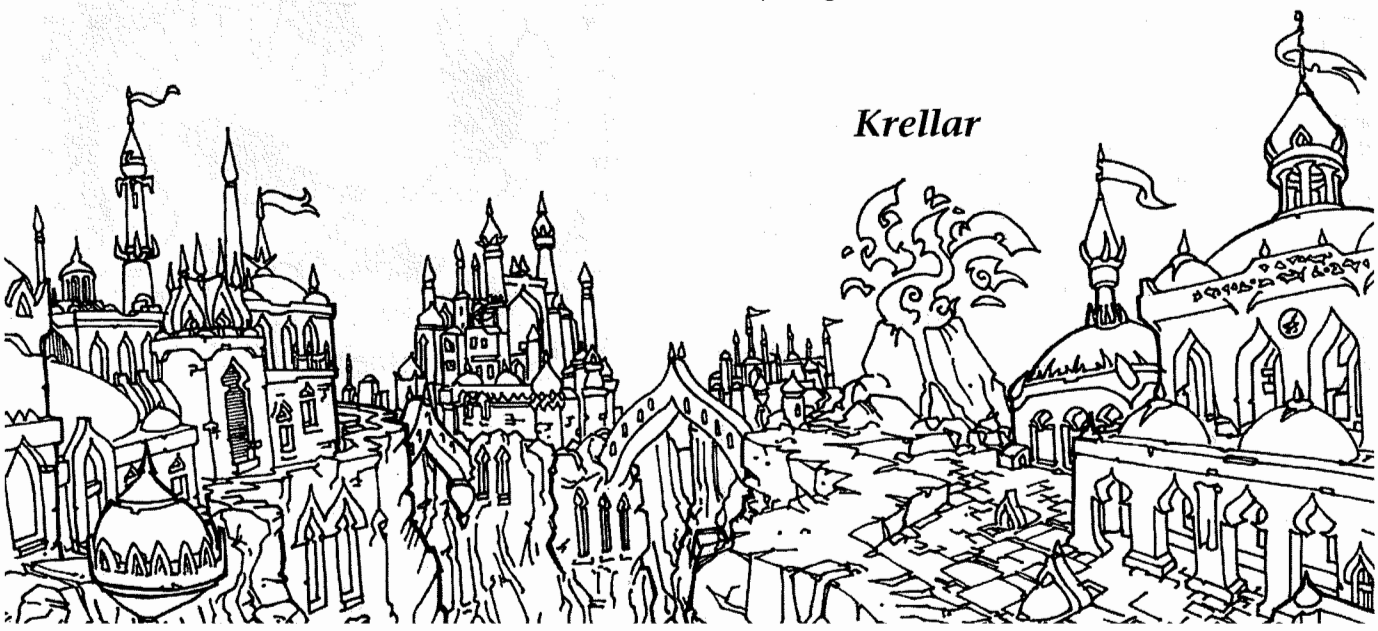
Krellar

Krellar is best known as the City of Spires, for the lofty spires that fill its skies. It is built on the summit of a jagged mountain called Ui Ulikhahg. Carved steps, and stone hewn into enormous archways, connect the various buildings and plazas. It is a wide-open and airy place, with plenty of room for the airborne Drachen who are a constant presence in the city.

Drachen nests dot the cliffs and are hewn from the living rock of the mountainside. They are open, massive, and intricately decorated with marble engravings and statuary, often moreso than the lesser streets or even certain of the large avenues that sit atop archways to connect lesser plazas. The larger plazas, of course, have amazingly complex and beautiful stonework, and the passages between these are works of art in their own right. These archways and avenues, unknown to many, form a coherent system of portals and openings in a consistent route, which is called the Krellar Iali Jhar. The Jaan and Aij'ak have many Iali Jhar; these emulate a pattern or experience from within the Drachen racial memory, and while each T'nahran constructed Iali Jhar is unique, they share similarities in certain turns, curves, dips and slopes. This one is the most magnificent of all, at least of all known among the Drachenriders. It was designed specifically to be aesthetically pleasing to the Drachen, and was produced solely for them to enjoy passing through—a kind of unwinding relaxation for them—when the greenest riders aren't getting valuable experience or training by riding through it.

At the very center of the Iali Jhar, which is on the northward end of the city, is the Grand Plaza. This is the second loftiest peak of Krellar, and is the highest point that the Iali Jhar includes. It is also the designated meeting spot of the Drachenriders, should they need to regroup in Krellar, organize on the fly, or develop a strategy; it's used as 'home base' for mounted Jaan.

It is obvious to the casual observer that Krellar is the home of the Drachen, and the Drachen are loved. They and their riders are clearly the first class citizens of Krellar, and the most lavish resting quarters, buildings, and facilities are their exclusive privilege as often as not.



Overlooking a huge valley of comparative plenty, Krellar is the icon of beauty and visible for many kilometers around. At night, it shines like a thousand stars on the top of the craggy peak—during the day it sparkles like a gem. Bathed nearly continuously in multihued smoke and billowing haze, Krellar sometimes seems to float amongst the clouds.

The sources of the billowing vapors are the many volcanoes that puff and belch hot gasses nearby. The mountain upon which Krellar is built, Ui Ulikhahg, is actually a dormant volcano, as are most of the mountains that are not active volcanoes in the vicinity. The Aeries of the Drachen are most often carved into the sides of those which remain active, as the heat of the lava, and the content of the gases, are pleasing to the Drachen. Indeed, their very life depends upon the hot, sulfurous sands of where their young are brought into this world. Eggs and hatchlings alike remain within specially carved areas of the calderas until they are able to scoop the hot updrafts of air with their wings and launch themselves into the sky.

Although there is much volcanic activity beneath the surface of the area, the climate of the Jaan lands is rather temperate. The updrafts are warm, heating the summers just beyond comfortability and countering the winter backlash of winds from the Glacial Wastes, making for a well-rounded seasonal pattern. Thunderstorms are common, particularly in summer and autumn, with the warm winds from the west butting into the cold fronts from the Glacial Wastes.

The peoples of Krellar, the Jaan, are a tall, strong, and vibrant representation of Rolen. The Jaan are nearly exclusively Rolen. They are nearly exclusively young, vibrant, and strong; few indeed are not at least two of those three things, for those are incapable of contributing usefully in common society, and find that their role lies elsewhere. Even their peasants and serfs fit the mold. Their sense of beauty in themselves and in their surroundings is evident to any observer. Few outside the Jaan ever see inside the city of Krellar. Fewer still leave to tell the world what they have seen.

But there are darker things that the lights and beauty of Krellar obscure. That which is better left unsaid lurks beneath the foggy haze at the feet of the city of spires. The Drachen are omnivores, and are indiscriminate in their choices for sustenance. Zevik, koyun, keshi, and kamel are sometimes not enough to slake the hunger and thirst in the Drachen. The old, the infirm, the unsightly—those who do not match the image of vibrancy and youth—are relegated to the catacombs beneath the city.

In the bowels of the city, the depths of their sewers, where the putrid garbage rots and the fetid smoke roils, the slaves of the Jaan toil under the watchful gaze of flightless Drachen. These can no longer soar amongst the heights, nor swoop upon their prey. They no longer share the oneness of purpose and close relationship with the Jaan, and they are somehow diminished amongst their peers as well. Unable to perish in the wastes, these Drachen not only lose the strength of their devotion and unity of purpose, but they lose something in their connection to the larger Drachen populace, which allows them to obtain a new, foreign taint of mind: bitterness.

Those servants who do not meet their goals, those who struggle with their loads, and those who hold certain beliefs—any who are unable to maintain an invisibly low profile in the drudgery of the undercity—are replaced by new slaves. It is said they 'go to serve the Drachen.' Truth be told, they are served to the Drachen....

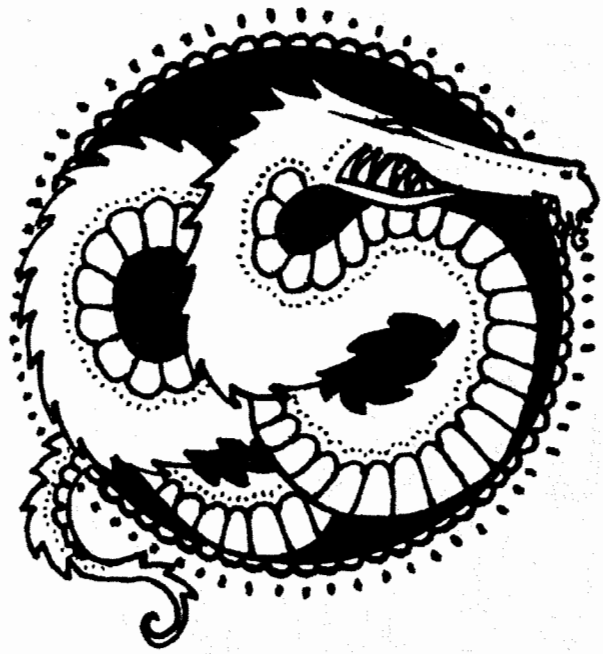
Other Jaan Iali Jhar

In a few choice locations, the Jaan have built Iali Jhar. An Iali Jhar is a system of tunnels bored into mountains, massive summits topped by rings or spikes, huge abysses utilizing natural formations or being bored into deep pits, and other obstacles. The Drachen fly through this in an almost reckless manner, and indeed often get hurt doing so; the more experienced and powerful can manage a solid run every time, but younger Drachen come as much to pay their dues as to relax or enjoy themselves. Likewise, those who have bonded to a Drachen pay their dues in the Iali Jhar with them. Deaths are rare, but certainly not impossible; to traverse the Iali Jhar with a Drachen is a thrilling and terrifying ride indeed.

The Jaan are known to have three Iali Jhar outside of Krellar, in various locations; two in the Blackrock Mountains and one in the Kahlan Ghodi. That is the greatest of these, Yuho Paytha. In the mountains to the north, between the Drachen and glacial wastes, this is the closest to nightmare and the largest the Jaan can prove in existence. It traverses seven mountains and takes a full day to run at a healthy and strong Drachen's top flying speed, with constant dips and climbs. Yuho Paytha has, by far, the highest casualty rate for both Drachen and rider, and yet is the favorite of all Drachen outside of the wastes named for them.

The second external Iali Jhar, on a par with that in Krellar, is Miahliar. Built into three mountains and their valleys to the south, where it was useful to have training facilities during time of war, Miahliar takes several hours to run completely. It can be sectored off to allow multiple riders training time without fear of collision.

The final and smallest Iali Jhar is also to the south of Krellar, and almost no handiwork was put to it at all. A single, treacherous mountain called Kahl Tyoe was found on a raiding party, and has been appropriated for the Drachen since then. This is among the most popular such spots to the Okikona Drachen (which are rare amongst the Jaan), second only to the archetypal Iali Jhar in the Drachen Wastes. From here, many raids have been launched on Yethite lands and communities around Lake Thalve, both with and without the approval of those in higher authority.



Kahl Gok

Carved into the sheer walls that surround a huge valley of plenty, Kahl Gok protects Shi'kohl below jealously—primarily because is it the source of their food. In spite of the surplus, the Aij'ak are secluded and hermit-like in trade: the Aij'ak Drachenriders provide for the needs of the residents, and the residents provide for the needs of the Drachenriders.

The network of caverns behind the carved Drachen nests provides living quarters for the Drachenriders of the Aij'ak. They tend to stay aloof and distant from the city proper, spending time with their Drachen and perfecting their skills in the nearby Gok Iali Jhar, which begins its run about a kilometer north of the city.

Many of the workers of the valley below live within the city, and commute early in the morning on the wide, winding road down the mountain. Most of these are employed in the massive orchard at the foot of the path, or are woodcutters; the majority of farmers dwell within the valley itself, as it is simply too far to travel from the city, though many who work nearby do live in town.

The city itself is imposing, being hewn from the stone itself. There is little of décor in the functional design, and most stonework, while not ornate, is workmanlike and exceptionally sturdy. Both from above and below, the appearance of Kahl Gok is magnificent in its scope and Spartan appearance; more than once a visitor has commented that it seems as if it grew from the mountain rather than being made by hands. The design is such that residents can easily take cover from airborne attacks. Outcroppings of stone are used to form durable shields and foyers along the streets. Openings of any kind, be they windows or doors, tend to have deep stone awnings, and the buildings themselves are generally in the side of the mountain.

Streets can be one-sided, as the city has one main avenue that climbs in a twisting route up the side of the mountain; in such spots, capped stone pillars fence off the opposite side of the avenue. In other places, in lieu of such fences are doorways that open into hallways housing a stair. The buildings to which these give entry are actually below the street level. Thus Kahl Gok is a staggered set of caverns and pits stacked atop each other, some visible to the naked eye, and many not. Alleys are often almost vertical, sometimes in the form of staircases from one street (or turn of the main avenue) to the next.

The dwellings and buildings of Kahl Gok hold many secret caverns and surreptitious excavations that are not recorded in Aij'ak records. Some of these predate the construction of the city itself, and apparently the site was significant to the ancients as well, though few have any insight into this. However, rumors abound of people discovering hollows behind their basements where strange items of indiscernible use and make have been unearthed.

Kahl Gok suffers from a constant barrage of moist wind due to the currents that sweep into the valley from the glacial wastes to the north, but aside from making flight more difficult on the riders, it is tolerable. The weather in the city is generally mild in all seasons, though snows often block the pass to the valley in winter. Many means have been tried to unblock or even prevent this, but none have adequately succeeded.

Shi'Kohl

Shi'kohl is not a city, but the enormous valley ringed by the Blackrock Mountains the Aij'ak call home. Shi'kohl produces a large amount of edible crops and has a few small fruit orchards scattered about. At the foot of Kahl Gok is a huge forest, within which is an enormous fruit tree orchard.

Shi'kohl is the breadbasket of Aij'ak culture. It is guarded with great zeal by Drachenrider and citizen alike, for Shi'kohl alone keeps Aij'ak civilization independent. Farmer's cottages dot the valley, and while no 'villages' exist, there are many communal wells, and around these are occasionally smithies, restaurants, storehouses, sometimes even a Keeper's hut—at times even sporting a tiny lending library of common knowledge texts. Some of these 'plains oases' consist of many such locales, so in reality, while no towns or villages exist in Shi'kohl, there are many small settlements and communities that could be considered such. In any given day's walk across the valley, one or more of these areas will be encountered.

Small gnat-like insects unique to the area often plague the farms that lie in the valley. When these insects are a problem, the fruit above all the other foodstuffs suffers first and the most. It has been a long time since such a swarm was devastating to the crops, but not so long that its been forgotten. Several deep caverns near the living quarters of the Drachenriders, as well as others dotted around the mountains and around the numerous Iali Jhar sites, are used to keep dried stores from surplus of previous year's harvests. The storehouses, with few exceptions, are not proof against these creatures.

Shi'kohl is sheltered by the mountains round about it, and thus its seasons are normal, though moist; the only real inlet is to the north, which is near the glacial wastes, and so moisture has free reign to enter. It makes for a perfect growing climate, however, and thus produces the abundant harvests which maintain the Aij'ak culture. No catastrophic weather is common, though of course there have been fados in the past. However, they are rare, and the watchful eyes of the Drachenriders make warnings abundant and early, so while collateral damage is suffered and the occasional loss of crops is



Kahl Gok

inevitable, weather—related deaths are always minimal. The valley is mildly hot, but muggy, in summer, and due to the humidity is only, on average, mildly cold in winter, with high precipitation year round. Snows are a problem that the valley dwellers have managed to deal with by securing large stores of food and firewood in their deep cellars, and building sturdy, well-insulated homes.

Some residents of Shi'kohl have reported strange creatures, initially mistaken for wolves or bear, which used language as they fled from approach or attack. Others have discovered several areas in the northern reaches of the valley of different kinds, which the leaders declared off limits. These all are openings into some sort of underground complexes; one is a hollowed-out tree, though most are wide metal trapdoors in the ground, unearthed during plowing.

Other Aij'ak Iali Jhar

Aside from the Gok Iali Jhar of Kahl Gok, the Aij'ak have managed to find several dozen fitting locations for Iali Jhar in their lands. The Aij'ak seem far more concerned with having and using Iali Jhar than the Jaan; the reasons for this are open to speculation, but the Aij'ak, in fact, require a run by their Drachenriders at regular intervals. Their Drachen, also—which are of the Okikona variety, though most T'nahrans and even Drachenriders have no idea this is so—seem much more pleased and needy at the exertion and freedom of a high-speed run through an Iali Jhar than those of the Jaan, even though the constructions of the Jaan are superior to those of the Aij'ak.

Most of the sites found by the Aij'ak have not been excavated or worked into an actual Iali Jhar proper, but some of them are usable as they stand. Of the sites located, only two, in addition to Gok Iali Jahr, have been appropriately fashioned into finished sites: Kahmak and Ghamak.

Kahmak is on the western edge of Shi'Kohl, almost directly opposite the valley from Kahl Gok; many Drachenriders are always present at this site, which the Aij'ak see as a wise move for defense. An oddity of Kahmak is that many of the locals in the valley below watch the training and enjoyment flights, and what could only be called a small industry has sprung up of wagering, leasing small tracts of valuable farmland—which obviously becomes useless—for spectating, and concessions.

Likewise, Ghamak is at the southernmost point of the valley, immediately north of the Tv'ahr Plains and perched at the largest entrance to Shi'Kohl there is, again for defense purposes. Drachenriders find Kahmak more challenging and Ghamak less elucidating, and thus they not only find reason to utilize both Iali Jhar, but find themselves bickering and wagering on rides made in whichever of the two the particular rider favors.

Routine patrols from Gok to Ghamak to Kahmak and back are part of the Aij'ak Drachenrider's life, keeping an eye from the air on the Tv'ahr Plains, Jaan Lands, and the Equin Pampas. They avoid the Drachen wastes, as their Drachen become harder to control the closer they get, as well as more difficult to ride since the air currents become more and more unfamiliar and unpredictable.

Bareesh

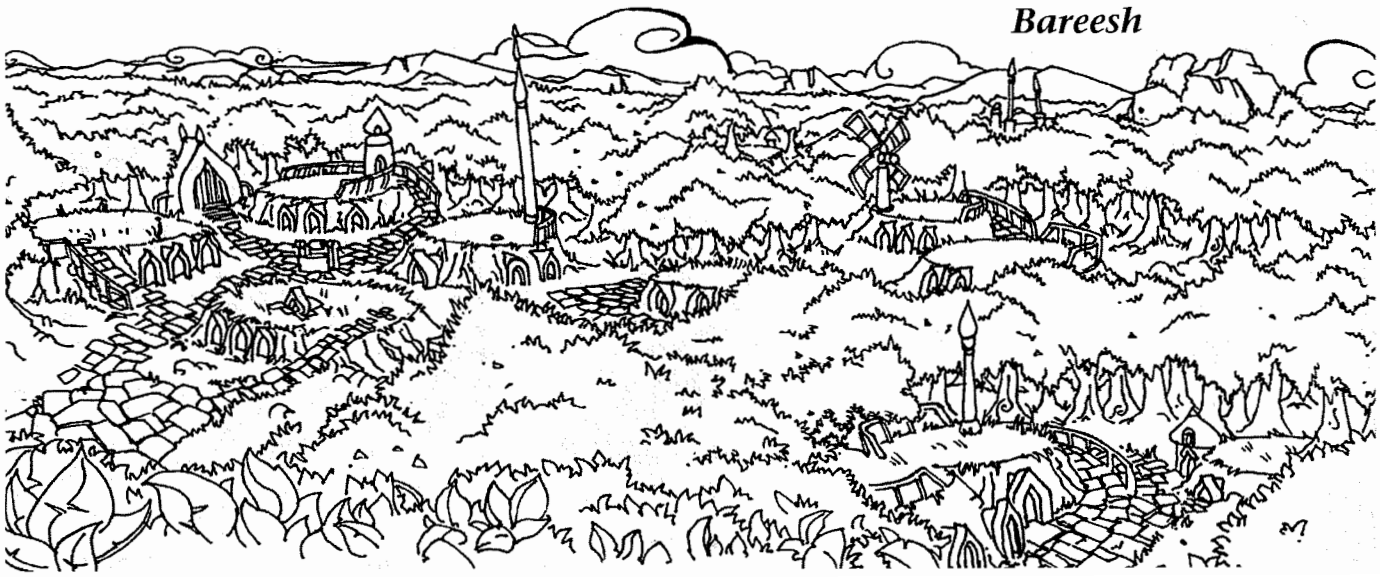
Bareesh is a settlement in the Thalve Woodlands. In this massive forest, to the north of Lake Thalve, is the valley known as Guthlih Suchiz, which houses the entire community. Aside from orchards which speckle the depression—and a half-dozen small buildings and shops, for the most part camouflaged into the landscape as well as possible—Guthlih Suchiz looks like a large clearing in the woods where food plants have taken root and spread like mad.

This appearance of dense volunteerism is intentional, for beneath the apparently random crops are most of the homes which comprise Bareesh. The crops the villagers live on are planted atop the sod-covered homes, many of which are completely invisible to the unwary eye. However, the town itself is immediately apparent to those on the ground; not so from the air. A system of fences, hidden beneath undergrowth, shelters much of the agriculture from lesser storms. Passersby easily spot these defenses.

The village was historically plagued by Drachen, and this 'head underground' method of defense has proved to be a great deterrent to random attacks, so much so that it has come to all but dominate Yethite defensive thinking in other communities. Intentional, malicious attacks and raids are as common as they ever were here, which is not common at all—however, it's not unheard of, either; the town is just not an easy and obvious target any more.

Bareesh produces a great deal of fruit, much of which is smoked or sun-dried and distributed to larger, more needy settlements, as the village has a great many Yethites resident. The other food crops are above subsistence level, but barely. What little trade the village does is generally in this surplus, dealing with individual settlers and the hermits that the woodlands seem to draw.

Though largely populated by Syl and Troog, there are other races represented here as well. A few Andw'ahr and Rolen families call Bareesh home, and Skulae passing through, sometimes staying for a few weeks or months, are a common sight. All residents are strongly influenced by the Yethite belief system. No meat is available, for example, without a great deal of searching for the single hunter living here—and he keeps a low profile. The Yethite do not make life hard for him, but he does like to avoid the sad looks they give him, and the infrequent attempts at discussion to dissuade him from killing and eating blood. Many of those who are not Yethite or Maschan (of which there are very few) are Dusteen.



The leader of the Dusteen presence is a contractor. His name and location is secret by order of the Ch'ak, for reasons undisclosed; contacting him or using him to obtain Ch'ak services is exceptionally troublesome. Rumors suggest that perhaps this contractor is no contractor at all, perhaps not even one of the Dusteen; rumors suggest that perhaps this contractor is no longer a contractor, and does not reside in Bareesh by choice. No evidence of any truth in these rumors is available, though the Dusteen themselves know who and where he is.

The Dusteen have an equal voice in the leadership of the town, even though they always cede to the few Ch'ak protectors whenever that group voices a position. The Ch'ak protectors stationed in Bareesh are very few, usually no more than three single warriors, but highly visible. One building above-ground has been granted for their use as an outpost or garrison house, and it has been modified to serve in several capacities, some of which are kept secret among the local leaders and the Ch'ak themselves.

There are many legends, usually told in hushed whispers among the adults—or watered down and used as boogeyman stories to intimidate unruly children—regarding the origins of Bareesh. The Yethite did not make the initial underground dwellings here. Their influence and pacifistic occupation of the town merely led to those residences becoming occupied as time passed; more than once a previously unnoticed entrance, leading far down to unexplored depths, has been discovered. Some tales tell of families disappearing in the night, the only evidence left being marks in the walls of the lowest level of the home, implying a freshly sealed portal to elsewhere.

Bareesh's aboveground buildings, and the crops, suffer greatly from fados and harsh storms in season. Like in Uythal, summer is a very muggy, humid time here, with the desert wind eking through the forest and stalling at the cool evaporation from the lake. Every year a great deal of work has to be put into repairs or rebuilding altogether, though the majority of the underground homes remain untouched. The fences provide a buffer, but to keep them camouflaged also keeps them less effective than they could be. This is one of the causes of debate among the leadership; some call for greater shields, some even for a massive wall, while others feel the rebuilding is a price they are willing to pay in exchange for going largely unnoticed by the Drachen.

Kitheed

Kitheed is the largest community on Lake Thalve in both area and population. It is a Yethite city, and here their tenets are law, administered by Yethite judges and enforced by a large contingent of Ch'ak warriors stationed in nearby Hethba Keep.

Not only is Kitheed the largest city on the Lake, but it is also one of the largest in the realm. At the edge of the woodlands, half a day's casual walk from unforgiving desert, it is perched on trade routes, caravan roads, and traveler's paths from almost anywhere to almost everywhere else. All cultures and races are represented here, even those who generally don't leave their homeland, or have a tendency for solitude. Though these cultures rarely sport large numbers here, they do have their own 'area' of the city wherein they maintain their customs and style of life so long as it brings no harm to others. The Yethites even manage to keep peace, here, between the groups that traditionally war with each other. This peace is obtained largely by the fair and sometimes unnaturally wise or insightful judgments made when disputes arise, though just as often it's a matter of simply making sure the two groups are not in common contact with each other.

The wisdom of the Yethite leaders of Kitheed has become the matter of study and legend. Phrases such as 'wise as a Kitheedi judge' or 'you look as guilty as a thief in Kitheed' are common everywhere, based on fables told for years wherein the Yethite judges pierce through stories and accounts and reveal the actual truth. These stories have worked their way into entertainment and folklore, as well, with the fictional Yethite judge being a combination of detective, prophet, and encyclopedia. This is not as far from the truth as one may think.

The judges are an unofficial 'council' and it seems as though age is the main factor in just whose voice has the most authority. The Eldest is always the acting leader, and his word is always final—though with much discussion he can be, and has been, overruled by the wisdom and voices of the majority. When he sticks to his decision in the face of an opposing majority, his word is law, and to date those decisions have ultimately proved to be the wisest and best course.

The city is unofficially subdivided into sections allowing the various cultures to have their own space, and these sections are placed to avoid strife. From the air, the city looks as if it is formed like an enormous, misshapen pie, with major roads dividing the city into 'pieces' and numerous streets and alleys running between roads. These 'pieces of the pie' tend to define the divisions of the cultural areas, though of course there is overlap in the cusp areas, and this is in no way an official designation.

The specifics of these divisions are much like the cultural distribution of the realm, with Yethite, Ch'ak, Dusteen, etc. dwellings being roughly around the southern and most populous side, with the occasional Aij'ak, Jaan, and others more toward the northern half. It is rare for there to be more than a few Jaan present at any time and the Ch'ak watch them carefully. The Aij'ak, however, maintain a small group of scouts who trade their living quarters with the town leadership in exchange scouting into the wasteland to watch for those who get lost. This distribution also allows for the Ch'ak to have easy access to the main gate, which is in the south of the city, and easy access to the road leading to Hethba Keep.



Kitheed

The exception to all of the 'cultural' divisions is that a wide swath of the city, in the very center, from north to south, is freely open to all. This is subdivided into three areas, and is open to all for good reason: in the north is the lake, and the piers are not to be commanded or monopolized by anyone; in the center of the city is the Kanba Thethu; and in the south of the city is the Main Gate, which is just north of the caravan road, which most if not all travelers use as their point of arrival or departure. The members of the Maschan sect are also somewhat of an exception; they have no given area, and are found in all places in tiny groups. This is easily accomplished for them, as there are almost no Troog Maschan in Kitheed, and most of them are converts from their previous lifestyle who simply remain where they dwelt before.

Kitheed, like the other major points of interest on Lake Thalve, seems to have been built in a location where unidentified others dwelt first. In the main square, called Kanba Thethu, where the judges hold court and most of the city's external trade is conducted, a massive, gnarled tree overlooks and shadows several city blocks. It is so huge it is visible from outside the main southern gate (however, in other directions, certain tall structures, many of which are air defenses, block the view). This tree is called Buth'lub, which is an obscure term that even the Yethite have a hard time explaining. It is fenced off and guarded by a Ch'ak warrior at all times; visible in the northern side is a roughly-carved and freshly-barred door. Among the keepers, there is disagreement as to whether this tree is natural or a construct of some kind. In any case, the Yethites have declared it entirely off-limits to all under threat of exile, and the constant guard has free reign to keep people out of it. Apparently, death at the hands of the guardian would be better, in the Yethite's judgment, to whatever is on the other side of the door in the tree.

Other items of archaic origin are to be found here, though many of them are similarly prohibited or closed off. The Yethite judges maintain total silence on these, and the common Yethites know only enough to keep them quiet on the subject and supportive of the decision to forbid further examination. The keepers are less than pleased with this ruling, but they respect the wishes of the judges. One entire building in the Jaan section is closed off, and the leaders of the Jaan have secured it, with the approval of the judges, by their own means, in order to prevent a constant Ch'ak presence. In the Yethite section of town, a statue to honoring a great leader sits atop an unseen gate into the ground, fashioned in a manner unknown to those who work at such labor, of materials unknown to those who have made it their life's work to know such materials.

There are many other such spots in Kitheed, and only the Yethites believe they are aware of them all. The judges know that this belief is incorrect, but the Yethites do know more of these spots, and the dangers they present, than any other group.

The main entrance to town is just off the huge caravan road, which runs east and west, to the south of the city. A low wall surrounds the city (except for in the north), and serves more for a windbreak than a barrier to entrance. It is barely as tall as a Rolen, but thus does necessitate gates. There is no western gate at all, but there is a wide opening onto the lakeshore in the north, with piers and docks for the fishing boats and few luxury boats harbored there. The eastern gate is small, just a barred door not wide enough for a wagon to pass, and thus rarely-used.

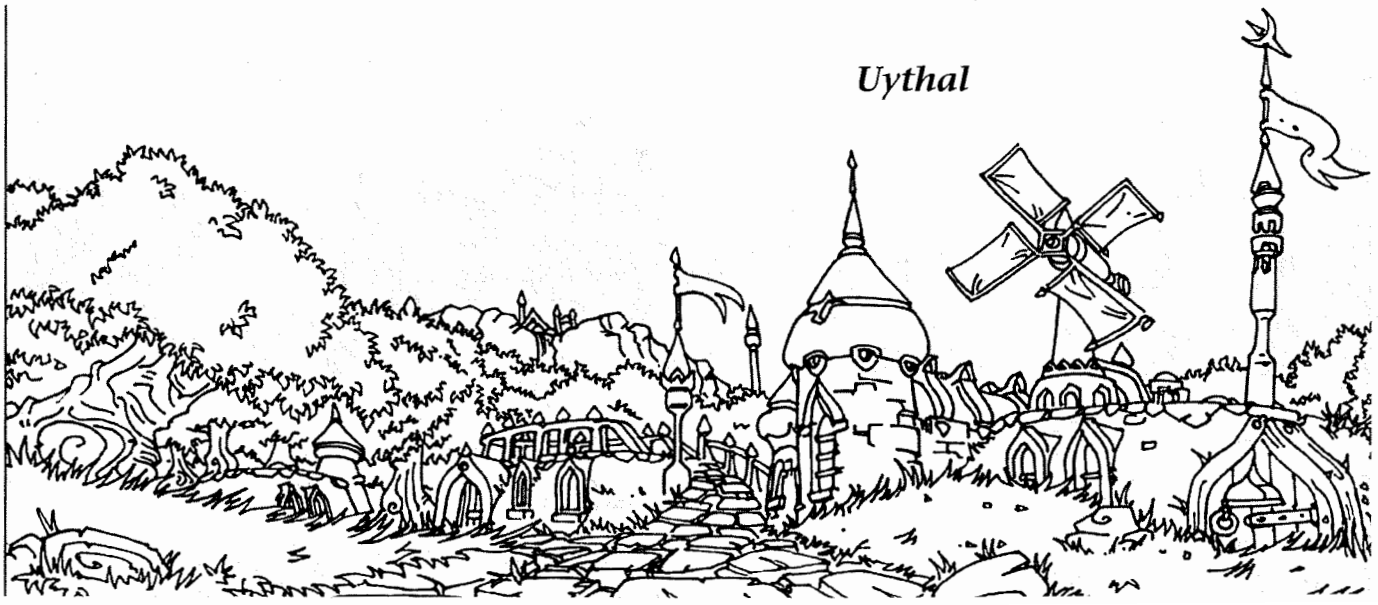
The weather of Kitheed is milder than that of the other lakeshore towns, but is still filled with a constant harsh wind, a rare fado now and then, and intense humidity during any the lulls of wind during the spring and summer seasons. While the incessant wind of Kitheed is not as harsh as that of Thulh, it is always hotter and drier.

Kitheed's claim to meteorological fame is its downpours. It has a great deal more rain than the other towns on the lake due to the way the heated air currents spiral over Lake Thalve; the result is to cast the winds to Thulh and likewise dump the rain on Kitheed. This city sees rain in the same way Thulh sees wind. Ditches line the major roads and all buildings possess eaves or drainage spouts, usually leading to a reservoir for drinking water. The entire city is crowned, from the Kanba Thethu outward, to allow runoff. Yet still, flooding occurs in the older areas, and spots such as the Jaan sector, which seems to be largely built on sinkholes and depressions and borders the lake, which makes it even worse if the lake should rise. Flooding is especially devastating in the Yethite area, where many of the Troog dwell in homes which are half below-ground and topped with sod, even within the city. This makes them greatly more prone to harm by the rising water levels, and particularly damaging inside these underground homes. The massive rains are only a problem in late spring and early fall.

The column of Ch'ak residing in the keep is a great deterrent to wild Drachen raids, and the threat of war from other factions is diminished by the fact that every culture is represented in Kitheed and is likewise treated with justice.

Uythal

Uythal is a wooded community on the western edge of Lake Thalve, shielded from the desert by several kilometers of dense forest. As a result, of all the towns on the lake, Uythal has the least damaging weather. The occasional fado works through the woods and uproots some of the many fruit trees that provide the bulk of Uythal's subsistence, but it is far less common here than elsewhere thanks to the protection of the trees. However, the same dense growth which protects from the winds keeps the moisture close, and so Uythal has terribly humid warm seasons. This is a mixed blessing, as it's hard for the residents to tolerate the discomfort, but very good for the crops.



Also protecting the town is a small group of Ch'ak soldiers, as Uythal is largely populated by Yethites, and almost all of these are Troog. The village has obviously been rebuilt several times, though unlike Kitheed, there is little evidence of a time when a non-Yethite culture held sway here; not none, for the Cellars are ample proof that others were here before, but little enough to provide no known peril.

There are other cultures represented here, mostly by groups of Rolen with various approaches to life and varied origin. For some reason, Rolen settlers of all cultures find something 'homey' about Uythal, and this is a matter of great, though quiet, speculation amongst keepers. Regardless, the entire population of the town is small, and many a passerby has been surprised at the realization of just how few people actually manage such a relatively large area of fields, buildings and orchards. Ch'ak appear, above ground, to be as numerous as Troog and Rolen.

Uythal is nestled within several huge orchards that grew up in the midst of much denser trees. Some approaches to Uythal have such abundant plant life and tree growth that they are all but unpassable; the direct western approach is unpassable to the various humanoid races, and is known as the Hedge. It is a mass of thorns, vines, trees and shrubs which even light doesn't penetrate; the shadow of the Hedge comes right to the border of Uythal in the evening. For the few meat eaters in Uythal, scouting the edge of the Hedge is one sure way to fill the pot with various small animals who make their home there; for the children of Uythal, it's a visible cause to refrain from wandering too far, with its impenetrable density and ominous shadow.

Uythal houses two enormous underground cellars, which are labyrinthine and extensive. The Cellars were built in the ancient past, and feature walls, floors, and ceilings of a material which is inherently unfamiliar to all T'nahrans who view them. The huge amounts of excess food, and much of the excess of quickly replenished firewood that is cut in the area, is stored in here for winter. Uythal's leavening ceremonies are tremendous, and there is usually such a surplus that a rotating group of Yethites simply expects to travel with much of the surplus for distribution, usually to Kitheed. Many of the non-Yethite Kitheedi who benefit offer to help the Uythalians come spring with some task or other, and this contributes to the town having more labor, when necessary, and food than it can possibly consume.

Many of the homes in Uythal are underground, sod-covered and topped with crops, much like the other towns around Lake Thalve. Unlike Bareesh, even the food crops produce a sizable excess, and Uythalian fruit has been known to make its way clear across the realms after its been dried and taken to Kitheed; there is a large call for it in trade, though obtaining it is not always as simple as producing a lump of cash. However, there are traders who manage to acquire some, and this has found its way as far as Vit'ahr.

Here, as in Kitheed, the Yethite rule is law. The Ch'ak enforce this, as there have been disputes and conflicts in the past, when other the first melding of outsiders went less than smoothly. In the recent past, this has not been an issue, but nevertheless the Ch'ak will allow no harm to come to the Yethites here. Some grumbling is still heard when one listens hard, and with Uythal being the virtual breadbasket of the area and providing for a great deal of the Yethite survival in the area, the Ch'ak feel that it's better to be safe than sorry.

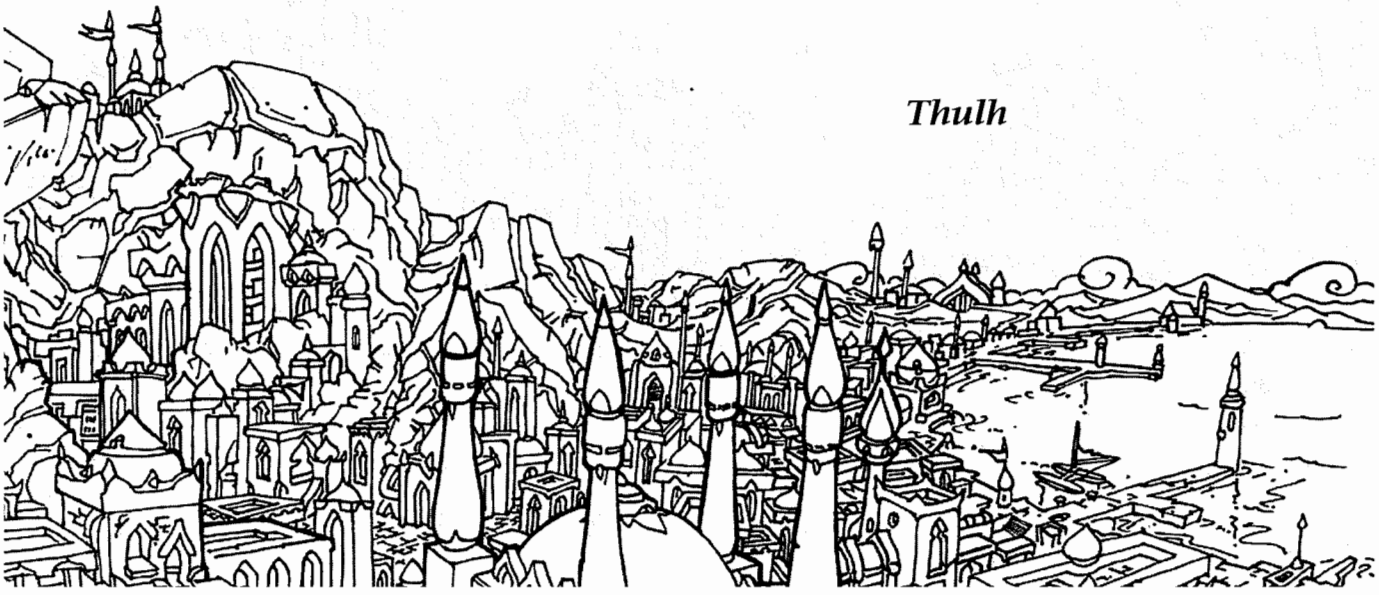
Thulh

On the Eastern side of Lake Thalve, and several miles west of the Wall of Sorrows, the town of Thulh sprawls from among the caves of the steep cliffs of Kahl Ahd'mah all the way down to the lakeshore. While the town is not densely populated, this primarily Yethite settlement has steadily migrated higher into the side of the mountain, leaving many abandoned homesteads in the lower reaches.

Thulh is the *de facto* home of the Maschan sect, with only a small contingent of non-Maschan Yethites. The Ch'ak maintain just a single protector in Thulh to defend the non-Maschan; this is a primary cause of the slow migration up the mountain, which in itself provides considerable protection from the infrequent Drachen attacks.

The Maschan, having attitudes and societal mores different from their brethren Yethites, are unpalatable to both the Ch'ak and the Drachen. Thanks to the intercession of the conventional Yethites, certain events have been smoothed over, but as a result the Ch'ak presence is not offered in force to the Maschan—the lone protector is as much a declaration of objection as it is a service to the Yethites. The Maschan, for their part, are pleased with the trade-off—the inconvenience of defending themselves in exchange for the lack of a Ch'ak presence is a price they are happy to pay.

In public, all factions pretend tolerance: the Ch'ak for the sake of the Yethites, the Yethites for the sake of the Maschan, the Maschan for the sake of peace. The last thing the Maschan want is to have the other elements actively hostile to them, even though many among the sect find the Ch'ak to be base brutes. But dogmatic and liturgical differences between the Maschan and the conventional Yethites, while something both sides are willing to forgive, are neither minor nor dismissable.



Thulh

The town experiences tremendous bad weather in the late spring and early summer, as the superheated easterly wind coming across the desert becomes more potent while crossing Lake Thalve. The higher up Kahl Ahd'mah they migrate, the worse these battering winds become.

The deepest caves are those the leaders claim for themselves; these are far enough into the side of the mountain that they maintain a comfortable temperature on their own, and are accessible only through a labyrinth of natural tunnels. Other homesteads closer to the edge, whose doorways are often covered with a loose weave of roots dyed to blend with the stone while allowing ventilation, maintain a constant fire. This is where the harvested fruits and vegetables from the lakeshore area and mountainside, and the fish gathered from the lake, are prepared en masse for the community. No one in Thulh need go hungry.

Some of the youngest families have started migrating into the lofty heights where the air starts to thin. Here, unlike the caves below, homesteads aren't ready-made. Stonework is not inherent to the Maschan, but they take their parental responsibilities seriously, and in light of the lack of protection, they are learning. The results are slow, clumsy, and some would even say ugly—but new caves have appeared, and Thulh continues its upward climb. Among some, this working 'inward and upward' has taken on a strength of conviction of its own, and has actually been a cause of strife within the Maschan. Some see it as selfish, while others see it as faithless; those involved in the work see it as necessary and prudent, and are starting to believe that those who disagree are perhaps a touch pigheaded or old-fashioned.

The elders among the Maschan worry that ascending and living so high above the earth will have a physical, if not spiritual, toll. The air is different, the weather is different, everything is different, and there is not always a clear understanding of the cause. Some who toil at the stonecutting work to fashion a home have had physical symptoms that defy any explanation the elders can find, and these odd incidents occur with greater and greater frequency.

Wall of Sorrows

The wall of sorrows is the last remnant of a city that no longer exists. When the Ch'ak slashed through the Yethite territory, killing and enslaving as they went, they came to the small city of Yeru Thahlm. The specific hatred that drove the actions at Yeru Thahlm are a haunting reminder of the ferocity that is the Ch'ak Hegemony.

Located East of the Yethite settlement of Thulh, the Wall of Sorrows is the location where the Ch'ak ceased their destruction of the Yethites. At one time, this was the largest of the Yethite settlements, and one of the last remaining bastions of the culture. This is the site of the Pledge and only the Ch'ak leadership truly understand what it was about the Yethites that lead to the Pact.

They swept over the town like a tarantula over a small lizard. One by one, the Ch'ak Warmaster brought the people of the town before her and commanded them to kneel. None would kneel. The enraged Warmaster began to kill those who would not kneel. One, two, a dozen, males, females, children, whole families fell to the blade of the Ch'ak. Yeru Thahlm was turned into a charnel pit.

While the enraged leader continued her butchery, she ordered the town razed. "Not a single stone left upon another," was the order. The butchery continued. Wives were slaughtered before their husbands, husbands before their wives; children were slaughtered before their parents—none would kneel. They all perished, except one.

The last Yethite remaining in the village stood peacefully before the Warmaster.

"Why won't you kneel?" The voice of the Ch'ak was low, gravelly and cold with rage.

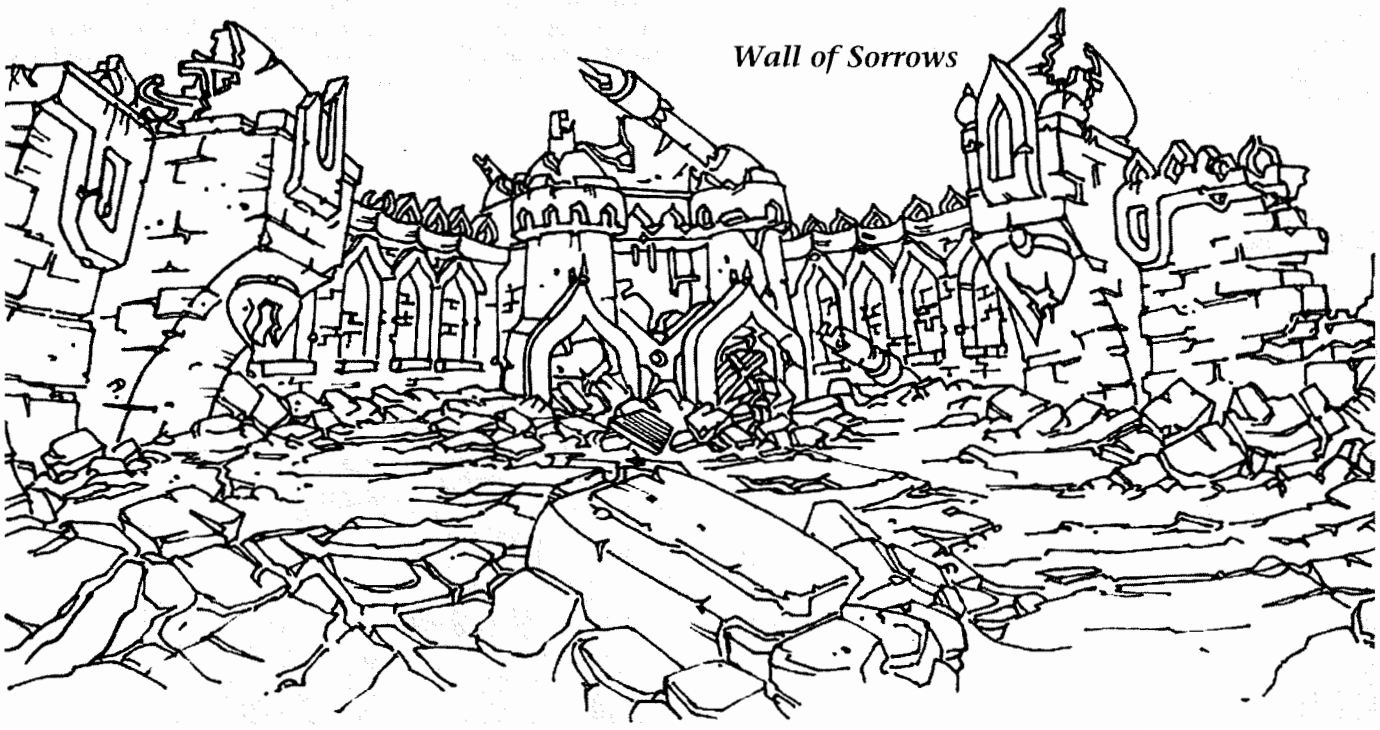
Fixing his gaze upon the Ch'ak, the Yethite smiled wanly. "You may kill us. You may destroy us. But you will never, ever conquer us. I will not kneel." His voice was soft, calm and even.

The Ch'ak stood silently considering the words. Then, as if a weight had dropped upon her shoulders, she knelt before the Yethite, tears burst from her eyes. "What have I done?"

The Yethite knelt and ran his fingers through the hair of the sobbing Warmaster, placed his forehead against her bony forehead plate. Her body was wracked with sobs. When she calmed and could again speak clearly, she asked again, "What have I done?"

"You have done what you must to change your people."

With that, the Yethite stood and offered a hand to the Ch'ak commander. She stood and regarded the Yethite before her, still a diminutive, physically weak species, but she saw him in a completely different light than she had before. She had something new behind her eyes, now. A purpose.



Wall of Sorrows

"Mules!" With that one word, twenty armored Ch'ak surrounded their commander. "Bury these bodies. Cease razing the town. Prepare to march home. We leave in one shad." With nary a pause, the soldiers spread through the town and obeyed her orders without question.

She turned again to the Yethite. "Will you come with me?"

"Of course I will." He smiled at her.

"I'm sorry. Will you...." She stammered out a word she barely understood. "Forgive...me?"

He nodded. "Yes. Of course I do."

An hour later, the Ch'ak column marched out of town, back the way they had come to the mountains far to the east. The only remaining structure standing was the outer wall of the meeting place where the Yethites worshipped. The Yethite stopped for a moment and regarded the place. A single tear is said to have fallen from his eye before he continued marching.

The wall survives to this day, drawing faithful amongst the Yethites and the Ch'ak alike. Both come to this place to remember, to teach, to learn. No other structures are built here. Only the last remaining wall of the ancient meeting place stands, the wall of sorrows.

Tn'ahr

A small Andw'ahr settlement organized for protection from wandering Drachen, Tn'ahr is the predominant farming community for the Tv'ahr culture. Low lying buildings and thatched roofs hide this community—and others like it, for there are many in the plains—from the watchful eyes of the wandering Drachen above. The Aij'ak do not loot the plains, and sometimes they stop the wild Drachen from doing so, and thus the defending of Tn'ahr falls on their own shoulders. The Aij'ak have been known to barter protection for some of the surplus that the Tv'ahr plains invariably produce from the sheer force of their work ethic.

Because of its geographic location, Tn'ahr and the other communities of the Tv'ahr plains are not a typical source of food or produce for the rest of T'nah. The Tv'ahr tend to keep to themselves, with little desire to form trade relations beyond necessity; they are generous, but isolated, and within the plains are enough factions of other cultures and holders of skills and knowledge that trade can remain internal. The neighboring Drachen-riding cultures have their own adequate food supplies, as do the Yethite communities to the south of the plains. Occasional groups of Skulae will trade and exchange with border communities, but no major exports of food come from this region.

Tn'ahr is little more than a large village, and indeed, dotted across the Tv'ahr plains are many such smaller villages, though none have a similar claim to dominance. However, to the Tv'ahr, a large village is a teeming metropolis; the smaller villages are often just half a dozen homes within sight of each other, and almost all of these are along the northern end of the plains where wild Drachen are troublesome. Neighbors in this part of the plains, almost always relation of some sort, can be called on to aid in defense, otherwise the Tv'ahr would be as happy with much greater distances between neighbors.

The communal farms are just massive fields that are been sown and tended by many members of the community. Their homes and dwellings are often distant from the land they work. They are willing to walk kilometers in the dark of the morning for privacy in their home life, and thus they do so.

Tn'ahr itself is a dusty crossroads that extends for perhaps a kilometer in all of the four cardinal directions. The center of this crossroads is a large well, as much a symbol as an active source of water (although it is used by all in the town, as well).

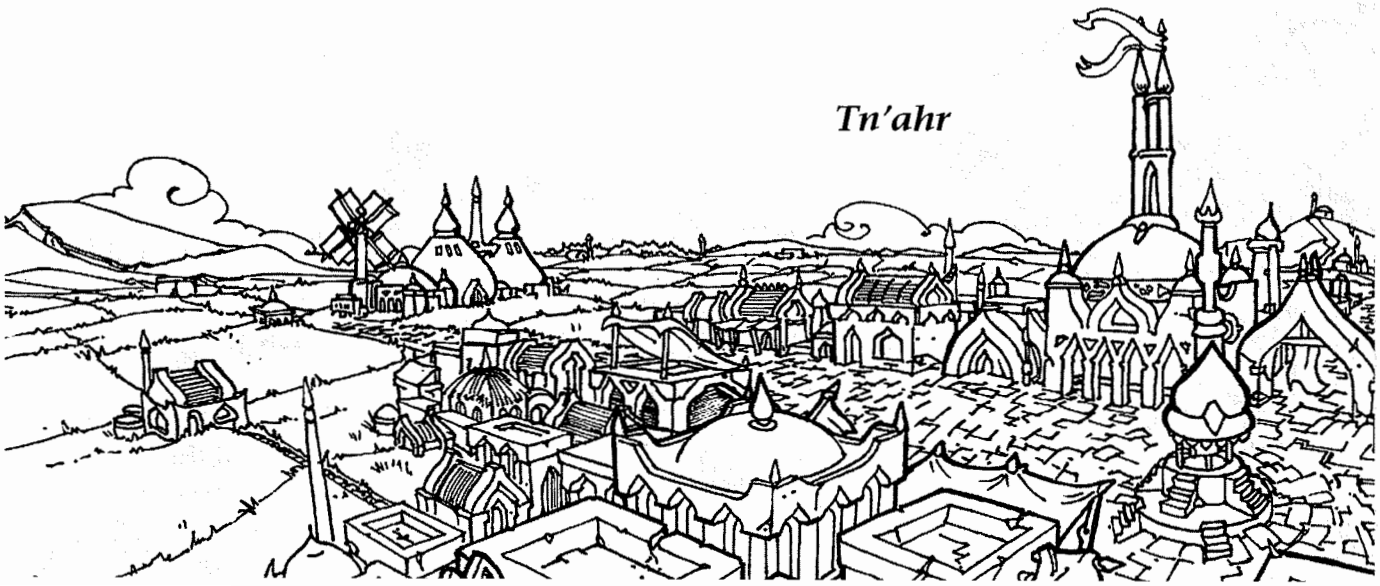
Half a dozen well-spaced homes line either side of the northern stretch of road; these are not farmers only, but the homes of those who account for the people, the leaders of the Tv'ahr. One of these homes is the dwelling of a keeper, who is often called upon for advice and knowledge by the others. The leaders, of course, farm as well, but their primary work is in leading and planning, considering various factors such as what fields should be sown and when, what should be done with the crops and how much excess can be counted on, and so forth.

The southern stretch of Tn'ahr is home to a Rolen blacksmith who converted to the way of the Tv'ahr, and the only publicly-operating Tv'ahran undertaker and mortician in T'nah.

The eastern length of road is lined on both sides by the fields that the townspeople tend. Rather than let this lie fallow as most of the fields do from time to time, the town leaders, on the insight and guesswork of the resident keeper, are attempting a crop rotation plan. If it is a success, the plan may be implemented in the other fields and thus the entirety of the plains may become more fertile.

The western road has a large storehouse; a Rolen woodcutter's hut; a stonesmith; a jeweler who tends to have nothing to do, and so works the fields east of town as often as not; a few smallish homes; and an Inn where folks from outlying villages can stay for the night and have a drink—because honest folk often like a drink after a hard day's work.

Tn'ahr suffers the full brunt of T'nah's weather patterns in all seasons. Luckily the Tn'ahr are hardy enough to survive and cope with the snow and thunderstorms, droughts, floods, and other extremities, for this swath of lowland between the Blackrock mountains in the north and the Thalve Woodlands in the south bears the brunt of anything those two geographical defenses shrug off. One fortunate side effect, as in Shi'Kohl, is that water is not an entirely scarce commodity.



Equin Pampas

To the west of the Tv'ahr lands is an expanse of high desert, dry and barren, yet with broad swaths covered in tall, sparse grasses. It is rumored these are the lands of the Equin. Very little contact exists with those who live in this region.

There is as much legend as truth about the inhabitants of these lands. These legends, of course, center around the Loshad, and rare are the wanderers who have survived the harsh environs to return with an accounting of the reality of the Equin peoples. Most are either captured and enslaved, or



in times of hardship, are eaten—or simply die in the desert.

The Loshad are not the only threat to the health of T'nahrans in the Equin Pampas; many desert-dwellers are common here, and some are unique to the area. In particular the purgen, great, venomous sand snakes with a biting head on one end and a spitting head on the other, are seen nowhere else in all of T'nah. The Equin consider these a delicacy, but even the Klystel are hard-pressed to take down a fully grown purgen, as they reach lengths of 15 meters and remain quick and lethal until well after they are slain. Also unique to the Equin Pampas are gumash, which are a breed of giant sand flea, about the size of a large walnut, that hide in the sand and thrive on blood. They can leap higher than the head of a Loshad.

Rainfall from the currents coming off the ocean nourishes the erratic, sturdy grasses that speckle the desert; but save in certain shallow depressions, in areas of tightly-packed sand, within the moments after such a squall, water is difficult to find. As the birthing place of many of the massive, world-spanning storm systems that plague T'nah, fados are common here, and lesser storms occur daily if not more frequently than that. One common survival tactic for T'nahrans is a tarp-like tent and a long breathing-pole, since in some areas, sleeping for even an hour will guarantee a complete immersion in blown sand.

The oases of the Equin Pampas are secretive, few, and far between. These are guarded by all of the Equin, who tend to migrate from one to another without actually settling in any. This not only keeps them mobile, which the Loshad are by definition, but allows them to stay out of sight should a stranger manage to locate an oasis. If the nearby herd requires a slave, the newcomer is almost always easily taken, even if the capture is attempted after the stranger's drinking and resting at the waters—the Loshad take great pleasure in chasing T'nahrans around the desert, a task they often leave to the colts.

Landmarks are exceptionally rare on the Equin Pampas. There are only two which remain constant: somewhere in the midst of it is a tower of what may be basalt or black glass. There are no entrances to this monolith, and no windows; it may not even be a tower at all except by geometric standards. The Loshad avoid it, though some believe it to be a connection to their 'home.' The other landmark is the great dune, an enormous mountain of sand, visible for kilometers when the winds are low. This is far to the east, and marks the border of the Equin Pampas; only one kilometer past this, the grasslands turn from sand to soil, and then one finds the river.

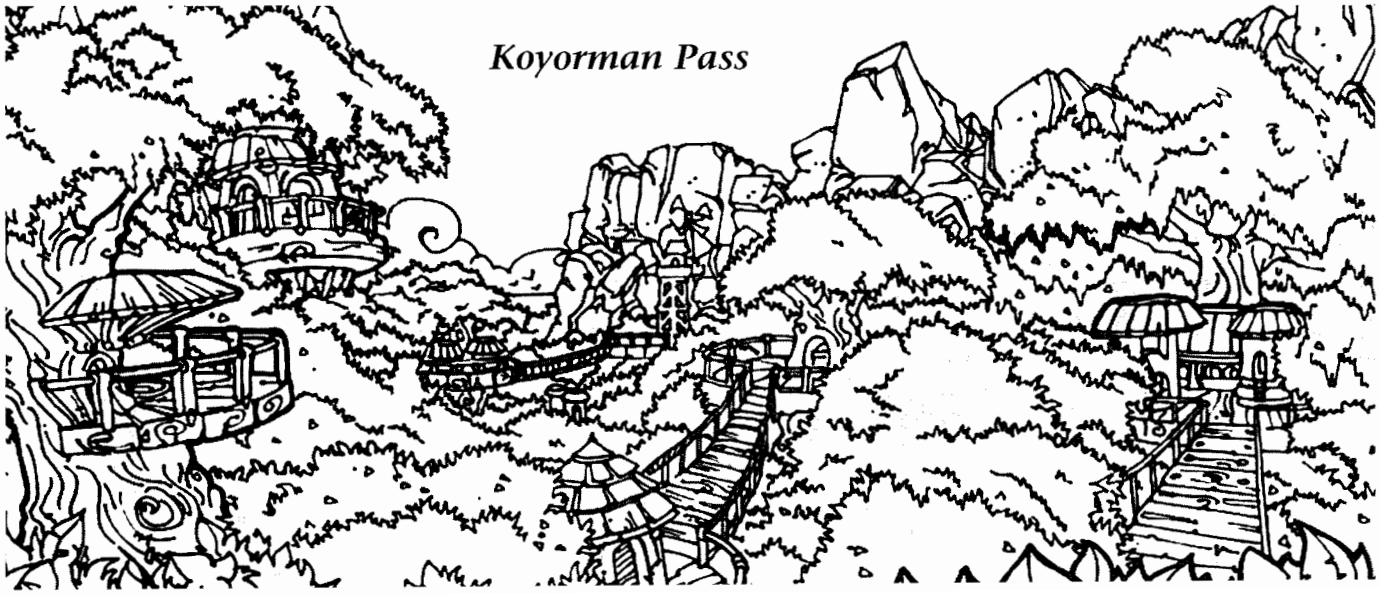
The Loshad also avoid the extreme west of the Equin Pampas, as the ocean is unsettling to them.

Koyormun Pass

Also known as Cats Claw Pass, this pass to the sea is rumored as being haunted and infested with huge, feral cats that walk like people. Not many know the name of the Myrshal, fewer still the name Myrlihk. However, far more widely known are other names, cirrakahl being one.

The rich woodlands of the pass is widely avoided due to the evidence and presumption of danger, even in spite of whispers of incredibly worthwhile endeavors to be undertaken there—such as finding the eternally moist, verdant paradise-city filled with pools of free pristine water and streets made of gold; or the lost caverns where precious stones are as

Koyorman Pass



common as sand and as easily obtained; or the hidden valley-within-a-valley which is supposed to house a long-lost race of people in a 'milk and honey' environment, where survival is something that is taken for granted.

These are often more than rumors, as well, since few have survived to tell the tale, and those that have frequently refuse to discuss the experience in terms more explicit than, "I'm lucky to be alive, and I can't say more." There are some, however, who are willing to risk life and limb for the bounty of the woodlands and seas, even if they don't believe the incredible tales of what could possibly be found there.

Oase

Oase is laid out much like a sundial, but stylized for a cliff-side angle, with shrines, temples, and municipal buildings at the hour marks, the main differences being that most of the buildings are from cut stone and far more ornate than those of Jhevarrah.

The great Theater of Titrizrak is located here. Each year around the beginning of the fall season the theater hosts a fortnight long storyteller and playwright contest. Contestants come from all over T'nah attend with the hopes of being crowned as The Storyteller and The Playwright (one title for each occupation) of all of T'nah. The theater itself is incredibly ornate and adorned both inside and out. It has great works of art painted by the masters of T'nah all along the palisades and alcoves and ceilings. It is a work of art in itself. During the rest of the year, the plays and epics that are the best of the best among the works of T'nah are performed here.

Also in Oase are the riches of the remaining Renizant Empire. Here is the treasury for the region. The wealth of the current Representatives of the once-great Renizant Empire resides here under heavy military guard. The Guards of the Orbs are selected from the best, battle-proven veterans. Only the cream of the crop become members. They stand at full attention and ever alert, for duty, honor, and fear of death—for themselves and their families—should they allow one drop to leave the underground crypt unaccounted for.

There is however a dark underbelly to the gleaming city of Oase. There is a rise in the disappearances of beggars and lone travelers in the city. While many of the nobility and merchant classes pass it off as good riddance to bad rubbish, there are whispered rumors among the working and criminal classes that they are somehow tied to the Red College, which is located here as well. There is also the inordinate amount of Shnahn that travel in and out of the city on a regular basis, as well as the large permanent Shnahn population as well. While most members of their culture are open and talkative about their philosophies, the majority of the Shnahn residents in Oase appear secretive and reticent, almost constantly cloistered in their divided and walled section of the town, allowing only select few outsiders (mostly other Shnahn) in. The guards at the entrance to their area are perhaps more militant and selective than those of the Guards of the Orbs. Something is happening in there, and apparently only the Shnahn know what it is.

Arrika

This city is a hedonist's dream come true. If you want it, it can most likely be found in Arrika's infamous Red Lantern district—everything from animal fighting to exotic herbs to sensual entertainments of all tastes. Aside from the obvious endeavors of this district, Arrika is also known for her large and industrious hemp dens; there are more in Arrika than there are anywhere else on T'nah. Along with these, the city is also home to the largest and most versatile brewery on T'nah. The sole survivor of a Skulae band founded the Bedevi Zer brewery many years ago. The brewery produces the most varied alcoholic drinks; it has produced some form of liquor from almost every type of plant on T'nah.

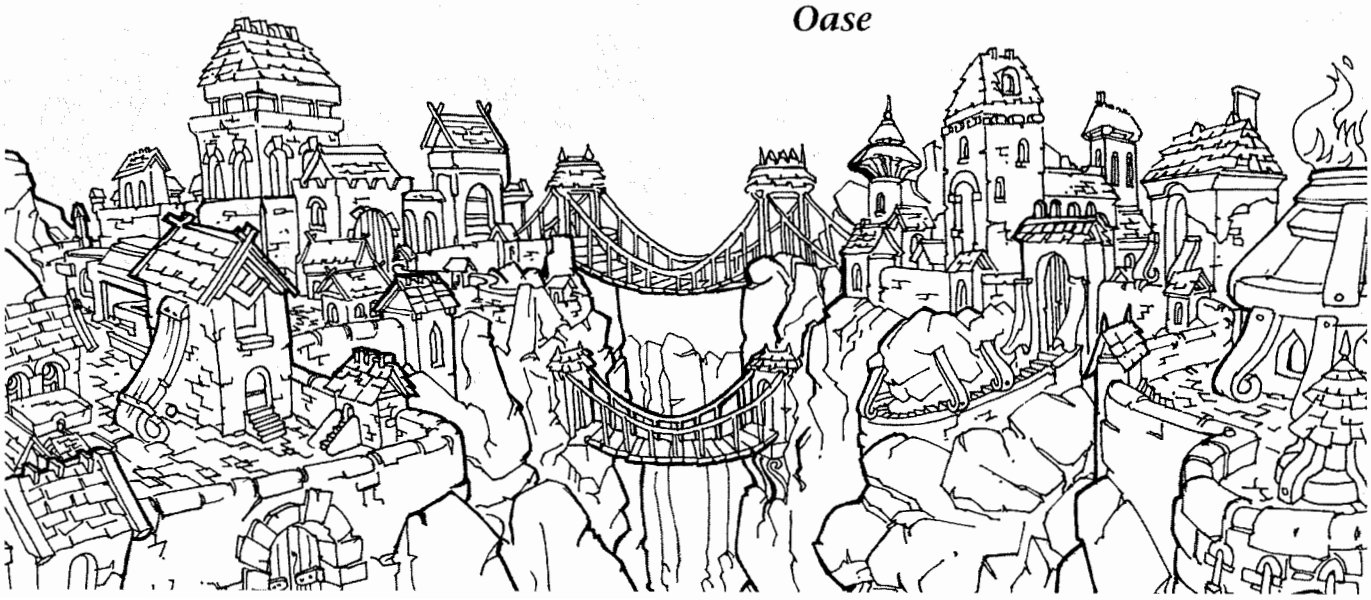
Arrika has more crime than any other two cities on T'nah. The town guard contingent here is nearly triple what any other town this size would employ, yet while they are competent, they can not keep the rampant criminal element in check. While they do a fair job of handling the business areas and most of the middle-to-upper class living areas, anyone who enters the ghettos or Red Lantern district are on their own. While the town guard do make regular patrols there and will respond to alerts of trouble, they do not have enough of a presence to deter the thriving criminals. This does not slow the flow of people into the district, 24 hours a day, from all over T'nah.

Also of note is the architecture in Arrika. The Noma have one distinction in architecture—they use existing architecture and erect roofs over their streets. They have always incorporated the styles of whichever culture earlier occupied the area or of whoever is building a structure.

Only in a Noma city can you find nearly every type of cultural and artistic building design, and vastly varying styles run into and against each other on the same street. The sight of these styles, one against the other under the covered streets, is truly amazing. Students of architecture come here to study the various styles all at once, rather than travel from place to place. The only true classification of the Noma style is 'chaotic.'

All these styles, with roofs over the streets, and additions built up and over each of the buildings, gives the city a dark

Oase



and haphazard look. Noma do not like the sun, and will try to cover every exposed street and location. Town squares are seldom open, covered over with large woven mats and cloth to ward off the light and heat of the sun.

The Towering Tankard

Deep in the seediest bowels of Arrika is a place that attracts the scum of the world with the gravitational pull of a black hole: the Towering Tankard Tavern—a home for the shadier members of society, where they can drown themselves in cheap liquor. Its popularity stems from the fact that it serves by quantity rather than quality; no other drinking hole serves bad ale in such copious amounts.



The Towering Tankard is a well-established haven for thieves, murderers and other charming folk. It is, in fact, a lot larger than it looks. Its rickety-looking door is squeezed between two pauper's houses, with a large sign hanging from the wall. On this sign is a picture: a tall stone tower with a glass handle, frothing and overflowing with yellow liquid. But once one is allowed inside the door, it becomes obvious that the Towering Tankard is huge.

First, there is a long, narrow stairway downwards into near darkness. Then, suddenly, the walls fall away—in their stead is a massive main room, shadowy and poorly lit by a few gas torches. Every chair and table in the tavern has been mended at least once, and the bar looks like it's seen about three centuries of military duty as a shield. There are stairs leading up to rat-populated rooms, an iron-barred staircase down to 'storage,' and the infamous Back Room—a place which few living people have ever seen, and that none will speak about.

The owner and bartender, Cerus D'roth, is a large person, even by Rolen standards. To say he's built like a bull wouldn't do justice to the man's physique. He's scar-faced, gruff, and generally as unpleasant as his clientele. If you're looking for a place to hide from the law, the Towering Tankard is your best bet. The only lawgivers who visit D'roth's establishment are about as clean as the Tankard's sheets.

The Wounded Wall

The old man stumbled, weeping, into the narrow alley. His arms cradled a shivering and delirious infant, flushed with a killing fever. Over and over again, the old man whispered soothing words and words of love to the dying child, victim of the fever that had already killed its mother. Blinded by tears, he navigated the twisting streets by pure instinct. Finally, he stumbled into a small, forgotten square in the disreputable north-eastern corner of the town. The square was empty at this time of night, save from an old, crumbling pile of brickwork in the centre. The last evidence of an earlier town, ages older than the present settlement.

He carefully laid the child at the base of the wall and knelt beside it, a despairing hope running wild in his heart. If only legends were true. If only the wounds of the wall would bleed.

The Wounded Wall is old. Far older than the present day Renizant settlement of Arrika that surrounds it. All but forgotten, it sits quietly in a small square, unheeded by everyday passers-by. Only the old, the wise, or those chasing down legends know that there is more to this wall than crumbling stone. In the center of this ancient structure is an almost meter-long gash. To the unknowing eye it appears as if a battering ram or something similar has torn away a few bricks and left the wall with a superficial scar.

Amongst the wise, it is said that it was the Red Witch herself that scarred the wall with her blade. The evil she wrought on the earlier settlement was so heinous that T'nah itself began to weep. As love and life perished within, the wounded wall began to bleed. Even now, the old ones will tell you, that if you approach the wall with love in your heart and a heartfelt grief it will once again begin to bleed. And the lifeblood of T'nah is rumoured to have healing qualities....

The Pits of Shara-shaan

Most everyone in T'nah is familiar with the Pits. They are places where rich patrons sponsor wild-eyed youngsters, desperate for recognition and fame. Places where its malcontents and criminals become something more productive...and entertaining. Blood is spilt, and grim legends are born on the dusty floors of the arena.

The Pits of Shara-shaan are particularly famous, named for the first Rathyr who brought fame and notoriety to the pits in Arrika and established the long tradition of Pit fighting there. Built in times long past, the size of the pits is reason enough for their notoriety. Hundreds of spectators can cram themselves into the public benches, while the more affluent watch



in comfort from private boxes set close to the action. It is here that the true power in Shara-shaan lies in the hands of the Rathyr, the name given to owners, managers, and trainers of the Pit fighters.

Whereas most towns treat their Pits as casual entertainment (and a useful way of removing criminals), in Arrika they have become the centerpiece of daily life. Rich men and women hand-pick fighters from the ranks of the condemned, and make them their own. They are well fed, given comfortable quarters, and put through a rigorous schedule of training and exercise. Some of T'nah's most famous pit fighters come from the Shara-shaan Pits.

Later, as these 'champions' come to fight in the arena, wagers are made on the outcome. Fortunes are lost and won in a day at the Pits of Shara-shaan. These proceedings have continued without change for hundreds of years, but recently there has been growing discontent amongst the Rathyr.

It is ancient tradition that fighters are only selected from those already condemned to die by Arrika's law, yet rumor has it that some Rathyr are recruiting from outside Arrika itself! If any of the Rathyr is discovered to be cheating in this fashion, there is only one punishment: the offending member is immediately stripped of their assets, and sent to the Pits to die. A cruel law, but they feel it is a just one.

It is the hope of every fighter in the Pits of Shara-shaan to win his right to compete in the Octagon at Sephas, where true champions hope to win freedom.

Jhevarrah

The town itself is laid out much like a sundial with import shrines, temples and municipal buildings at the hour marks. It is home to two of the largest temples to Ashik and Yai on T'nah.

It is also renowned as the home of the Point of No Return Outpost. The outpost has the reputation of carrying a full line of all known survival gear, especially those types specifically designed for desert and wasteland environments. If it will aid in keeping a body alive in the harsh environs of T'nah, it can be found here.

The town has also employed a full staff of various types of healers, who are all on-call around the clock every day of the year. They have been trained in many types of healing for any unfortunate that manages to wander in—or be dragged in—still breathing from either the scorchlands (where only imbeciles go in the first place) or from Ashik's Anvil to the immediate south of the town.

The noble Emir Hahgarva Dehvahz (ruler, mayor, local lord, baron, etc) has also seen fit to hire several bands of Skulae (those most use to the desert climes) to patrol 1 to 2 days ride out into these areas in search of any stragglers and wanderers lost there in.

Orthay's Drift

Among the myriad alleyways and darkened corners of Jhevarra are many vahnas containing thieves, brigands, farmers, and day laborers. Relaxing after a day of work, searching for information, or searching to lose themselves in drink, the vahnas have something for everyone.

One such vahna is known as Orthay's Drift. Inhabiting the typical sprawl of any vahna, Orthay's Drift is situated around a large common area, with several smaller passageways and alcoves dividing off in various directions. Much like a giant sea creature, the many arms of Orthay's Drift spread into the city.

Orthay himself, an aging Rolen appearing in his middle years, runs the bar. He maintains a strict policy of neutrality: anyone is allowed within his comfortable walls. The staff is equally discreet; the porters do their work in eerie silence.

The staff may be stoic, but the patrons are not. Conversation floats through the air, sometimes arriving on prying ears. For patrons wishing more privacy than found in the common area, there are many smaller alcoves. A discreet word to Orthay allows you entrance.

Orthay is rumored to have extensive contacts among the underworld. Many have gone to him for advice and help in handling matters best not brought to the attention of the authorities. The price for his help varies from favors to hard currency. Many nobles owe favors to Orthay and his ilk, securing his privacy and longevity.

Devron's Library

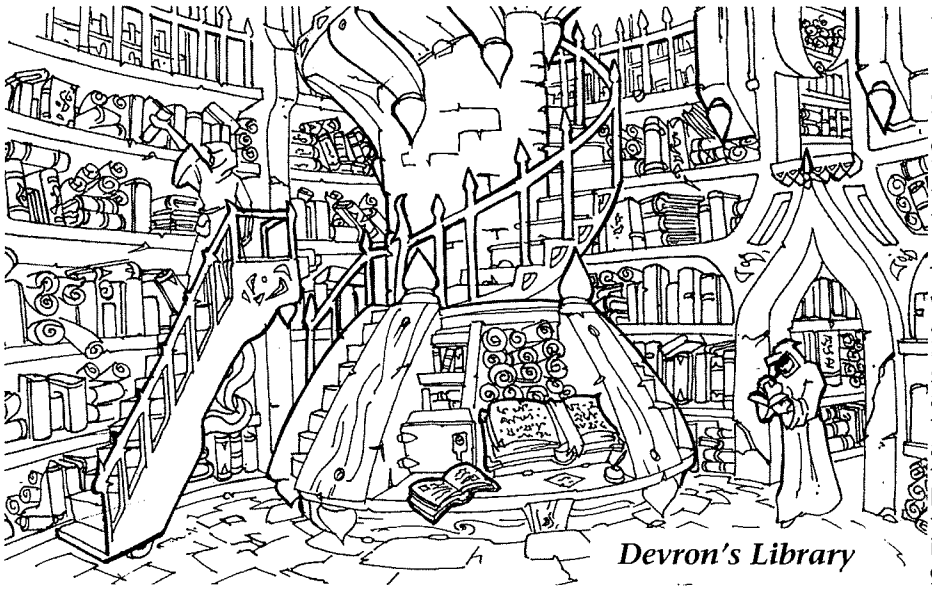
Devron's Library originally started out as a small collection of books and writings owned by a young Keeper, Devron, who was born in Arrika. Every year he would return from his travels, adding new books that he had discovered to the collection; among these were the journals of his travels. He collected much information on his journeys; enough to write a few books of his own, and made many friends as well. These friends would, as the years progressed, occasionally stop by with some curious tome or scroll they had found somewhere, and thought Devron might be interested in.

It was in this manner that Devron's Library grew into something far larger than a few personal journals and scavenged books. Shelving filled his modest house, floor to ceiling, by the time he became too old to travel himself. Once he was no longer wandering the length and breadth of T'nah, he set about the monumental task of properly categorizing and filing each tome and scroll, sheaf and note he had accumulated.



Jhevarrah

Several young Keepers just starting out in their own quest for knowledge were assigned to the Library to copy the texts old Devron had found. The originals are to this day kept locked away in a lower room out of the debilitating effects of air and sunlight, while the copies are what now fill the shelves. But even after Devron retired fully from the duties of a Keeper, having become too old and frail to do more than recite tales to the young Keepers working within his home, his Library didn't stop growing.



Devron's Library

Friends and fellows would still bring new books and scrolls to him, as well as copies of their own journals or writings. True to his calling, Devron never stopped learning, never stopped collecting new materials and recorded knowledge. He never hoarded his knowledge, either, opening the doors of his home, his Library, to any who wished to read and research the texts therein, Keeper or no. His Library continues to be one of the best repositories of information among the Keepers even to this day, a few hundred years after his death.

Al Kanar

Al Kanar is a small town lying at the edge of Ashik's Anvil. It is a popular stopping point for merchant caravans following the old trade routes from Arrika to Oase. Such a regular influx of merchandise and travelers makes for a prosperous marketplace, and the town's souq is usually buzzing with the latest gossip and rumor.

The Towers of Al Kanar

In the past, however, the treacherous country surrounding Al Kanar has led to the occasional mishap. During the night, and never the day, caravans have been lost, and travelers molested by bandits or thieves—and rumors of much worse; stories of wild beasts and creatures from the sands abound. Fear has come to Al Kanar.

In an effort to comfort the fears of the highly respected (and wealthy), the townsfolk of Al Kanar have erected three great towers on the approaches to the town. Constructed entirely from stone, these watchtowers bear a large, flat slab on their peaks. Every day at twilight, a fire is lit atop each, and its light can be seen for miles around. Three men are employed by the town's merchants to keep the fires lit throughout the night, with suitably severe penalties for failing their duties. It is hoped that they serve as beacons for any unfortunates lost in the night on the way to Al Kanar. Since the beacons began to be used, attacks on travelers seemed to have subsided, but only time will tell if they will remain successful.

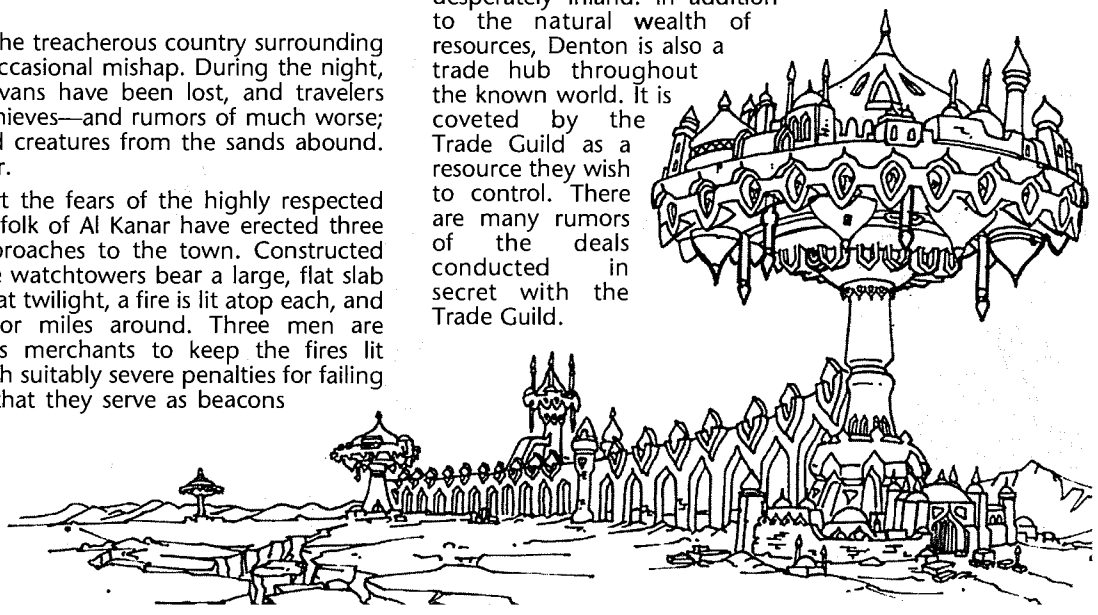
Denton

Denton is a large, boisterous town situated at the mouth of the Red River. It is bisected nearly evenly by the Red River, with North Denton on one side and South Denton on the other. Most river crossing is handled via ferries, though there are a few rope bridges and even a suspended basket transportation network. There is a single, permanent bridge joining the two halves, but it is up in the heights overlooking the city. These heights are often referred to as 'Old Denton.' It is a cliff-face honeycombed with man-made passages carved into the sandstone cliffs. These are where the original settlers of Denton lived before they expanded into the more fertile plains.

Denton is one of the few places on T'nah that features a significant portion of wood-built homes and shops. The hills along the last few kilometers of the Red River are home to some fine trees. These small forests and glades are rare on T'nah, and the Dentonites have taken extra care to ensure their survival. They cultivate and grow the forests in the hills. Many of the tradesmen of the town make their living in this logging trade. Some dig out the rich silty soil of the Red River and ship it up the hillsides to help the saplings grow, others harvest the trees and plant the crop for the next generation.

Although known for their production of wood, Denton is better known for reaping the bounty from the sea. Huge docks and shipbuilding facilities ring the seaward lobe of sprawling Denton. Few ships operate on the high-seas, but there are nearly always half a dozen tall-masted windjammers clogging the port, taking on cargo and supplies or dispersing passengers and products from far away lands. Most of the vegetable bounty of Denton is harvested from the sea; grown in local plots of ground—backyard gardens—within the city limits, on just a few of the farms that exist between the logging camps; or shipped in from the Grangers and the Trade Guild along the Red River.

The primary exports from Denton are the bounty of the sea, and the wood they have so carefully protected. Many representatives of the Trade Guild make the perilous journey down the Red River to contract for the goods they need so desperately inland. In addition to the natural wealth of resources, Denton is also a trade hub throughout the known world. It is coveted by the Trade Guild as a resource they wish to control. There are many rumors of the deals conducted in secret with the Trade Guild.



The municipal governing of Denton is unusual on T'nah. The citizenry vote for a local representative who represents his local group—called a "ward"—on a council that overseas one of the three main divisions of the city—North, South, and Old Denton. Each of these councils, in turn, elects a representative to a triumvirate council which oversees the administration of the whole town. Each of the representatives of the triumvirate has the responsibility of leadership for the whole of their division. As a group, they make decisions for the entire city. Most other T'nahrans think the whole bureaucratic mess is a waste of time and tend to mock the structure.

Denton is an example unlike most others on T'nah, it is a central location with little happening on the outskirts. Because Ashik's Anvil—the great expanse of desert to the south—begins just a few short kilometers away from the Red River, few farms can exist in the area. A town wall is not necessary because of the sheer cliffs that protect Denton. A few token defenders, little more than forward observing points, guard a neglected wall on the heights overlooking the city.

The large wharf souq is a major attraction for two main reasons: the novelty and rare delicacy of fresh seafood, and the appeal of the oceanfront and water itself. The waterfront attractions are the docks themselves, where T'nahrans come to gawk in amazement not only at the vast amount of water before them, but at the huge six-masted sailing merchant ships tied to the docks. There are also the enormous shipyards where one can watch the great ships being built.

Red Roan Inn

There is one establishment that is both boon and bane to the city. It is the Red Roan Inn. An unusually large Klystel operates the business. He serves as both innkeeper and bouncer. The inn is a boon due to the uniqueness of its owner and the type of establishment it is, since enclosed eating and sleeping areas that are not actually part of someone's home are rare. The inn is always busy and thereby generates good income for operator, town, and governing noble alike.

It is bane twofold: first, it is so busy there is rarely room at a table, so when there is trouble, the town guard have a difficult time getting inside. However, that is usually not an issue when the Klystel is tending bar. The other problem is that the Klystel won't bow to the threats, enforcers, and collectors that either the Trade Guild or the Hand of Five send. He has replaced many a splintered door through which he has personally thrown one of their minions—in various states of bodily damage—with the message, "Tell your Mucus-devil slaver-masters to keep their dung-detail servants out of my place and away from my friends and customers!" There is often some sort of entertainment at the Red Roan, since those groups never listen to the warning.

Kafa Tower

One of the strangest sites on T'nah perhaps is in Denton. It is referred to as the Great Kafa Tower. This is a 70-foot high obelisk shaped tower made entirely of coconut hulls. Even the ladders from level to level and the floor coverings of each level inside are made of these hulls. The flooring is made of tile-like slabs of the coconut shells and tacked or glued together to make and even floor. The shells have been coated for protection in the past, though no one is sure when or by whom, against weather and insects. Near the upper 10 feet are several openings in the structure that can be, and are, used as lookout and archer stations. No one knows exactly when it was constructed, it just seems to have always been there, and is now somewhat of a 'tourist' attraction. It is of course also still used as a watchtower.

Vargas

The second largest of the Denizen cities, it is also home to the most outsiders. It is a place of great energy, abounding with boarding lodges, Kheem houses, gambling halls and sporting venues. Many Denizens from other nations travel here to enjoy the revelry of their brethren. Like any other city that attracts travelers and passers-through, Vargas has a sizable population of pickpockets, street hustlers, and packmen.

Unlike Denton, the administrators of Vargas have adopted a very sensible policy regarding the punishment of criminals, usually taking the form of exile into the Southern Desert. The vilest of offenders are either put to death or made to be slaves to the state where they perform long hours of hard labor building public works and enhancing the city's already formidable defenses.

The District

There is an area of Vargas known only as The District, where the local government taxes the 'entertainers' heavily. It is centered on a large Kheem House that has been standing for nearly as long as the city. It is a stout building resembling a fortress, made of stones native to the area. It is called 'The Mehti Tusk,' after an old Renizant superstition that ground Mehti tusks would drive any male creature into a sexual frenzy.

The owner/operator of the club is known only as 'Midrazi.' She is never seen unmasked, and it is a matter of speculation as to whether she is the original owner or even if she is the same person each time she graces the common room of the building with her presence.



Denton

The club itself has fallen on hard times of late and most of the 'regulars' are simply locals from the town the Tusk resides in. This could be due to persecution, or to the fact that most of the girls who work there are Halfbreeds.



The Tusk has three floors and four towers. The first floor is dominated by the common room, which is like the common room found in most bars, as food and drink is sold here. Most of the money the club makes comes from the common room, as the house has a musician on retainer who is quite good. Customers often arrive, listen to a song, buy one of the girls a drink to get her attention (a common way to begin negotiations for a trip upstairs), listen to another song, and drink a bit more and only head upstairs when the minstrel takes a breather.

Sometimes the music convinces the customers to stick around after they return to the common room, and often manages to keep them entertained enough to buy more drinks or even food. Many folk come to the Tusk for the music and the food; many more get lured upstairs.

Ein 'Fingers' Paschi is one minstrel who plays the sitar in the common room. He looks to be in his fifties or so and has close-cropped white hair. Ein wears no visible weapons, but has several secreted about his person. He is affable and seems very intelligent. This NPC is a treasure trove of local knowledge and folklore.

The 'entertainment' offered in the upper floors gets increasingly expensive the higher one climbs. A toss on the second floor—very small rooms, like a flophouse, the Tusk also rents rooms on this level for travelers who wish to stay the night—isn't very expensive, while a session in one of the towers might cost the supplicant a year's worth of gold. It might even be worth it.

The Tusk has a very low incidence of robbery and other crime (by the girls or the customers). This is mostly due to the club's bouncer, Stang. This is the only name the bulky Loshad will answer to. When he answers at all, he is notoriously close-mouthed. He is often garbed in a small wrap that covers his upper chest, for he bears no medallion. He was abducted from his people by slavers when he was very young. He knows little of his heritage and is reluctant to pursue it further. Loshad who have heard of him have tried to bring him back to their homeland, but he has rebuffed them. In these situations he tries not to resort to violence, but has been forced to do so. He seems to have a sixth sense about danger to the employees at The Tusk and has broken up many a fight, not only in the common room, but upstairs as well.

There are many little stalls in the District. Some are covers for underground pit fighting rings (see below), others are gambling dens, black market apothecaries, or even slaver's stalls, although these are discouraged by the city guards that sometimes make rounds (rarely more than one pair per day) and the thriving organized criminal element. This 'group' is the Digger's Guild, or the Diggers for short. They are said to be the ones who actually excavated the various arenas in the city. Their primary endeavor is to run and control the four pit fighting arenas. On most days each of these hold dozens of fights.

The Diggers take this a step further. Once a year they hold a tournament that draws contestants from across the continent. The Diggers control this 'venue' in all aspects, from ranking the fighters to handling the bets. Other syndicates from various places have tried to gain control of the yearly event, but all have failed miserably. The prize for the victor of the yearly tournament is a sum of money beyond the imaginings of most people in the land.

Big Secret: The leader of the Diggers is also the owner of the Tusk. She lives beneath it and controls the entire area from a network of tunnels under the city. These tunnels connect all of the arenas and the Tusk itself.

Ashik's Anvil

The Southlands are a vast expanse of wasteland and desert, extending south of known T'nah beyond any existing measure. As far south as the eye can see is nothing but an ocean of barren dunes and white sand. While not quite as harsh as any given area of the Scorchlands, it is far more extensive and for that reason even more perilous.



From all reports, this desert, known to many T'nahrans as Ashik's Anvil, is plagued with perils known and unknown. No oases have been documented. Huge crevasses have been revealed only when an unwary traveler has stepped upon the breakaway sand covering them; some of these are further claimed to be a kilometer in length when fully revealed, opening to their full, deadly extent in mere moments. Hardpan appears in long stretches and disappears back into loose sand, which, while not dangerous, does provide for some undocumented, burrowing creatures to form semi-permanent homes and dwellings.

Particularly of note when speaking of the perils of the Southlands's terrain are hiados. Dust devils unique to this desert, singly called a hiado, are powered by fado-force winds and can, for all practical purposes, erase creatures, sandblasting the flesh from their bones and the bones to powder at hundreds of kph, leaving no trace. They arise suddenly, with only moment's worth of warning, and dissipate just as quickly, often lasting no more than ten minutes. Shorter duration hiados have been survived, but not without great harm to the survivors. These are only encountered many kilometers into the Southlands, and do not plague the settlements around the borders.

They are also akin to the Scorchlands in housing ruins which seekers loot for otec, though in Ashik's Anvil they are far more rare—both ruins and rewards. Treasure hunters are divided on whether the Southlands have anything at all of worth. Those who believe it to hold great opportunity are generally considered deluded dreamers, though on occasion a worthy site with half-a-dozen untouched artifacts has been discovered.

There are keepers that actively pursue information on such finds, and the more well-to-do among them will pay healthy sums for relics found in the Southlands, though the Trade Guild outbids everyone most of the time that otec is involved. On occasion, the Trade Guild has lost in one of these otec bidding wars, and no small strife has come of it.

Some claim there are jungles and verdant life beyond the deserts, but no survivor has ever returned to substantiate these claims. Vicious animals and creatures indigenous to the Southlands are common here, but little else; these are invariably deadly and hungry. Many find an omnivorous diet an element of survival, though of course most of them are carnivorous predators who simply have no other sources of food than soft, edible clays and the frequent but tiny plant life found scattered about the gullies and valleys between semi-permanent dunes. Some of these small, stunted plants provide a scant supply of the liquid needed to survive, but often is only enough for the smallest of creatures.

Sandworms dominate the dunes and wastes, making any travel on less than solid ground a dangerous prospect. As resources diminish, the worms become increasingly desperate for their next meal. They are omnivorous and their systems allow them to survive by eating virtually any organic material, and with enormous limitations, even some forms of raw minerals provide sustenance for them; however, this incites them to greater aggressiveness in obtaining organic meals, for it plays havoc with their digestive systems.

Sylvan Steads

Located in unobtrusive valleys and secluded vales, far from civilized areas, along the eastern slopes of the Ch'ak mountains and the southern woodlands on the edge of the glacial wastes, the Sylvan steads are quiet and incredibly well-hidden settlements. Some claim they are invisible, and unless one knows they are there, they can be unknowingly walked right through. Others claim they are not invisible, but can be seen only if the seeker is of a certain mindset. Still others say that they are normal settlements that are simply better concealed than those known to the rest of T'nah. And to different people, each of these seems to be true.

The only people who might be welcomed into the Sylvan Steads that are not part of the Syl culture might be the Qyen—but even they will not acknowledge whether or not this is true. And, of course, there are those who point to this fact as evidence of hidden knowledge, while the Qyen simply respond with the declaration that there is no other answer they can truthfully give.

T'NAHRAN LIFE

Pit Fighting

Gladiatorial games—commonly known as Pit fighting—plays a large part in the societies of T'nah. Each culture, with the sole exception of the Yethites, has some form of Pit fighting. Even the Denizens have their form of the blood sport, though they attempt to civilize the games by calling it 'Boxen.' How the Pits, as the arenas are called, evolved into what they are in present day society, depends on which culture's history you choose to view. Each beginning has its roots in the earliest days after the Rain of Fire, when each new culture began to form its base beliefs, ideals, and societal structure.

There are three main origins to Pit fighting, and over the centuries they have melded together until no one is quite sure which one predates the other two. These three out-dated cultural practices are the Rite of Challenge, the Act of Judgement, and ritual human sacrifice. The Rite of Challenge is believed to have originated with the Ch'ak culture, before the clans were united, though some claim 'tis only myth. It is said that it was through this Rite that Ch'ak warriors determined their rank within their clan, Challenging those of higher and higher rank until they either reached the end, stopped Challenging, or were killed. None are exactly sure where the Act of Judgement originated; some say with the Jaan, others say a dead Race. Only the vaguest accounts in the eldest records give any hint as to what this practice entailed—enough has been translated to know that prisoners accused of a crime were sent out, unarmed, into some fell beast's territory. If they survived the creature's attack, they were innocent. If they were killed, they were guilty. The act of human sacrifice needs little explanation; however, there is some confusion as to just how such a ritual warped into Pit fighting.



Despite the sometimes drastic differences in origin, there are some constants within the world of Pit fighting that transcend culture. All fighters are slaves, whether they entered into the Pits willingly or not; though very few ever choose the life of the arena. Even among the Ch'ak, who have renounced slavery from their culture, Pit fighters are less than even the lowest of servants. Some fighters are owned by outside merchants and nobles, though the majority are prisoners 'owned' by an Arena Master.

The Arena Masters—otherwise known as Pit Bosses—serve several functions within the Pits, the most obvious of these being the overseeing of a given arena within a city. They hire outside personnel—guards, cooks, sweepers, drudges—to maintain the facility. They create the line-up of the fights, and sometimes coordinate and choreograph reenactments to entertain their audiences. Some Pit Bosses act more as brokers, buying and selling slaves, or sometimes trading them, and keeping an accounting of who makes what kind of bets and who is indebted to them. Others merely own 'strings' of slaves, travelling across T'nah to put on a show wherever a large enough circle can be cleared. This is often the most profitable course to take, for those in the smaller hamlets—where Pit fights aren't an everyday occurrence—tend to be less cautious with their wealth and rarely hedge their bets.

Even though Pit fighting exists practically everywhere, not everyone approves of it; the Kel, for example, practical and stolid as they are. So preoccupied are they with building and crafting and being productive, they see little use for the Pits. The arenas are, to them, a necessary evil, tolerated and for the most part ignored.

The Pits have largely replaced the prison system for the more serious of punishments meted out to criminals. Grand theft, murder, rape, and so forth—if you're caught, you're sentenced to the Pits. It's the equivalent of receiving a death sentence, except it takes a little longer to die. Indentured servants round out the bulk of the fighters found in the Pits. These are the poor souls who couldn't pay their rent, or their taxes, or sometimes are even those who indebted themselves too heavily while betting on the fights they now participate in. Only the fittest and strongest of the indentured are chosen for the Pits, those most likely to survive at least two fights.

Very, very rarely seen in the Pits are warriors who voluntarily gave up their freedom to fight. The reasons for such a choice are often wildly different and most are intensely personal. These hardened individuals are usually those most likely to survive the unforgiving life of the Pits. None make the choice to willingly enter the Pits lightly; there is little to gain from such an endeavor

Let it be noted that not all pit fights are to the death. Some are conducted simply to test a new fighters talent and ability. In some cases they are reenactments of famous battles or duels between heroic or noble combatants. In these instances the fights are staged and those involved rarely die. However they are fought as if real but the fighters follow a script, as in a play. This is often for the purpose of tiring particular combatants before their actual battle in order to stack the odds in a certain fighter's favor or rid the pit boss of a troublesome slave.

Few are the fighters who survive past their first battle in the arena. These generally are those with previous training in the art of combat, or are extremely lucky and learn fast. These few who distinguish themselves above all others are pinpointed early, and are chosen for special training. Groomed to become champions, drawing in the crowds and earning an odd sort of fame just for staying alive.

Special championship matches are arranged for these fighters once a year, and are the highlight of the Pits. These competitions not only provide entertainment, but also determine the inner hierarchy of the Pit fighter society for the next year. The best fighters are determined during these matches, with the winner over all becoming reigning Champion of his arena.

Championship is desired for two reasons. Winning the Championship earns the fighter a prize, generally in the form of armor or weaponry. These items become part of the Champion's personal outfitting, and is always of better make and condition than the generic equipment offered to the general fighters. Other fighters have to make do with whatever the Arena Master is willing to offer them before a fight, which can be anything from a hodgepodge of mismatched and ill-fitting armor, to no armor at all. Often a would-be fighter will choose not to select from the lightweight and patchy armor available, preferring fleet-footedness over even the slightest additional weight. This is because rapidly moving about under the glaring eye of Ashik can be incredibly fatiguing. This is easily compounded when wearing additional garments or armor that you are unused to wearing, let alone fighting in. This additional strain can often be the factor that tips the fatigue scale, and ultimately the battle, in a pit fight.

The second, and most compelling, reason why the Pit fighters aspire to become Pit Champions is a chance to earn their freedom. If a fighter has been Champion for at least two consecutive years, that fighter may be rewarded with his freedom. Not many fighters are granted their freedom, however, even with consecutive Championships under their belts. Often their value to the Pits is such that it is more profitable to keep them. Those that are kept in service to the Arena Masters are usually retired after a few more years, becoming trainers for future would-be



Champions. Should one of these fighters become problematic, however, they are dealt with by being pitted against harder and harder opponents—better fighters and often-fierce beasts—until they are killed.

Those that do earn their freedom suffer under heavy restrictions to their status and potential activities. Branded with a mark that identifies them as former Pit fighters, they are immediately recognizable; to hide one's brand is a crime—the equivalent to a misdemeanor offence. Pit fighters are never considered better than third class citizens, just one step up from servants. They are not allowed to hold any rank higher than that of Squad Leader, nor are they allowed to play any part in political movements. Should they marry, their spouse is lowered in social status to their level, and their children are bound to that life, as well. Only in extremely rare cases will a known child of a former Pit fighter be allowed to rise above their station, and then only after being formally adopted by a higher classed citizen. Because of this social stigma, Pit fighters rarely wed, and are rarely seen in other occupations beyond body guarding or treasure hunting.

Despite this social stigma, however, Pit fighters are still highly desired mates. In the harsh world that T'nah has become, a Champion's implied strength and cunning are desired traits to be passed on to future generations. Clandestine affairs are common within the noble houses, most for simple pleasure but some few arranged with the specific intent of the tryst resulting in a child. These children are, unlike common-born babes, protected from their sire or dam's social rank; legally recorded as the offspring of nobles and suffering no hardships as a result of their parentage.

The Pits are not only places for blood sport and gambling, but serve another, more serious purpose as well. They are testing grounds for weapons of war. A quality weapon is one that is deemed to be 'Pit tested,' for war games can be devised to honestly mimic true battle conditions. If a weapon fails the test of the Pits, it is discarded, and the maker must design a new model that will correct the vulnerabilities revealed. The loss of life that results from these tests is great, but of little consequence in the minds of military personnel.

Most pit fighting is done tournament style. The smaller rings graduate their fighters to the medium rings and then on to the larger rings. Every town has pits and pit-fighting, if for no other reason than to pay off the cost of housing prisoners by charging to watch them die.

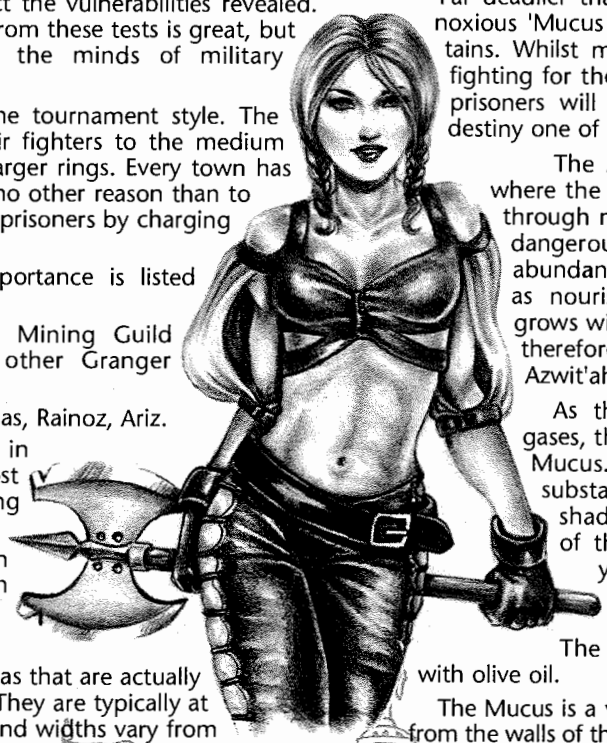
The order of the pits importance is listed below:

Minor leagues: Jhevarra, Mining Guild towns, Tv'ahr, Beyg'ahr, other Granger towns.

Major leagues: Arrika, Vargas, Rainoz, Ariz.

The Octagon is located in Sephas, the largest and most well known pit fighting center.

The best training is had in Arrika, the best shows in Sephas.



Welcome to the Pits

The Pits are fighting arenas that are actually dug into the ground itself. They are typically at least ten meters in depth, and widths vary from pit to pit. The pits are ringed by rows of bleachers for the patrons to sit and watch the festivities. Any respectable pit will have a section of covered, shaded and comfortable box seating area for the nobility and well to do merchants and patrons. All efforts are made to accommodate these rich spectators to make them as comfortable as possible and improve their viewing enjoyment. Those on the bleachers must fend for themselves or pay the high prices of the few vendors that travel the rows of the unwashed masses.

All pits are built in the shape of an octagon in reference to the pillars of Ashik, minus the stricture against killing of course. The walls of the pits themselves are always constructed of smooth stone to discourage any fighter with the idea of escape the chance to gain any purchase. Each pit also has two sets of steps descending into the fighting area itself. These culminate at the top in a landing that is separated from the bleachers above. This landing is where the combatants for each fight first enter, then they must descend the lengthy staircase into the pit for the fight. Should any fighter get the bright idea to simply not walk down the steps, they are given a warning nudge by the warrior guarding the top of the staircase. If they still resist they are either forced down at sword point of shoved roughly from the steps, most often resulting in the resistant fighting tumbling to his death down the steps instead.

As a result of this most pit fighters have developed superstitions and rituals concerning the steps. It is often stated as a fighter exits the holding area that he is descending into hell, and as he returns up the staircase victorious from battle that he is ascending into limbo. If the fighter has just won a championship, the right to fight at The Octagon in Sephas, or his freedom, his return up the steps is referred to by the others fighters as 'ascending into heaven.'

The Mines of Azwit'ahr

Far deadlier than the fighting pits are the infamous and noxious 'Mucus Mines' found within the Azwit'ahr mountains. Whilst many criminals find themselves in the pits fighting for their lives the very worst and most notorious prisoners will normally end their existence here, their destiny one of pain and lingering suffering for their deeds.

The Azwit'ahr mountains are a volcanic range where the majority of the built-up pressure is vented through numerous fissures that spew out a range of dangerous and toxic gases. These gases produce an abundance of varied nutrients which are absorbed as nourishment by a bioluminescent mold that grows within the ancient lava tubes. This mold, and therefore these mountains, are the only source of Azwit'ahr Mucus.

As the mold absorbs the nutrients from the gases, the by-product of its digestion process is the Mucus. Azwit'ahr Mucus is a disgustingly slimy substance which is highly acidic in nature being a shade more so than lye. One of the properties of the slime is that it gives off a faint, pale, yellow glow. The Mucus is also sticky and clings to any substance that it comes into contact with. It is non-soluble in water. The only way to remove it from the body is with olive oil.

The Mucus is a valuable commodity and as such it is mined from the walls of the tunnels in the rock of the Azwit'ahr moun-

tains. It is scraped from the walls with an implement known as a sculuhp, a piece of metal with a flattened front edge attached to a cup-like metal device about half way down the flat piece. For ease of use, a handle is affixed to the outside bottom of the cup where the Mucus is stored until it can be carried to a repository.

In its natural, raw state on the walls of the tunnels, the Mucus and its fumes are extremely harmful to the biological structure of T'nahran life. The fumes are exceedingly caustic and toxic, eating away at any biological structure they are exposed to, given enough time. In animal life this progression begins with rapid and, eventually, permanent hair loss as the body's follicles are irreversibly damaged. A slightly more advanced manifestation of exposure to the deadly vapors is the appearance of bloody and ragged cracks around the eyes, nostrils, ears, and lips. These features become permanent if advanced stages of exposure are reached. The final and ultimately fatal stage of exposure shows itself in disturbing ways. Firstly the skin shows signs of visibly being eaten away, not a sight for the faint of heart. From here the deterioration spreads to the muscle tissues and organs of the unfortunate victim. This gradual and painful process lasts until the body can no longer sustain itself, whereupon it gives up and an unpleasant death occurs.

The vile Mucus it is used in an assortment of roles. It is sold, diluted, and normally mixed with other substances before being used for a variety of medical cleaners, industrial cleansers, lubricants, pharmaceuticals, exfoliating cosmetics, and other products. Because of this profitability it is deemed worthwhile to sacrifice lives to obtain. The fact that the process of obtaining it leads to the horrible deaths of various criminals is considered a bonus.

Little Gecho skipped down the stairs, her tiny feet tip-tapping on the stones. "Papa, papa!" she cried as she threw herself into Anren Loro's arms, and tears ran down her cheeks. Her worn rag doll, a fluffy old Phah'lok with shiny beads for eyes, fell to the floor as she clamped on to her father. "Papa, papa, I had such a scary dream...."

Anren Loro hesitated before he went down on one knee and held her. He kissed her head and whispered, "Hush, child, hush. Everything is all right now. Papa's here."

"There was-there was a big nasty Baphir chasing me around my bedroom, and-and...." She calmed down as Loro wiped away his daughter's tears and gently stroked her head ridges.

"Now child, you know you're not supposed to come down here. Papa does some very important things here." He regarded her with a stern but gentle look. Gecho blushed; she knew she wasn't supposed to be here. She nodded and stared at the floor, ashamed of herself. Loro looked over his shoulder to his two associates and said, "Go on and make preparations for Ber'or's shipment. Open the Gate without me if you must—they're due back soon." Then, he turned back to Gecho with a smile. "It would seem a certain little girl needs her papa to tuck her back into bed."

The girl's eyes lit up, and she nodded vigorously. Loro laughed as he scooped his daughter up into his arms. He carried her up the steps, then set the girl back down at the top of the great stair; a big old stair hidden deep within the massive Trade Guild fortress. When he tried to lead her through the door back into the non-restricted area, she slipped under his arm and stared long into Harmony Hall.

"Papa," she pleaded, "What do you do here? What are all these things for?"

Anren Loro sighed and placed his hands on Gecho's shoulders. "I'm not supposed to tell you this, child, but I can see no harm in it." He took a deep breath and smiled down at her. "This is the place where papa gets all the nice things from far away. Like your Perra." He held out the girl's forgotten doll, and chuckled as she quickly grabbed it from his hands. She was about to say something when he hushed her. "Be quiet now, and you'll get to see one of the prettiest things you'll ever know."

Gecho didn't say another word. A few moments later, lots of people in funny robes came down the far stair. They formed up into a tight square just in front of the big ball of rock in the middle of the hall. There came a loud click, and the floor rumbled, but Gecho was not afraid. Her papa was with her.

Slowly but surely, the big stone sphere turned around, showing an inside covered with crystals. Except on the bottom, where there was a wooden floor, and a walkway that joined up with the stone loading ramp. Deep grooves had worn themselves into the ramp, evidence of Harmony Hall's endless trafficking of carts and wagons. And then, the square of people began to sing.

With every note, a new piece of crystal lit up with magical light, and another one faded back into shadow. Gecho watched on, stunned and delighted by all the different colors, the wonderfully beautiful patterns of light and sound, and then it all burst into white....

The next thing Gecho knew, the sun touched her face. She blinked and rubbed at her eyes, kicking her way out of the bedsheets. With a few skips and bounds the girl was in her father's study; her nightgarments rustled as she crept up behind Loro's chair. She was so close, she could hear his ridges breathing. Then, suddenly, she pounced. Anren Loro gasped as his girl landed in his lap. Gecho laughed at her father's perturbed expression, and soon enough, he was laughing too.

When he had recovered, Loro smiled at his daughter. "You've slept late, child."

"But papa, I-you...." Words tied themselves in knots around Gecho's tongue. "Don't you remember you showed me all the lights and the singing people and-"

Anren Loro placed a finger on the girl's lips. "Now now, child. You must have been having a dream. Promise me you will not worry your mother with such silly imaginations?"

Gecho wanted to argue, but her father's expression was final. "I promise."

"Good. Now run along, child, or you'll be late for your lessons." Loro kissed her forehead as he set her down beside him, and sent her off toward the doorway. Just before she left the room, he called out her name. "Gecho?"

"Yes, papa?"

"Understand, child; what you saw was just a dream. Just a dream," he said, with a knowing wink.

Gecho smiled and winked back. "I understand, papa. Just a dream."

Gateways

Gateways are a rare means of transportation over vast distances. They come in two forms: the Node—the more common variety—and the Nexus, of which only one is known to still exist: the Harmony Gate, smack in the middle of the Trade Guild fortress.

Nodes resemble great arches of crystallized stone, while a Nexus is basically a large spherical geode with an opening on one side. The opening usually sits facing a solid wall to prevent unwanted incursions.

These Gateways are operated by weaving together a complex pattern of sounds into a vocal harmony. They are operated by highly-trained choirs capable of singing the sequences required to activate the Gateway. When a Node or Nexus is being activated, the receiver Gateway will begin to vibrate and hum in response. Depending on the distance between sender and receiver, this sound can range from anything between a monotone thrumming, to a faint tune, to a complex countermelody.

During the activation chant, parts of a Gateway will light up in response to certain tones, creating a spectacle of different colors in patterns that confound the eye. For a Node, the entire arch will 'dance' with light; while for a Nexus it is the crystals on its inside that light up. When the cantata is complete and the Gateway has established a link, one might witness a sight like no other. The Node will become a blazing arch of white fire; and the Nexus a long tunnel of the brightest light.

Water

Unless you specifically order 'fresh water,' you will be served a glass of brownish colored water, often with an herb such as tea blended in to mask the taste of impurities. 'Fresh water' will be clear, but will still have 'floaties' in it. Water is seldom free of bacteria, spores, organisms, etc. These appear as tiny particulate matter that floats in the water. Only if you specify 'pure water' would you expect to receive something with nearly no impurities—and you better be carrying around real orbs to pay for it, if any is available.

Water Customs

Sharing water with someone is like sharing life with them. Nothing on T'nah can survive without water or salt. Most cultures treat the sharing of water as a personal bond between two people. Weddings, births, deaths, significant agreements—all sealed with water and salt. This shows that the bond is worthy of sparing that which is necessary to survive to ensure the bond is kept.

In addition to the sharing itself, the quality of the water shared is just as significant. If someone shares recycled water for a wedding, it would indicate they were not pleased with the choice of partner. If they shared pure water, however, this would clearly indicate a blessed union expected to last—literally—a lifetime.

In some cultures this sharing of water and salt is done using blood and nothing less. These tend to be the more martial societies. Sharing living bodily fluid is a more significant bonding.

A gash across the palms of two people, then a handshake is one of the most solemn bonds possible.

Animal Urine

In some places, you may be able to purchase the urine of animals as a drinkable beverage. Your character will not notice anything odd or think twice about this strange liquid, even though you, as a player, may find this a completely disgusting concept. Urine, in general, will provide the basic water of the humanoid body. Depending on the source of the urine, it may also provide the salt needs of the body as well. We see no reason to go into the description of flavor, and leave that entirely to your own imagination.

One thing that should be noted, however, about the consumption of urine—it is toxic. Even though it may only have a very slight toxicity level, the reason the body of the animal has rejected it is to cleanse toxins from its system. Sometimes those toxins are something the body needs, but long-term quaffing will reduce your character's overall health.

Kamel Urine

Some religious groups see this as a medicinal liquid. Various spiritual leaders in their past history have recommended it and they have continued to use it. Kamel urine will supply all the water and salt needs for the body, but will, with long-term, unfiltered use, cause fatigue and eventually break down the immune system.

Zevik Urine

Though some use this as a drink, it is most often applied as a topical remedy for certain rashes, minor cuts and bruises, as well as burns. Some drink the urine of the zevik as a medicinal aid, but its strong odor and acid, bitter aftertaste prevent most people from imbibing.

Fragrances

A world where water is scarce is not a world that is eager to bathe. When you get right down to it, the player characters stink—and how! To make up for this slip in cleanliness, people use perfumes and odors to cover their own reek. As personal scent is clearly a matter of personal taste, it would only waste precious paper and ink to list every possible scent that a person may wear; to that end, only the more significant ones are listed below, in no particular order.

Patchouli—considered the scent of honest businessmen throughout all of T'nah, it pays to be wary of a merchant who is not wearing patchouli oil or burning the incense in his establishment.

Saffron—this is a rarity indeed, and is only worn by the very, very rich.

Camphor and aloe—amongst the Renizant, this perfume is worn by young women seeking to draw the attentions of a suitor, and is considered very sensual and attractive.

Pepper oil—worn by members of Equin society who have been chosen to administer the Herd's Justice. To the Equin, pepper evokes feelings of vengeance and/or death.

Wormwood—the scent of this herb on a person is not an indication of perfume, but of long exposure to the smoke of its incense. Scholars burn the herb to help memory retention and to kill the musty odor of old books and scrolls.

Cedar—a universal love scent, the courted knows that the suitor is serious when s/he wears this expensive perfume.

Musk—used by priests of several different religions, it is also evident on the hands and arms of any who have recently visited the temples or participated in ritual.

Pine—a very simple, clean scent, popular with those who live outside of the cities.

Citron—much as pine is the common man's scent in the world outside of the cities, citron is the odor of choice for those living within the cities; the scent is simple yet sharp and hides other odors well.

By no means is this list complete—feel free to let your character wear whatever best expresses his personality; some people want to be remembered, and so they will use something strong and exotic, some people wish to be forgotten, and these people will wear something faint and difficult to place, such as narcissus.

Drinks

Water is highly prized, and pure water extremely rare. In order to add flavor to 'recycled' water, it is common to make something else with it. This is not done so much to enhance the flavor, really, as to mask the already existing taste to make it more palatable. The most common drinks are teas and kahfs, followed by beer and ale, then water itself. The other stronger drinks are no less desired, but they tend to dehydrate a person further and thus do not serve the purpose of quenching thirst.

Teas and Kahf

Kahf is the most common drink, even more popular than beer. The drinking of kahf is a social custom, more important than simply imbibing life-giving fluids. When custom does not demand kahf, however, lighter teas are often drunk as a less strict form of social convention. The most typical types of teas are: Chai, Mint, Black and Fenugreek.

Kahf

As a social convention, the consumption of the dark, pungent liquid known as kahf is nearly universal. There are many different types of kahf and each serves a specific purpose. Listed below are some of the most common forms of kahf and their uses in most cultures. This is not definitive of every culture; however, most cultures recognize the importance of the sharing of fluids represented by the kahf.

Gahwa is made from beans grown in lowland soils. It has a bitter aftertaste that takes some getting used to. It is considered rude and inappropriate to add anything to gahwa served during a deal. Anyone who sweetens the gahwa is perceived as not considering it a serious matter.

Typically gahwa is very thick and is served with the grounds in the cup. As the drink is consumed, these grounds filter to the bottom. Some who drink gahwa are said to read the grounds in the bottom as predictors of the issue at hand's results.

It is used predominantly in social and deal making situations. At the beginning of a deal or agreement, when it is first proposed, gahwa is served to indicate the importance of the matter. Throughout the deal-making process, it is consumed. Gahwa is a stimulant that awakens the senses and provides more awareness and energy to the body.

"Let me sweeten the deal" is a phrase often used after the gahwa has been finished, before the deal has been sealed and allows for either hver, kevehs, fruits, or sweetmeats to be served.

Hver is a milder form of kahf, using beans typically grown in higher altitudes and with a much richer moisture content. The distinction between hver and kevehs is found primarily in the mixture of carob powder into the grounds of hver. This provides a rich, chocolatey flavored drink with a layer of foam. It is consider a very high-class beverage used to impress others or to appeal to the more discriminating palate of the higher social classes.

Hver is never served at the beginning of a social meeting. It is rarely served until after the deal has been sealed.

Kevehs is a thinner and much milder than either gahwa or hver. There are far fewer grounds used in the making of the drink, resulting in a much less bitter concoction. Many people prefer to add something to dilute the still strong flavor, including mint, honey, cream, fig urine, or the much more rare sugar.

Most often, kevehs is used after gahwa has been served and before any final deal has been reached. Many people use kevehs as a means to introduce children to the strong and pungent flavors of kahf to prepare for the bitter flavoring of the gahwa.



As has been noted above, there are serious social implications to any beverages served during deal making. Only the most serious deals will take such formal undertakings as mentioned above. Most often, deals are initiated with water, beer, or fruit juices. No matter how serious the deal is considered, every one is always sealed with salt.

Kahf Recipe:

1 cup coffee
3 teaspoons chocolate syrup
2 teaspoons honey
2 tablespoons rice milk
Dash of cinnamon
Dash of nutmeg

Other Drinks

Sahlab is the dried root of orchis mascula, used to make a beverage of subtle flavor and consistency. In addition to tea, kahf, and alcohol, milks and fruit juices are popular. Sometimes milks and fruit juices are all that a worker has for his morning breakfast. The most common form of milk is drawn from keshi, and the least common is drawn from zeviks.

Drugs and Alcohol

Alcohol is exceedingly common, particularly in the forms of wine and beer. It is simply a necessary part of life when the water is as bad as it is on T'nah. Beer is made from a fermented mash of grains and sugar, and is quaffed daily, with most meals, including breakfast. T'nahran beer is neither fully fermented nor completely strained. It is consumed the day after brewing, when there is enough alcohol to kill germs but not enough to make an overly frothy or intoxicating beverage. There simply isn't time to wait four or more days for a batch to be ready, let alone resources enough that several days worth of grain can be tied up in making beer. In the morning, after breakfast, the beer is started and put to ferment by afternoon while the previous day's batch is used. The next morning, the beer is ready to be consumed.

Wine is made of fermented fruits, be they grapes or another (but grapes are by far the most common). As it takes up to two weeks for the wine to fully ferment, it is used for more special occasions than simple everyday life. Wine must be allowed to ferment fully because it is meant to be kept, although not for extended periods of time.

Opium is the favored drug of the rich and the criminal, which are not necessarily mutually exclusive. A person under the influence of opium experiences very lazy nerves and dilated pupils, making attempts to discern whether one is lying nearly impossible until the effects of the drug are gone from the system.

Coca is used by fighters to generate great deals of energy in short periods of time. The generals of armies will occasionally use it to spur rapid weight loss in their troops in preparation for a coming battle.

Alcoholic Beverages

Beer and wine are easily made in a primitive world because grapes and grains both contain a certain amount of fungus (a type of yeast) either straight from the silo or from the vine. There is no need to add much yeast, or, in some cases, any. Beer and wine will be low in alcohol content, although wine will be higher. Anyone who can afford the copper tubes, glass chambers, and ceramic heating tiles can operate a still, although it is easy to do the process poorly if knowledge of the boiling point of alcohol vs. the boiling point of water is not possessed.

Beer and ale are incredibly common—moreso than water. Often workers will be paid a measure of their wages in the beer or ale served with their evening meal. Distillation of whisky and brandy is certainly possible, but expensive. No common person could afford to purchase spirits on a regular basis. Whiskey is not common among the workers, but is still popular with the merchant class and entertainers. Often a much stronger content of alcohol, there is 'more bang for the buck' with whiskey. Drahknoz is a type of whiskey with as little water content as possible.

Wine is the drink of the wealthy. Only the highest levels of society drink wine on a regular basis. Generally brewed with the juices of fruits and berries, sometimes even made from various vegetables, wine is often sweeter than its beer and whiskey counterparts.

Recycling the Dead

The mindset of people on T'nah is to avoid waste of any kind. In their zeal to avoid wasting anything, the dead bodies of friends and family are recycled. Depending on the culture, this could include skinning and boning the body, using the natural elements of the body for daily use items. Some cultures may even use the flesh as a source of protein for guard animals or for the community itself.

Whenever someone dies, the resources of the body are recycled for the good of the community. This can be done in many different ways, but the most common method is through a mortar and pestle form of grinding the fluids from the body, filtering them and using them to increase the local water supply. The solid remains are ground down and used to fertilize crops and orchards. Some communities may have access to an otec Reclaimer, in which case, their recycling efforts are more efficient and clean. Regardless of the methods used for recycling the dead, no culture is untouched by this need to utilize every last resource. They will not have the same social stigmas attached to dead bodies that you, the player or Bard, have based upon your cultural mindset.

Salt

Just as important as water, salt is a vital component for life itself. The ability to retain water is governed by the salt content within the body. Most workers are supplied with a measure of salt with their beer and food for a day's work.
Salt can be exchanged through salted foods—including olives, nuts, breads, cheeses, etc. Any food that has a notably high salt content will suffice. Only when this salted food has been shared is there considered to be a bound agreement. Breaking a salt-sealed pact will result in severe negative reputation to anyone. They are referred to as 'not worth their salt.'

Grains

The most common grains in T'nah may be unfamiliar to the reader. Rather than provide a long list of detailed information about each kind of grain, instead, we provide a list of the common grains and beans used by T'nahrans. These are most often made into cakes or patties, with no yeast, that are pan-fried into flatbreads.

Beans: pinto beans, adzuki beans, black-eyed peas, cannellini beans, fava beans, black beans, red beans, lentils, soybeans

Seeds: sesame seeds

Grains: barley, rye, oats, buckwheat, wheat, corn, hops, bulgar wheat, couscous, rice, wild rice, millet, amaranth, spelt, sahli wheat.

Sahli Wheat

Given to the world by Rusahl, sahli wheat removes the Ido taint from soil. The first year planted the harvest must be bagged and thrown in the sea. The next year, and for the next 6 harvests, the grain may be eaten. The 7th year of grain (8th of planting) the ground must lay fallow. A light red tint is visible in foods made with Sahli wheat from the first year of planting, which indicates heavy Ido-taint in the grain. Eating an entire loaf of Ido tainted bread would give an Ido user a +1 to all Ido use for that day. It would give a -1 to all Qai use if a Rusahn were to eat it.

The wheat harvested in the 6th year of planting is slightly tinted blue. At this time, the wheat is the most nutritious and has minor healing properties so long as it is not mixed with (or made into) alcohol.

Fruits & Nuts

The most common fruits and nuts are: figs, dates, papaya, cactus, olives, olive oil, pomegranates, coconut, coconut oil, coconut milk, chickpeas, hummus, pistachio, almonds, pecans, peanuts, cashews, tahini (sesame paste)

Meats

Meat is a rare luxury afforded only by the truly rich. Most workers enjoy only one or two meals that include meat in a year. Festivals and holy days are typically the only times in which a worker would taste the protein rich flesh of an animal.

Listed below are the most common forms of meat available in T'nah:

Koyun, Dolma (rice/koyun stuffed into grape leaves), Sweetmeats (koyun cooked in honey or date sugar), Fish, Insects (including: locusts, grasshoppers, grub worms, worms, weevils, scorpions and spiders), Snakes, Sand Worms (typically stewed), lizards and other vermin (including rats).

Dairy Products

Most dairy products are drawn from the Keshi or Kamel, though sometimes the Koyun is used. Even more rare is the use of Zevik milk. Most of the milks are separated and used to make yogurt and cheeses. Bruckbird eggs are also used frequently.

Other Foods

Other common foods include carob, kelp (seaweed), kombu (seaweed), quinoa, and tebouleh (parsley and cracked wheat salad).

Sweets

Honey: There are many different types of honey, and honeybee cultivation is a prized trade in T'nah. Lacking any kind of refined sugars, the longevity of honey and its sweetness provide a vibrant trade to those who can handle the golden treasure of the bee colonies. Various kinds of honey are common: buckwheat, clover, fruit, orange blossom, and mint, to name the most common forms. There is also a rumored form of honey called 'sahlab' which is said to have properties to extend life itself; even a hint that the honey may have been produced by Ido bees is enough to jack the price up by a factor of 10 or more.

Date Sugar: Not as easy to find or produce as honey and not as long keeping, date sugar is both sweet and intense. It is commonly used only by the richest of the upper class.

Fig Urine: Named for its yellow color and thin consistency that resembles urine, this is the nectar that drains from a fig soaked in date sugar as it grows.

Smoking Herbs

Another common social element is the use of the arghila, sometimes called a houka, to smoke various herbs. The most common herbs used are various forms of tobacco. Cancer aside, tobacco is relatively harmless—actually, it is harmless when used properly. For those who do not care to perfume themselves, tobacco smoke is an acceptable replacement. However, in some instances other herbs are added for flavor or effect. The most common herbs used are: tobacco, hemp, mint, hibiscus, hyssop (oregano), and clove.

Miswak

Must people who have had some connection with the Renizant culture (nearly every culture except the Aij'ak, Ch'ak and Jaan) prize the value of strong, white teeth. They keep their teeth strong and white by chewing on a tan—colored stick, about 15-20cm long and roughly the thickness of the little finger. This is even accepted practice in public.

Public care of one's teeth is perfectly acceptable on T'nah, and is done with a branch of miswak, a natural toothbrush-cum-toothpaste. This multi-purpose stick cleans the mouth, whitens the teeth, and sweetens the breath, and is widely used throughout T'nah.

It is even used during fasting and also advised for use as a breath freshener before prayer (Ashik is displeased by prayers offered with bad breath). Miswak can be used any time, anywhere. The best source of the miswak is the root of the arak tree. The arak grows in hot, dry, sandy soil. Because of its natural antiseptics, the miswak needs no cleaning, and because its bristles are parallel to the handle rather than perpendicular, it can reach more easily between the teeth.

To buy one, you need merely seek out the street vendors in the souqs or in the front of mosks or temples. After purchase, the miswak should be soaked in water for a few hours. This softens the natural fibers, which helps them to separate when the top centimeter of bark is pared away with a sharp knife. Chewing the bristles for another minute or so will help to separate them further. The teeth can then be cleaned by drawing the miswak from the edge of the gums up or down to the cutting edge of the teeth. The miswak has a taste that has been described as 'pleasantly bitter.'

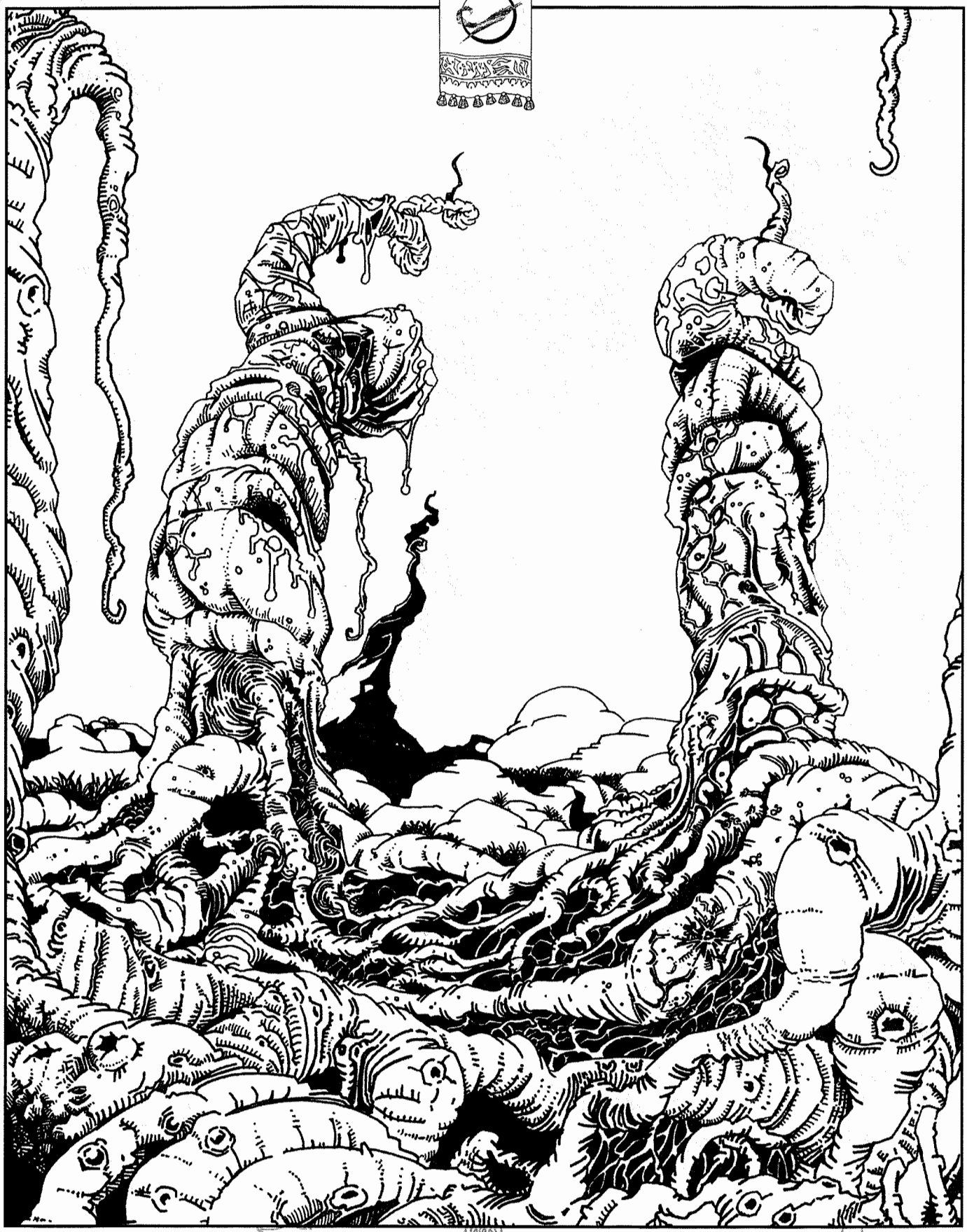
Ahzwit'ahr Mucus

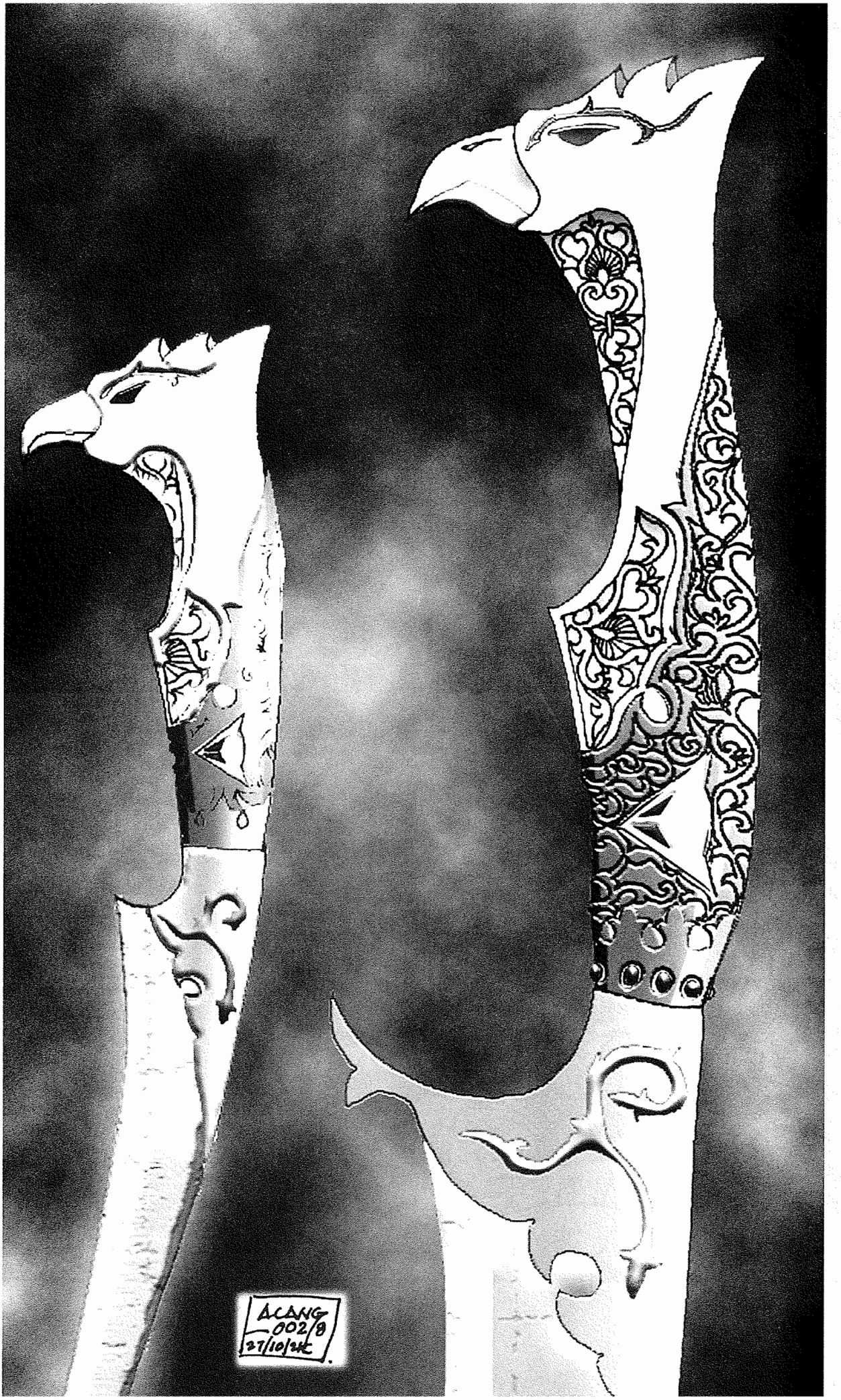
Ahzwit'ahr Mucus is a slimy substance with an acidic nature, slightly higher than that of lye. The resulting slime from the Mucus produces a faint pale yellow glow, barely bright enough to see by if you are very close to what you wish to view. The Mucus is sticky and clingy to all substances, and is non-water soluble. The only way to remove it from the body is with olive oil. It is removed from the walls and floors of the underground caverns with a sculuhp. This has a flat, front, edged piece of metal attached to a cup-like device halfway down its length, with a handle affixed to the outside bottom of the cup. This retains the Mucus until it is carried to the repository each worker carries with them.

In its undiluted state, the Mucus and its fumes are harmful to T'nahran's biological structure. The Mucus produces caustic fumes that eat away at the body, first attacking the hair, with eventually permanent damage of all the body's hair follicles. An advanced effect of exposure to the Mucus is the continued existence of bloody, ravaged, ragged cracks around the eyes, nostrils, lips, and ears. Later effects of prolonged exposure to the Mucus in its undiluted state is that the layers of skin on the body appear to have been eaten away, eventually attacking the muscle tissues. Once this final stage has become observable, it is simply a matter of time before death, and the effects are irreversible.

This Mucus is mined, sold, diluted, and often mixed with other substances for use in medical cleaners, industrial cleansers, lubricants, pharmaceuticals, and exfoliating cosmetics.






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Chapter 7

Equipment

Welcome esteemed traveler! You have proven your wisdom and intelligence as an adventurer by entering into my humble shop. In here you will find all your basic needs to complete most any task. I have available for sale anything from weapons to food stores and from clothing to water—pure water! I can even obtain animals for you from my brother Omar. He has a few animals in pens and cages behind my shop. We have a variety of domesticated beasts from everyday livestock to riding and pack animals. You should find anything you need to properly equip yourself here in my humble store. On the strange chance that you can't find exactly what you need, all you must do is but ask me, gentle sir, and if I do not have it, I can do special orders. For the slightly more exotic items, I can refer you to my humble and honest friend Salim Nine-Fingers. Who has a shop in this very souq....

One more brief note before I remove myself so that you may browse in peace. All prices that might have been accidentally listed on an item are valued in quid, if it is not already stated as such.

Remember if you break it, you pay full price. All sales are final and most prices negotiable.

Again, thank You for your business, my good and wise traveler.

—Achmed, Renizant Merchant

EQUIPMENT

The items listed throughout this chapter have been assigned a value based upon their relationship to each other in a typical T'nahran locale. Economies vary widely, however, and—since most transactions are bartered—it is very rare for a price to be fixed.

The Bard should feel free to alter these prices to fit the economy of his setting. The player should feel free to negotiate, even aggressively, with any and all persons who are trying to sell you an item. Sometimes failing to haggle, dicker or otherwise negotiate for a lower price is considered an insult—or a sign of your stupidity!

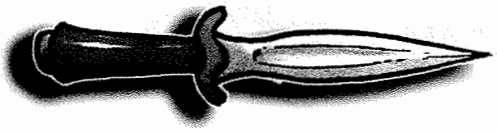
With all this in mind, do not look upon this chapter as a definitive price-guide. It is merely a suggestion, a reference point. We leave you with one last bit of advice:

Caveat emptor. "Let the buyer beware!"

Melee Weapons

Melee weapons are used in close quarters fighting where the combatants are typically exchanging blows one on one. Melee weapons inflict various forms of damage-including penetration, concussion, cutting and shock.

Dagger: Small-bladed knives designed to be wielded one-handed for stabbing or jabbing, with no sharp edge.

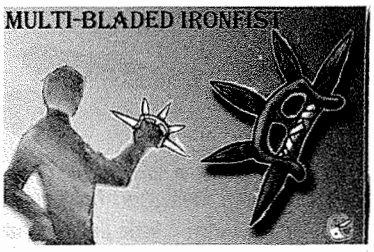


Qatar: Small-bladed knives with an edge on one or both sides and designed to be wielded one-handed.



Drachen Glove: Glove made from the tanned, molted hides of drachen. The values listed on the chart below are for a glove with a single talon. Each additional talon provides a +1 bonus to the ED of both the slice and impale values listed.

IronFist: A concept taken from those who have seen the drachen glove in action. It is a small handle, with blades jutting out. The values listed are for a single blade. Each additional blade provides a +1 bonus to the ED of both the slice and impale values listed.



Short Sword: Longer than a qatar and wielded in one hand.

Rapier: Long, agile and quick, the rapier is a specialist's weapon. In the hands of a fencing master, it can be a terrible force. However, if improperly used as a common longsword, it will not last long. One-handed weapon.

Common Sword: Balanced for force of impact rather than speed or agility. One-handed weapon.

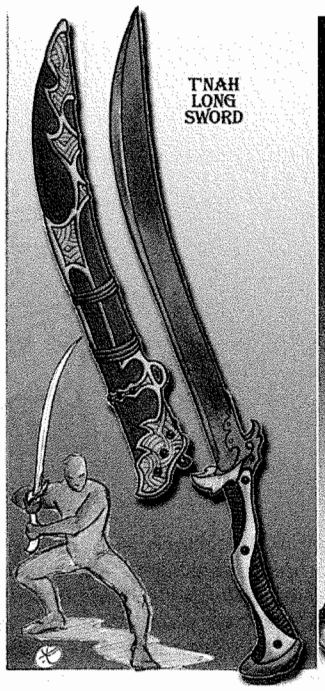
Long Sword: A curved, single-edged sword with a sharpened point, designed for slashing and thrusting from horseback. Often favored by cavalry for its reach, which is often longer than a victim might suspect. One- or two-handed weapon.

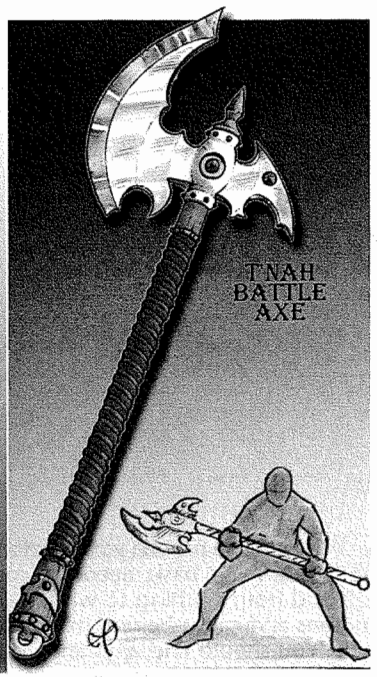
Shamshir: A long, single-edged heavy sword. It is designed for one- or two-handed use. The pommel typically arcs the opposite direction than the blade.

Hand Axe: Hand axes have a weighty head with a single edge designed to slice into and separate or split the target. They are often weighted to allow them to be thrown. One-handed weapon.

Warpick: A short, back-curved blade with a definitive spike used to tear into an opponent and cut under armor.

Battle Axe: Longer than the hand axe and a poor candidate for throwing. Typically armed with a spike or hammer on the opposite side of the head from the blade.





Baton: About the same length as a short sword. Designed to inflict concussion damage against a target. Batons are nearly always wooden.

Club: Clubs are weighty, blunt, and designed to smash into the target. Clubs are nearly always wooden. Treat a spiked club as a mace for all damage values.

Maul: A small, one-handed, double-headed hammer. It is heavier than it looks, and intended to deal massive concussion damage with each strike.

Warhammer: Short head-and-spike hammer favored by cavalry. One-handed weapon. The warhammer causes additional penetration damage when the spike head is used; however, this has a 25% chance of causing the warhammer to stick in solid targets.

Warsledge: The footman's long double-headed sledge, good at taking down mounted opponents.

Mace: A sturdy shaft with a thick head at the top, often decorated with blades or flanges for extra damage.

Morning Star: A simple mace in most respects, with one notable exception; instead of being smooth, the tip is covered in long, sharp spikes.



Ball and Chain: A large ball connected by a chain to a reinforced handle, designed for smashing and entangling attacks.

Mace and Chain: A little lighter than a ball and chain, but much more deadly as the blades and spikes cause additional damage.

Flail: A much larger version of the mace and chain, which causes horrendous damage to its target. Requires two hands.

Shepherd Staff: Staves are long, slender, solid pieces of wood used for support while walking over difficult terrain- or merely to make a long journey easier. When used as a weapon, they inflict concussion damage.

Quarter Staff: Shorter than the shepherd staff, they are typically wielded two-handed. They can be lethal to an unarmored foe.

Halberd: A spear with a large blade at the end.

Spear: Spears are long, slender, and typically topped with a point about the size of a qatar. Used defensively, treat as a quarterstaff.

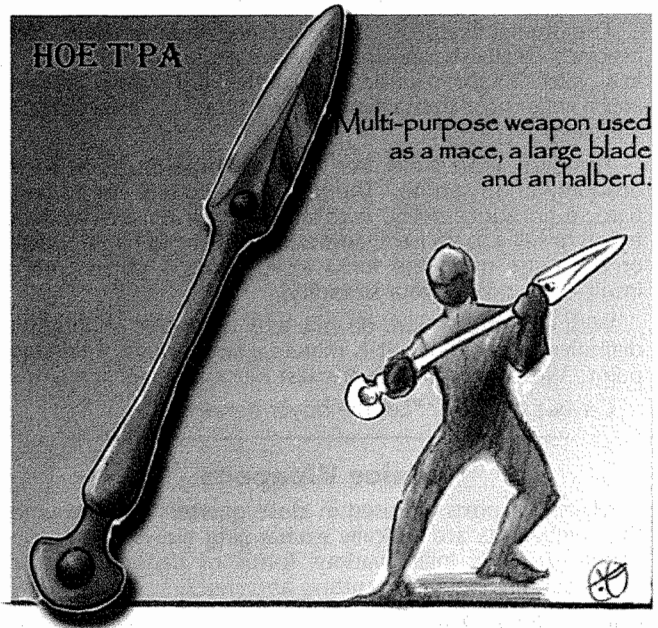
Short Spear: It is more effective in close quarters, but does not have the reach of its bigger brother.

Pike: Longer than a spear, designed to be used against a mounted (or larger) opponent while charging.

Hoe T'pa: A multipurpose weapon used as a mace, a large blade, and a halberd.

Net: Nets are used to wrap around and catch the opponent, thereby reducing their fighting effectiveness.

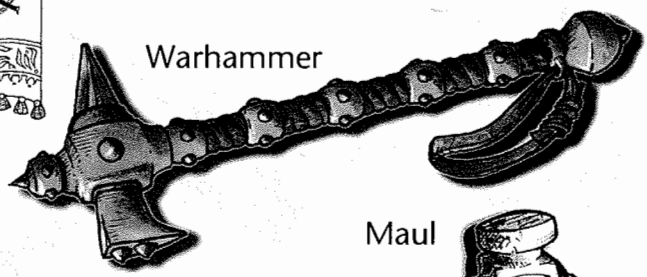
Whip: Whips are about 3 meters in length. They can inflict cutting damage against an opponent, though this is never a significant wound. They excel at entangling.



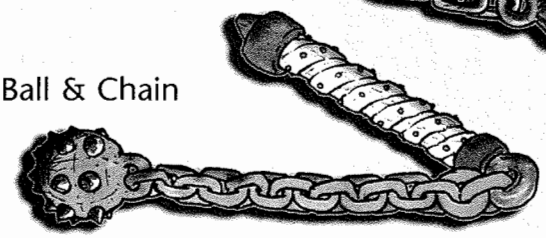




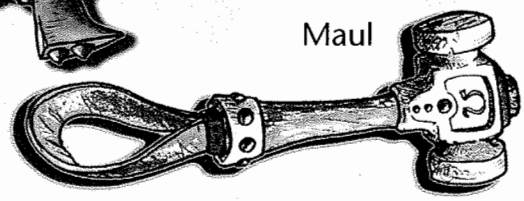
Mace & Chain



Warhammer



Ball & Chain



Maul

Melee Weapons								Ranges (including thrown)			
Weapon	Slice	Impale	Conc	Shock	Length	Wt	Cost	Short	Medium	Long	Extreme
Qatar	+1	-3	—	-7	30	1	20	STR/2	STR	STRx2	STRx3
Dagger	-3	+1	—	-5	30	1	20	STR/2	STR	STRx2	STRx3
Drachen Glove	-2*	-4*	—	-7	15	1.2	**	—	—	—	—
Iron Fist	-3*	-2*	—	-3	15	1.5	50	—	—	—	—
Short Sword	+2	+1	—	-3	60	1.2	300	STR/2	—	—	—
Rapier	-3	+2	—	-2	100	1.1	500	—	—	—	—
Common Sword	+3	+1	—	+1	100	1.3	500	—	—	—	—
Long Sword	+3	+1	—	+3	100	1.4	600	STR/2	—	—	—
Shamshir	+3	-2	-2	+3	100	1.5	700	—	—	—	—
Hand Axe	+3	—	—	+0	30	1	100	STR/2	STR	STRx2	STRx3
War Pick	+1	+2	—	+1	45	1.5	300	—	—	—	—
Battle Axe	+4	—	—	+2	100	2	500	STR/2	—	—	—
Baton	—	—	+1	+1	110	1.2	50	—	—	—	—
Club	—	—	+2	+2	120	4	75	—	—	—	—
Maul	—	—	+3	+3	75	5	400	—	—	—	—
Warhammer	—	-1*	+3	+3	100	8	500	—	—	—	—
Warsledge	—	—	+4	+3	150	10	750	—	—	—	—
Mace	—	—	+3	+2	100	5	300	-	—	—	—
Morning Star	—	-2	+3	+3	100	5	450	—	—	—	—
Ball and Chain	—	—	+2	+2	100	4	500	—	—	—	—
Mace and Chain	—	-2	+3	+2	100	2	550	—	—	—	—
Flail	—	—	+3	+4	150	12	600	—	—	—	—
Shepherd's Staff	—	—	+1	-1	250	1.2	100	—	—	—	—
Quarter Staff	—	—	+2	+2	175	1	250	—	—	—	—
Short Spear	—	+1	—	-5	100	1	100	STR/2	STR	STRx2	STRx3
Hoe T'pa	-3	+1	-2*	-3	120	1.2	250	—	—	—	—
Spear	-3	+2	—	-5	150	1.5	200	STR/2	STR	—	—
Halberd	+1	-2	—	+1	200	2.5	350	—	—	—	—
Pike	—	+4	—	-5	300	4	400	—	—	—	—
Net	—	—	—	—	60	.2	30	STR/2	STR	—	—
Whip	-4	—	—	+5	300	.5	100	—	—	—	—
Krik'tok	—	—	+2/+4	+2/+6	125	1.2	250	30	60	125	250

* Consult text for further information

Missile Weapons

Missile weapons sling a projectile toward a target—either a blunt rock, in the case of a sling or slingshot, or an arrow, in the case of a bow. Damage inflicted is penetration for bolts and arrows and concussion for rocks and stones.

Slingshot: Flexible and elastic straps joined with a leather cup to hold—and then hurl—a rock or stone. Cost: 25

Sling: Leather or woven cloth straps with a small leather cup to hold a rock or stone at the center. It is spun over the head until one strap is released, launching the rock toward the target. Cost: 50

Jaan Armshot: The armshot is a powerful slingshot mounted on a bracer, so the drachen rider can fire while still holding onto the reins. Cost: Unavailable to anyone outside the Jaan culture

Firejug: The T'nah equivalent of a molotov cocktail. A firejug is a ceramic ball filled with unhealthy extracts and chemicals that will burst into flame when its insides are exposed to air. Firejugs are expensive, difficult to make, and sometimes hazardous to carry. Firejugs cause burning damage equal to their weight each turn for 2D10 turns or until immersed in water. Cost: 300

Krik'tok: Essentially a cross between a small quarterstaff and a sling. This 'staff sling' provides enough leverage to launch rocks in a higher arc. Cost: 250

Blowgun: A small tube with tiny darts fired at a target with a sudden gust of breath from the user. Darts inflict very little damage and are most often employed to administer a poisonous agent. Cost: 50

Crossbow: Though shorter in range and not as powerful as a bow, the crossbow takes less training to master—point and shoot. Crossbows require two full combat turns to reload. Cost: 600

Pistol Bow: Even smaller than the typical crossbow, lacking the range or the penetration, the pistol bow is still lighter and cheaper than its larger cousin. It takes one full combat turn to reload. Cost: 400

Short Bow: Just a smaller variant of the long bow, the short bow has consistent damage over all ranges. Cost: 400

Horse Bow: An elegant and finely crafted recurve bow favored by cavalry. Cost: 500

Long Bow: A flexible length of wood pulled taut by a string of woven or braided cord. Cost: 500

Missile weapon accuracy and damage modifiers may be found in the chart below.

Weapons	Short		Medium		Long		Extreme	
	Range	SV/ED	Range	SV/ED	Range	SV/ED	Range	SV/ED
Slingshot	5	-7SV/+1	10	—/—	20	-18SV/-3	40	-33SV/-5
Sling	25	—/+2	50	-12SV/—	100	-18SV/-2	200	-33SV/-4
Jaan Armshot	20	—/+1	40	-12SV/—	80	-18SV/-2	125	-33SV/-4
Firejug	STR/2	—/—	STR	-12SV/—	STRx2	-18SV/—	—	—
Krik'tok	30	—/2	60	-12SV/—	125	-18SV/+2	250	-33SV/-4
Blowgun	3	+7SV/-7	6	-18SV/-8	10	-25SV/-8	15	-75SV/-9
Pistolbow	10	—/+2	25	-18SV/+2	50	-25SV/+2	75	-42SV/+2
Crossbow	40	—/+4	80	-12SV/+4	160	-18SV/+4	250	-33SV/+4
Short Bow	STR	+7SV/+4	STRx2	+3SV/+4	STRx4	-18SV/-1	STRx10	-42SV/-2
Horsebow	STR	+7SV/+5	STRx2	—/+3	STRx3	-18SV/+1	STRx5	-42SV/—
Long Bow	STRx2	—/+4	STRx4	-12SV/+2	STRx8	-18SV/—	STRx15	-33SV/-2

Armor

Armor, in general, is a problem for T'nahrans because it traps heat. The longer your character wears armor, the hotter and more dehydrated they become. Armor is not known for being easy to put on. Some types of armor can take—literally—hours to 'slip into.' Additionally, armor is known for being loud, clanky, an impediment to movement and generally a pain to wear.

This does not mean, however, that some do not consider the wearing of armor to cover strategic locations to be worth the hassles. Listed below are the various types of armor that may be found on T'nah with relative ease.

Padded armor: Heavy fabric, sometimes stuffed with strips of cloth or leather and quilted. It is the equivalent of a heavy winter coat. Heat Index 5.

Hard Rubber: Made from pieces of hardened or vulcanized rubber. It is inflexible, thus good at deflecting blows. Heat Index 3.

Leather: Made from tanned and boiled animal hide, causing the skin to thicken and harden. Heat Index 6.

Studded Leather: Boiled leather armor with metal studs to help deflect a weapon. Heat Index 6.

Wooden Armor: This armor is wooden slats, attached with sewn leather strapping or wire cable, woven together to hold it stable. The joints are often left open to allow for movement and flexibility. Heat Index 3.

Hard Plastic: These are sectional pieces of hardened plastic. It is either sewn into clothing or strapped on with newly fashioned leather straps. Heat Index 2.

Wooden Shield: A medium-sized circular shield made of a strong hardwood. Usually worn on the off-hand arm and used to block attacks.

Aluminum Shield: Made of a light metal, in a variety of shapes, the most common of which is octagonal.

Phah'Lok Armor: This armor is rare and expensive. It is made from the tanned hide of a desiccated phah'lok. The only armors more durable than phah'lok leather are made from metal. It is porous and allows for greater breatheability. It is heavier and slightly less flexible than padded, leather, studded or wooden armor. Certain pieces even decrease or hinder movement of limbs. Heat Index 4.

Metal Chain: A garment of interlocking metal rings, that is utterly exhausting to wear for extended periods of time, and even worse to carry around. Heat Index 4.

Metal Ring: Simplified version of chain mail. The rings are much larger and further spaced apart, affording rather less protection at a fraction of the weight of chain. Heat Index 6

Metal Band: Banded mail consists of dozens of small metal strips sewn across a leather suit. It is effective against many types of damage, especially crushing, but is vulnerable to arrows and slugs. It has a Heat Index 6.

Metal Plate: The biggest drawback of plate armor is the feeling that you're strapped into a pressure cooker. Heat Index 8.

Spidersilk: Since the dawn of civilization and for more than a millennium after it perished, spider silk had the highest tensile strength known to man. Then it got stronger. The silk secreted by baphir is like no other material on T'nah, and harvesting it is one of the most hazardous professions imaginable. Refining the silk is an expensive process, but afterwards, armor woven from the stuff is as tough and resilient as kevlar mesh, while still being as light and airy as regular clothing. This stuff is expensive, even when compared to such things as the most expensive armor you can imagine. Heat Index 2. Cannot be purchased, the Bard will take you on an adventure where you might snag a piece.

Pedahv Breastplate: This is a Breastplate that has been made from the chitinous shell of a large pedahv. It is very sturdy and hard. Heat Index 4.

Skulae Light Mail: Consists of hard plastic shoulder guards, sewn to a phah'lok breastplate and a pair of specially made phah'lok boots with hard rubber soles and a layer of metal plate between the foot and the hard rubber. The total Heat Index for this armor is 12.

Drachen Armor: The molted skins of the drachen and is often placed under or sewn into the inner linings of other types of armor. For some reason drachen armor seems to help to cool the wearer and reduce the Heat Index of any armor it is sewn into by -1. It also gives a +7 to all dehydration, heat exhaustion or stroke rolls.

Brutalizer: Leather shoulder pads, upper arms and chain skirt with metal breastplate—worn by Ch'ak heavy infantry. Heat Index 40.

Ch'ak Elbow Spikes: A Ch'ak armor modification that deploys sharp spring-loaded spikes out of the wearer's elbows. They require a special twist of the joint to deploy, which is neither painful nor difficult to learn. These spikes should be treated like a dagger for damage.

Armor Coverage

Breastplate: Chest, Abdomen (front only)

Torso: Chest, Abdomen, Shoulders (Left/Right)

Vest: Chest, Abdomen

Arms: Shoulders, Forearms

Legs: Thighs, Knees

Girdle: Groin, Thighs

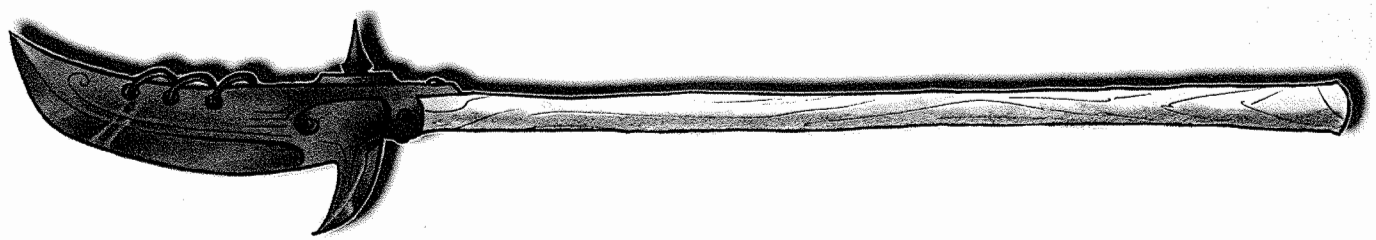
Pants: Groin, Thighs, Knees

Shields

Aluminum Shield: Made of a light metal, in a variety of shapes, the most common of which is octagonal.

Pedahv Shield: This shield is made from the chitinous shell of a dead pedahv.

Wooden Shield: A medium-sized circular shield made of a strong hardwood. Usually worn on the off-hand arm.



Armor	Slice	Impale	Crush	Burn	Dissolve	Electrify	Freeze	Heat	Wt	Coverage	Cost
Padded Vest	1	0	2	0	1	0	4	24	3.5	Chest, Abdomen	50
Padded Jerkin	1	0	2	0	1	0	4	42	5.6	Torso, Arms, Groin	75
Leather Vest	2	1	1	0	0	0	1	20	5	Chest, Abdomen	100
Leather Jerkin	2	1	1	0	0	0	1	35	8	Torso, Arms, Groin	150
Leather Pants	2	1	1	0	0	0	1	15	5.5	Groin, Legs	150
Leather Boots	2	1	1	0	0	0	1	5	1	Ankles	100
Studded Breastplate	3	2	1	0	0	1	1	10	3	Chest, Abdomen	100
Studded Vest	3	2	1	0	0	1	1	20	6	Chest, Abdomen	150
Studded Jerkin	3	2	1	0	0	1	1	35	9.6	Torso, Arms, Groin	200
Wooden Vest	2	2	2	0	1	1	0	12	7	Chest, Abdomen	400
Wooden Girdle	2	2	2	0	1	1	0	9	5.6	Groin, Thighs	300
Phah'lok Breastplate	3	2	2	0	1	0	1	8	4.5	Chest, Abdomen	400
Phah'lok Vest	3	2	2	0	1	0	1	16	9	Chest, Abdomen	600
Phah'lok Jerkin	3	2	2	0	1	0	1	24	7	Torso, Arms, Groin	900
Phah'lok Helmet	3	2	2	0	1	0	1	4	1.8	Head	200
Shoulder Guards	3	2	2	0	1	0	1	4/8	2	Shoulders	200
Hard Rubber Vest	4	1	4	4	1	3	0	12	9.2	Chest, Abdomen	500
Breastplate	4	1	4	4	1	3	0	6	4.6	Chest, Abdomen	350
Shoulder Guards	4	1	4	4	1	3	0	3/6	1	Shoulders	175
Arm Bracers	4	1	4	4	1	3	0	3/6	1	Arms	150
Leg Greaves	4	1	4	4	1	3	0	3/6	1.3	Legs	200
Hard Plastic Vest	4	3	3	1	1	4	0	9	1.5	Chest, Abdomen	2400
Helmet	4	3	3	1	1	4	0	2	.5	Heads	600
Breastplate	4	3	3	1	1	4	0	4	.75	Chest, Abdomen	1500
Shoulder Guards	4	1	4	4	1	3	0	3/6	1	Shoulders	175
Arm Bracers	4	1	4	4	1	3	0	3/6	1	Arms	150
Leg Greaves	4	1	4	4	1	3	0	3/6	1.3	Legs	200
Metal Chain Vest	5	1	1	1	0	0	0	16	15	Chest, Abdomen	400
Metal Chain Jerkin	5	1	1	1	0	0	0	24	22	Torso, Arms, Groin	750
Metal Chain Coif	5	1	1	1	0	0	0	4	7	Head	200
Metal Ring Vest	5	0	1	1	0	0	0	10	12	Chest, Abdomen	300
Metal Ring Jerkin	5	0	1	1	0	0	0	30	15	Torso, Arms, Groin	650
Metal Band Vest	4	3	1	1	1	0	0	12	21	Chest, Abdomen	300
Metal Band Jerkin	4	3	1	1	1	0	0	36	26	Torso, Arms, Groin	550
Metal Band Girdle	4	3	1	1	1	0	0	18	14	Groin, Thighs	450
Metal Plate Vest	6	4	4	4	4	0	0	32	28	Chest, Abdomen	600
Breastplate	6	4	4	4	4	0	0	16	15	Chest, Abdomen	450
Shoulder Guards	6	4	4	4	4	0	0	8/16	2.5	Shoulders	200
Arm Bracers	6	4	4	4	4	0	0	8/16	2.5	Arms	175
Leg Greaves	6	4	4	4	4	0	0	8/16	3	Legs	250
Girdle	6	4	4	4	4	0	0	24	18	Groin, Thighs	500
Helmet	6	4	4	4	4	0	0	8	8	Head	200
Spidersilk	3	5	0	4	0	1	1	1	—	(As Clothing)	**
Pedahv Breastplate	3	2	3	4	3	4	0	8	5	Chest, Abdomen	500

** See text for details of this item

Otec and High Tech

The equipment listed in this section is unavailable on the open market. Wet Denizens may have the ability to buy or be issued some of these items in certain cases.

Reclamator

A large boxy device with space for a body that reclaims the basic elements of the body—most notably water. The rest of the body is reduced to just a few elements including blood iron, blood copper, life metal, some acids and the rest as a dust which is useful for fertilizer. Cost: N/A (These machines are unavailable for individual purchase. They are owned only by cities, domes or incredibly wealthy Reclaimers.)

Restorator

A Restorator looks very similar to a Reclamator—except that it restores the function to the body. The elements necessary for its function can be added to the Restorator directly or a Reclamator can be attached to provide them. Cost: N/A (These machine are unavailable for individual purchase. They are owned only by cities, domes or incredibly wealthy Reclaimers.)

Blood Iron

A rare substance that is only produced in those Renizant cities that have access to a Reclamator. The reclaimer draws out the elements of the body for the purpose of recycling. The iron is one of those elements separated from the body. It requires approximately 50 bodies of normal size to produce a kilo of blood iron. Blood iron is sometimes made into weapons mixed with carbon to produce a very strong and durable form of steel.

Blood iron can be wrought like any other type of iron, but carries with it certain empathic elements due to its origin. It is said by some that weapons and other tools made with blood iron carry with them the life impressions of the people from whom the iron was taken. This leaves a wide range of emotions and experiences that may (or may not) affect those who use the item.

Blood iron provides +1ED for any melee weapon made entirely of blood iron. Cost: 2000 per gram

Blood Copper

Blood copper is another element drawn out of the body when it is processed through a Reclamator. Those who tinker and experiment with the infusion of Ido into inanimate objects value blood copper. Blood copper is sometimes used as a form of currency in cities that have access to a Reclamator. Jhevarrah is known to use blood copper currency. Cost: 1500 per gram

Life Metal (Blood Zinc)

Life Metal is the least prevalent of the metallic elements drawn out of the body when it is processed through a Reclamator. It is also used by those would try to meld Ido into an inanimate object. Life Metal is also used as a form of currency in Jevarrah. Cost: 1000 per gram

Data Crystal

Irregular shaped crystals that are useful for the storage of data when connected to a computer or stylus and able to be read through a data reader. Data crystals have a limited storage capacity. Cost: Depends on contents. A blank Data Crystal is worth about 50 quid. It is rare to find data crystals for sale, they are usually only available in major otec finds.

Data Reader

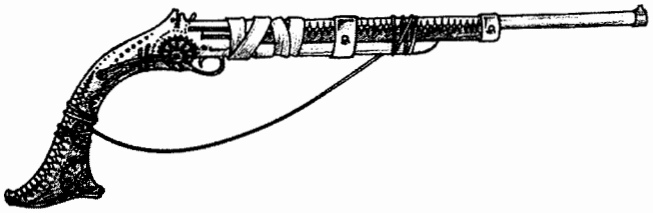
A data reader is a small, flat hand-held device with a small screen that can read the data located on a data crystal. It can output the data to the screen or play it audibly. Data readers have a limited interactive capability. They can process data and mine it for specific information when requested. Cost: N/A Data Readers are unavailable unless you are a Wet Denizen on assignment. Exiles, criminals and rebels will not be issued data readers but may procure them by the same means as any other T'naharan: otec finds.

Stylus

A stylus is a small, cylindrical hand-held device that records sounds and images onto an installed data crystal. Data crystals have a finite storage capacity. Cost: N/A These are only available through otec finds. Wet Denizens on assignment may have been issued one.

Slug Thrower

Slug throwers can be any type of weapon which shoots a projectile down a barrel from the shooter to a target. These include chemical weapons, which explode a charge to drive the projectile, or magnetic weapons, which accelerate the projectile down the length of the barrel. One ever-present aspect of slug throwers is recoil. This, following Newton's law that 'for every action, there is an equal and opposite reaction.'



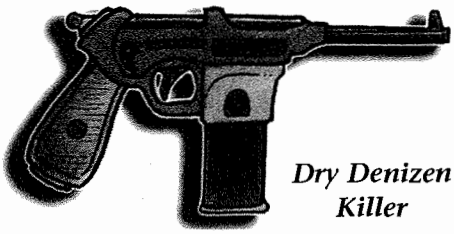
Slug throwers come in three primary types: pistols, rifles and shotguns.

Finding a slugthrower is the second most difficult prospect in owning one. It is second only to the difficulty in locating ammunition. No prices are given for these weapons because they are seldom bought and sold. If they can be purchased, it will probably be a bidding war to obtain them. Expect to pay exorbitant prices for firearms.

Dry Denizen characters will have more access to firearms than anyone else. Certain Ch'ak forces have access to a specific model-the Splattergun-but few other cultures have direct access to slug throwers for any besides their military forces. Slugthrowers are often a sign of rank, power and prestige. Simply owning one-regardless of whether one possesses the ammunition necessary to make it function-is enough to engender respect.

Pistols: Small, handheld devices. Easily concealed but lacking in accuracy.

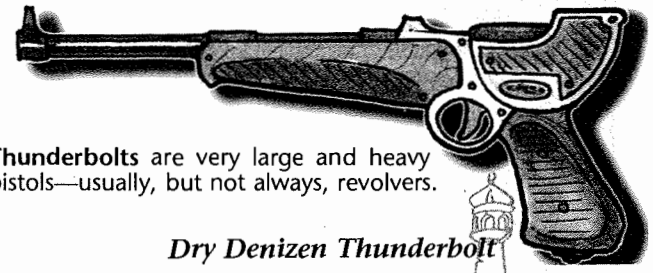
Stinger are extra light, holdout-style small pistols that are breech loading.



Dry Denizen Killer

Skorps are small, light revolvers.

Killers are slightly larger pistols that use clips to auto load rounds.



Dry Denizen Thunderbolt

Thunderbolts are very large and heavy pistols—usually, but not always, revolvers.

Rifles: Longer-barreled versions which are not easily concealed, but better stabilized and offer a longer barrel for more accuracy. Rifles also tend to fire a larger chemical charge or have a longer acceleration for additional penetration.

Varmints are small rifles, either bolt- or lever-action.

War Boss rifles are built on the Varmint theme, but boast a larger bore with greater range and damage.

Slayers are huge muzzle loading rifles designed to deliver a massive payload at long range.



Dry Denizen Varmint
(Clip fed variant)

Shotguns: Whether short- or long-barreled, these are more suited to attack an unarmored opponent at close range. They are devastating in this environment. They fire small fragments instead of a single large projectile, which are designed to spread upon leaving the barrel, thereby producing a wider field of damage.

Swarmers are known for their light shot ammo which some Ch'ak have said feels like a swarm of bees. They are double-barreled shotguns that open and load at the breech.

Locusts are pump-action shotguns designed to deliver a haze of heavy shot. These pump action slug throwers are favored among the Dry Denizen explorers for their ease of use and large magazine.

Rippers are more common among the oldest settlements. They are little more than a blunderbuss designed to fire whatever the user can cram down the muzzle. They may not be pretty, but they are durable.

Goremakers are the most ambitious and vicious of the shotguns. Firing a large slug wrapped in a payload of heavy shot, these ferocious weapons can blow a hole in nearly anything.

Splatterguns are used by the Ch'ak. They are very short, conical shaped barrel guns that use skok, the bone fragments from nok dung, for their projectiles. They are muzzle loading and can fire any small, granular substance, but Ch'ak prefer skok since it scent-marks the targets for the noks in addition to the damage caused.



Dry Denizen Blunderbus

Ammunition

If the slugthrower is of the muzzle loading variety, then it may be reloaded with black powder, which can be made with a relatively easy Chemistry test. The other slugthrowers, however, must use ammunition that can only be reproduced by a fairly sophisticated manufacturing base. Only the Dry Denizens are capable of this level of manufacturing. Purchasing ammunition from a Dry Denizen settlement is only as difficult as traveling there, locating a dealer, and meeting his prices.

Maroc Stones

Maroc stones are not common. Those that are found are generally snatched up by a Maroc in short order—whether the possessor willingly exchanges it or the Maroc simply takes it. They are not a form of currency. They are not traded. They emanate power to anyone sensitive to Ido, who will generally stop at nothing to obtain it. These are not trinkets, baubles or otherwise 'valuable' items-they are the meaning of life itself to some of the most powerful people on T'nah. As such, they are not found in the open markets, they are not traded in any way, shape or form. They would be heavily, heavily guarded if they were in the possession of a lord. They would be exchanged for very specific and significant actions by a Maroc or even an order of Marocs.

Some of the maroc stones are useless as a means of channeling Ido and are considered worthless by most Marocs. These stones sometimes have unique and interesting properties, but they do not possess the means to draw Ido and power Mahya—and are thus worthless to the Marocs.

Pathstones

Pathstones are a rare and special kind of maroc stone, each having achieved the tiniest semblance of sentience, which allows them to manipulate their own shape. They can be a great help to the adventurer at large, but they do have their drawbacks. There are three kinds of Pathstones, each with its own special power.

Guidestones are the most common. They look like cut crystals of great clarity, and when dangled on a piece of string, a Guidestone will always point to magnetic north. However, the presence of powerful Maroc can confuse the Guidestone, causing it to point to the Maroc concentration instead—or spin like mad on its string. Cost: 50 quid

Sightstones are less prevalent. Their purple, multi-faceted appearance grants them the ability to store great deals of light energy. When the light around it dims, it will begin to give off a bright glow, illuminating the dark. They are in high demand, for they weigh less and last a lot longer than torches; on the other hand, it can't be stored in dark places, or it will lose its energy. If a charged Sightstone shatters, it can explode in a blinding flash of light, or a scorching fireball. Cost: 150 quid

Weapon	Damage	Wt	Shots	Load	Short	Med	Long	Ext
					—	-12SV	-25SV	-42SV
Stinger	+4 Impale	.25	4	Breech	5	15	30	50
Skorp	+6 Impale	.5	6	Revolver	5	15	30	50
Killer	+6 Impale	.75	10	Clip	5	20	40	60
Thunderbolt	+8 Impale	1	6	Revolver	10	40	80	150
Varmint	+5 Impale	3	10	Bolt/Lever	15	40	100	250
War Boss	+7 Impale	3	8	Bolt/Lever	30	60	150	300
Slayer	+9 Impaler	4	1	Muzzle	50	100	200	500
Swarmer	+3 Crush / +3 Shock	2	2	Breech	3	5	12	20
Locust	+5 Crush / +3 Shock	3	8	Pump	5	8	12	20
Ripper	+5 Crush / +3 Impale	3	1	Muzzle	10	20	35	60
Goremker	+7 Crush / +5 Impale	4	1	Breech	10	25	50	100
Splattergun	+6 Crush / +4 Impale	3	1	Muzzle	3	5	10	15

Truthstones are the rarest Pathstones, and arguably the most powerful. Though they look more like lumps of lead, they are perfectly spherical, and will begin to glow a soft blue if a lie is told in its presence. Powerful businessmen and criminals sometimes rely on these stones to ensure the loyalty of their men, but like so many things, they can be fooled by a clever mind and a nimble tongue. Cost: 500 quid

Everyday Items

Arghila/Houka: Water pipe used commonly throughout T'nah for the smoking of tobacco mixed with mint, orange peel or dried fruit. Using an Arghila or a Houka is a common activity after the evening meal as the heat of the day lifts and the cool relief of nightfall descends. Cost: 5-500 quid depending on quality and craftsmanship.

Message Tubes: These are cylindrical devices most often made of metal or hardened leather. They are permanently sealed on one end while the other has a removable cap. The tubes are used by runners and messengers in the performance of their duties. The caps are attached on one side with a hinge to keep it from opening accidentally during transport. The opposing side has a receptacle in which sealing wax may be poured and retained for imprinting or stamping. Cost: 10 quid.

Sealing Wax: A kind of wax that retains an imprint placed into it. This allows the person receiving the message to know both whom it is from and whether the message has been tampered with. Cost: 2 quid per pound.

Signet Rings or Stamps: These are items that have an embossment of their owner's particular crest or sign. The embossed side is used to mark warm wax. This is done to show the import of the message and from whom it has been sent. Cost: 750 quid for an authentic and genuine legal ring or stamp.

Tallow Candles and Soaps: These items are made of animal fat, often mixed with scents, and in soaps, abrasives.

Candles: .5 quid **Soap:** 1 quid per bar.

Bedroll: Staple of the traveler's pack. Without one, nights in the open will be terribly uncomfortable. A bedroll is merely two blankets, one to cover with and one that can be either placed on the ground or used as a pillow. Cost: 30quid.

Wineskin: A container for liquids, made of dried and cured leather, with a screw cap and strap. Cost: 10 quid.

Musical Instruments

These are just a few of the musical instruments available on T'nah, by no means all-inclusive.

Drum: A hollow cylinder with an animal hide or other type of membrane stretched tightly over one or both ends. Striking the membrane(s) with hand or stick produces its sound. Cost: 100 quid.

Flute: A woodwind instrument constructed of a slender tube, closed at one end, with finger holes along its length and an opening near the closed end across which the breath is blown. The combination of breath and covering or uncovering the holes produces its sound. Cost: 500 quid.

Pan Pipes: A woodwind instrument, constructed of multiple, different lengths of hollow tube or reed, all of which are open on both ends. The musician blows into these openings, each of which generates an individual tone. Cost: 25 quid.

Tambourine: Typically this instrument is made of a small drumhead with jingling disks fitted into its rim. Another variation is simply an open ring with jingling disks fitted in its rim without drumhead. Both types are played by shaking and striking them with the hands. Cost: 25 quid.

Lyre: Two curved arms connected at the upper end by a crossbar typify this small hand-held stringed harp. This instrument is typically used to accompany a singer or reciter of poetry. It is occasionally used as incidental or background music during other types of performances. Cost: 300 quid.

Oud: This stringed instrument is short-necked and fretless, with a peg box set back at an angle and the headstock and tuning pegs bent backwards at an approximate 30 degree angle. It has a bulging, pear-shaped body with the strings attached in five double sets. It is played using a pick to pluck the strings rather than strumming them with the fingers. Cost: 600 quid.

Kamancha: This is a spiked, stringed, fiddle-like instrument. It is constructed of a long, fretless neck and a small, spherical, wooden body that is covered with some type of a skin. There are one to four strings that pass down along the neck and over the body. It is played in an upright position by using a flexible bow. Cost: 600 quid.

Sitar: This is a long-necked stringed instrument that is plucked. The sitar has a wide fingerboard with movable frets, a pear-shaped gourd body, and a gourd resonator at the top of the neck. It has seven principal strings, all made of metal, consisting of four melody strings and threedrone strings. There are also 12 to 20 sympathetic strings. The sitar is a solo instrument and is played by plucking the strings with a wire pick. Cost: 750 quid

Mirror: This is a small, palm-sized reflective panel, typically square. It has many uses, including allowing someone to see around a corner or potentially temporarily blinding an opponent. Its most common use is that of checking one's appearance. It is often considered long term bad luck to cause one of these to break. Cost: 5 quid.

Cosmetics: Cosmetics are products designed to aid the body in some way to either enhance or create a pleasant image. These items range from sweet smelling soaps, lip paints, and Aromatic perfumes and colognes to hair dyes, shampoos, and exfoliates. The price of these items will depend on the quality of the ingredients, their point of origin, and the skill of the souq salesman. Cost: 5 to 1000 quid.

Sleeping powders: These items are used to induce a drowsy or unconscious condition in a being. There are both natural and chemical concoctions, usually in powder form for ease of consumption in a beverage. These vary in ingredients and reaction time. Milder and slower acting forms can be purchased from any herbalist or caregiver. The more potent and fast acting forms often have to be sought out in the dark corners and shadowy alleyways of the souq from less-than-reputable sellers. Cost: 5 to 500 quid.



Itching powders: These are used to induce an irritation of the skin. There are both natural and chemical forms of these in powder form. These powders may by either applied to a drink, in or on food, or applied directly either to the person or an item they are or will wear. The results of these powders may range from mildly annoying to painfully debilitating, creating effects ranging from nearly invisible changes or large pinkish welts to raging, angry red open sores. Most milder and slower acting forms can be purchased from any souq dealer of potions or novelties. The more potent, fast acting and dangerous forms most often have to be sought out in the dark corners and shadowy alleyways of the souq from less-than-reputable sellers. Cost: 1 to 100.

Natural Aspirin: There are several forms in which a natural generic pain reliever (what we would call aspirin) can be found and extracted or utilized in some way. They can range from birch bark to blueberries. Once these elements have been extracted and combined they are often ground into a powder. These may be purchased in many souq stalls from an herbalist. If you have the Herbalism skill, you may be able to discern what plants have the appropriate qualities, and varying means of application. Cost: 2 to 275 quid.

Salves: Salves are a soothing balm applied to the skin. They can aid with cooling the skin from an angry sunburn to an antiseptic salve that numbs and protects a wound. Prices vary greatly by the purpose and potency of the components involved in its effects. Cost: 3 to 350 quid.

Hashish: The dried resin of the cannabis plant. It is much stronger in effect than the dried leaves and stems that typically constitute marijuana. Most civilized places, other than those controlled by Noma, have restricted or outlawed the use of hashish. However, one may find a place to indulge in this vice in any souq, vahna, or Kheem house of appreciable size or quality. Cost: 5 quid per gram.

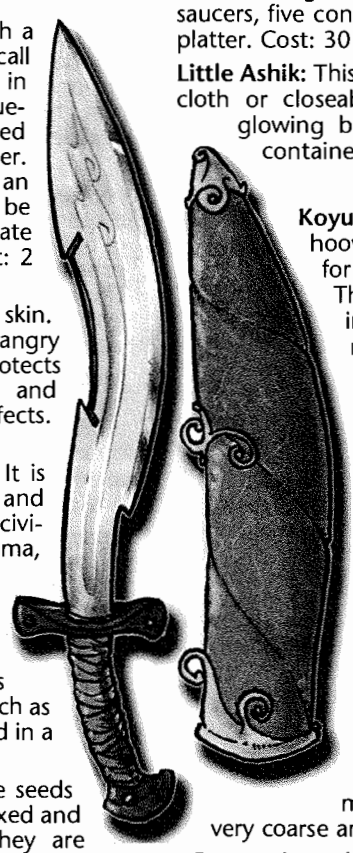
Smoking Weed: This is a form of tobacco that has been mixed with some type of fruit paste or leaf, such as mint, to increase its flavor and aroma. Can be used in a pipe or a arghila/houka. Cost: 3 quid per gram.

Opiates: These are traditionally derived from the seeds of the poppy flower. They are used to reach a relaxed and often hallucinogenic state. As with hashish, they are strictly regulated in most places but can be found in most souqs or Kheem houses of considerable size or quality. Cost: 50 quid per ounce.

Books: These are bound sheafs of paper or vellum containing various types of information and entertainment. The quality and importance of the words contained within determine the value of the book. Cost: 3 quid to unattainable.

Maps: May range from mystical places and objects to mundane things like towns and trade routes, or entire portions of the known world of T'nah. The size, quality, accuracy, and topic of the map will be factors in determining its value. Cost: Totally dependent upon accuracy and the value of the region—typically quite high in cost for anything more than scribbled.

Paper: This is a material that may be written on to retain information. It is made of various types of materials from tightly woven reeds to liquefied and then reconstituted plant pulp to the underside of cleaned animal hides. It can be obtained in sheafs, individually, or as a scroll.



Sheet: 1 quid, **Sheaf:** 50 quid. **Scroll:** 50 quid.

Stylus (Ink): This is a writing implement that is used in conjunction with inks to record information. It is extremely rare to find a stylus that has a self-contained ink reservoir. Cost: free to 50 quid.

Ink: This is a liquefied material used to make indelible marks on writing materials. Cost: 75 quid per inkpot (250ml).

Sand clock/Hourglass: Sands falling from one end to the other are used to help mark time, especially when there is no sundial available. Cost: 25 to 1000 quid.

Kahf Service: This is a set of utensils and items for a traditional setting. This set includes one Kahf Pot, four cups, four saucers, five containers for typical flavorings, and one serving platter. Cost: 30 to priceless.

Little Ashik: This is a small sealed tube in a heavy, dark, sturdy cloth or closeable pouch. The tube contains very bright glowing bioluminescent algae. When taken from the container in darkness, it emits light. Cost: 7 quid.

Farm Animals

Koyun: A sheep-like animal with thick wool, cloven hooves and small, rounded horns. Primarily used for production of wool, and sometimes eaten. The wool from Koyun is extremely soft, ideal for insulated innergarments for those cold, desert nights and for blankets. Cost: 500 quid.

Keshi: A barely domesticated wild goat with thick, wooly fur-not as soft as the koyun, but not as rough as the zevik. Typically has horns that grow straight back with a slight curve and cloven hooves. The male keshi (teke) have a 'beard' that grows below their chin; this hair is very soft and prized for its value in lining clothing and making paintbrushes. It takes years for a teke to grow a beard. Cost: 300 quid.

Zevik: A type of cattle that has thick, wooly, ragged fur and long horns. On its back is a hump where it stores water, much like a camel. Its feet are cloven hooved. Used primarily as a food source or to pull plows, wagons, etc. The wooly ragged fur is used to make incredibly warm outer garments, but is very coarse and tends to fray. Cost: 3,000 quid.

Domesticated Birds: Peacock, bruckbird, emu, ostrich, guinea, pheasant, quail, pigeon. (Ducks, geese, and most waterfowl are too fragile for most T'nahran farmers.) Cost: 3 quid for a pigeon to 750 for a Peacock to 1500 for an Ostrich.

Riding Beasts

No matter what the riding animal, it is a sign of status wherever the rider finds himself. Various cultures consider different animals in a different light. In most cases, however, the horse is a sign of prestige, while the other riding animals are looked upon as something for the working class.

Kamel: A dromedary that stores water in the fatty tissues of its body. These are some of the most suited animals for desert or wasteland environments. Kamels are slower than horses and notorious for their bad attitudes. Cost: 5000

Donkey: Relative of the horse, the donkey is smaller and also has a reputation for a nasty attitude. Not ideal for riding—except slowly—but quite suited to hauling loads for long distances. Cost: 1500

Mule: A cross between a horse and a donkey. A Mule can carry more weight plus a rider and travel at a faster rate of speed than a donkey. Cost: 1500

Jugal: Something of a cross between a dog and a horse, they are small, not well suited for carrying a heavy load-but fast and ferociously loyal to their rider/keeper. Cost: 10,000

Horse, Draft: Very large horse suitable for bearing a very heavy load—such as a large wagon or barding (horse armor). 12,000

Horse, Pony: A small horse, roughly equivalent to a donkey-more suited for small riders. They are faster than a donkey, but not able to bear as much of a load. Cost: 2500

Horse, Riding: Typical riding horse with a good mix of endurance and speed. Jugals are faster, but not as endurant. Mules are more endurant, but not as fast. Cost: 3500

Horse, Cavalry: The true value of a war-horse is its training—to continue obeying the rider's instructions even in the heat and confusion of battle. Cost: 50,000

Ox: Few ride able animals have the steady, continuous hauling capability of the ox. It is not a smart animal, nor is it a comfortable ride-but it can haul a load like no others. Cost: 2000

Phah'lok: The essence of strength itself, armed with ferocious natural weapons. Phah'lok must be trained early in life, or their independent spirit and strength are untamable. Capable of hauling a huge load, slowly, through dry and barren terrain for days upon days. Cost: 25,000

Tack Packages

Caravan Package: Includes Bridle, bit, reins, blanket but instead of a saddle and saddlebags it contains a frame for packing and stability during travel. Each type of animal has a specific package and price.

Donkey, Riding Horse, Mule, Pony—Cost: 250

Kamel, Draft Horse, Cavalry Horse, Ox—Cost: 400

Phah'lok—Cost: 1000

Rider Package: Includes Saddle, bridle, bit, reins, blanket and saddlebags for animals above. Each type of animal has a specific package and price.

Jugal—No saddlebags and a very light saddle, no storage capacity.—Cost: 200

Donkey, Riding Horse, Mule, Pony—Cost: 300

Kamel, Draft Horse, Cavalry Horse, Ox—Cost: 500

Phah'lok—Cost: 800

Saddle (Horse)—Cost: 200

Saddle Blanket—Cost: 25

Cart: A simple cart designed for one animal—typically a donkey, mule, horse or ox. Capacity is about one ton if packed correctly. Cost: 500

Team Cart: Same as Cart, but larger. Requires two horses or one ox to pull. Properly loaded, a Team Cart can manage nearly three tons. Cost: 1500

Food

Salt: Necessary for more than just seasoning. Hot and arid country drains the body of precious salts. This can be just as significantly necessary as water. A half-kilo lasts about a month. Cost: 25

Standard Meal: Nothing fancy, just enough to stay alive for a day. No meat, but includes salt and ale/beer. Cost: 3

Fine Meal: More fancy than normal fare, perhaps even including a little meat or a glass of wine. Salt provided for flavoring and enough to last a day. Cost: 5

Rations (one day): Dried or preserved meal for traveling. Enough to stay alive for a day. Provides no salt content. Cost: 4

Rations (one week): As above, packed in a small pouch for each carrying. Provides no salt content. Cost: 25

Phah'lok Jerky (one pound): Nutritious and dry, one pound rationed out is enough food to keep someone alive for a month. Salt is unnecessary for anyone living on phah'lok jerky. Cost: 150

Shniz: Shniz are special pieces of salt dough, prepared without the tooth-shattering capacity of hard grain or corn. They are baked only a short time to avoid crust forming. The prime customers for these breads are the Ebon Syl, who would break their teeth on a normal hard loaf. City-dwelling Myrlihk, too, have been known to eat shniz. However, it is rarely eaten alone; flavorings can vary from lichen spread to a good dipping of fresh animal blood. The bakers leave that part up to their customers. Cost: 3

Drinks

Ale/Beer: Much like a beer or other light colored grain alcohol but lower in alcohol content.

Baphir Milk: This is perhaps among the rarest forms of dairy products on T'nah. It is considered a delicacy in most places. It is expensive due to the danger in harvesting. There are even rumors that it has mystical healing properties and other byproducts not found in other milks. If someone offers you Baphir's Milk to drink, it can typically mean one of two things: they are showing the importance you or what you are discussing means to them; they are displaying their wealth; or both. Cost: 100 quid per shot.

Drak'noz: A very strong alcoholic drink, much like pure corn liquor or a wood grain alcohol product. It is actually a combination of several types of alcohol as well as some other liquid products. Few beside those who distill this brew truly know its entire recipe. There are only a few distilleries on T'nah that produce this liquor and it seems that only the Trade guild and the Renizant know who and where they are.

Water: Old water could be from various sources—a muddy stream, an animal trough, or even recycled. It is not appetizing at all, but it will keep you alive. Fresh water is just that—mostly clear, no odor, bland. Pure water has been purified-it is crisp and clean, clear, and free of 'floaties.'

Wine: Liquefied fruit that has fermented. It comes in many varieties and flavors, from every culture. It is not always made of grapes, though that is the most common. It is mildly alcoholic and deceptively intoxicating.

Size		Water			Alcohol		
Container	Equiv	Old	Fresh	Pure	Ale/Beer	Wine	Drak'noz
Shot	100ml	.1	.5	1	.3	2	3
Glass	250ml	.3	1	2	.5	4	6
Mug	500ml	.5	2	4	1	8	10
Stein	1 liter	1	4	8	2	15	20
Bottle	2 liter	2	8	15	4	25	35
Tankard	4 liter	4	15	25	8	40	60
Keg	8 liter	8	25	40	15	75	100

Traveling Gear

Single Tent: Little more than a tarp with two 1-meter poles and some rope with pegs to maintain its shape. It is just large enough to lie down. Cost: 50

Standard Tent: Pavilion style, requires four 2-meter poles and one 2.5-meter pole. This tent will sleep six men comfortably. Cost: 400

Grand Tent: As the standard tent, with a second 'room'—also pavilion style. Requires six 2-meter poles and two 2.5-meter poles. Cost: 500

Rucksack: Small shoulder pack. Cost: 10

Backpack: Pack with pack frame, holds up to 20kg. Cost: 25

Bedroll: Padded roll to lie on at night. Cost: 25

Blanket: Warm, wool blanket—sometimes doubles as a saddle blanket. Cost: 25

Rope: A 15-meter long coil of braided hemp or woven strands of wool. It is functional for just about every use imaginable from securing packages to tether your steed to binding up hostages and victims. It will normally support approximately 120 kg. Cost 100

Rope (Silk): This is a 15-meter long coil of rope made specifically and entirely out of silk. It will support approximately 240kg. Cost: 300

Rope (Spidersilk): This is a 15-meter long coil of rope made from the silk collected from Baphir. It is incredibly durable and has an amazing tensile strength. It can be used for many purposes that normal or even traditional silk ropes could not. It is very costly and rare. It will support approximately 500kg. Cost: 750

Flask: A small metal or clay container with a stopper, used for holding liquids. Cost: 20

Small Wine/Water Skin: Holds one stein of fluid. Cost: 5

Large Wine/Water Skin: Holds one bottle of fluid. Cost: 10

Canteen: A metal or wooden container sealed to hold liquids with a shoulder strap and resealable cap. Will hold approximately the same amount of liquid as a small wineskin. The advantage of a canteen is that they are covered with a fur or absorbent cloth on the outside; when moistened, this helps keep the fluid inside cool. Cost: 30

Clay Pots: The most common type of everyday container on T'nah. Cost: 2 for average sized pot.

Bottle, Glass: Rare and more fragile than clay containers. A typical glass bottle will hold a mug of fluid. Cost: 20

Cask: This is a small portable container, with a cap, usually made of clay or sealed wood with one or more handles. It will hold approximately a Tankard and a Stein of fluid. Cost: 50

Coin Pouch: (will hold three kilos) Cost: 3

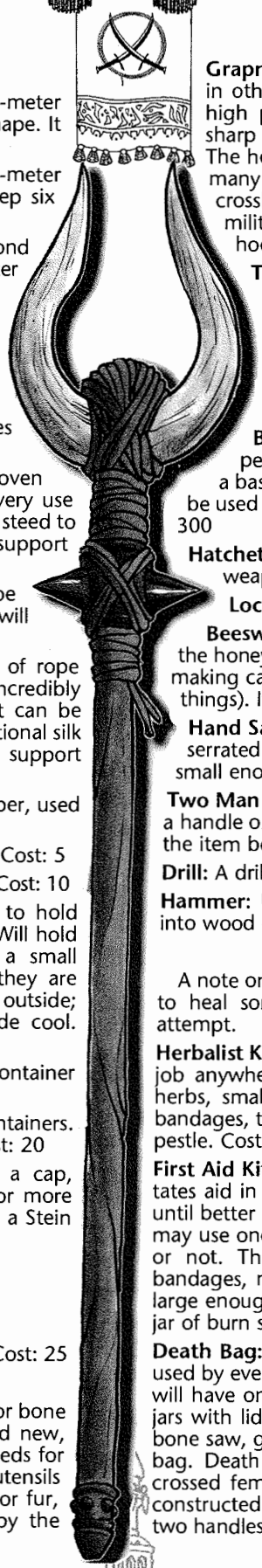
Torch: Pitch on a stick. Cost: 1

Lantern: Hooded. Cost: 75

Oil: One stein good for 24 hrs of continuous use. Cost: 25

Whetstone: Sharpens blades. Cost: 5

Traveler's Bag: A small leather bag with wooden or bone handles and a leather or cloth closure. Purchased new, the bag comes with all the basics any traveler needs for personal use. Items such as a cup, rag, or towel, utensils by culture, flint & steel, comb or brush for hair or fur, razor, etc. Anything unusual must be cleared by the Bard. Cost: 100



Grapnel Hook: A handy item in many cases; a necessity in others. The grappling hook is vital for climbing into high places like towers or mountains. In a pinch, its sharp flukes can even be used as a makeshift weapon. The hook can be deployed in many ways, and comes in many sizes-smaller ones that can be shot with a special crossbow, the more traditional thrown grapnel, and the military version fired from a ballista. This is just the hook. Cost: 25

Tent Spike: (wood) Cost: 1

Tent Spike/Piton: (iron) Cost: 5

Cooking Pot: Metal pot for cooking. Cost: 10

Tools

Pick: For digging or mining—treat as a mace for combat. Cost: 75

Basic Tool Kit: Includes a hammer, wood plane, pegs, spikes, small two-hand saw, and chisel. This is a basic kit, but in the hands of a real carpenter, it could be used to build a hut, small house, cart, wagon, etc. Cost: 300

Hatchet: Designed for cutting wood, could be used as a weapon; not weighted for throwing. Cost: 75

Lockpick: Generic set of basic picks. Cost: 250

Beeswax: This is the byproduct of a beehive from which the honey has been removed. It is used in many ways, from making candles and soaps to impressions of keys (and other things). It is typically bought in half-kilo sections. Cost: 5

Hand Saw: This is a small, slightly tapered blade with one serrated edge. It is a tool used to cut wood or trees. It is small enough to be used one-handed. Cost: 5

Two Man Saw: The blade is serrated on both sides and has a handle on each end. It requires two people to saw through the item being cut. Cost: 18

Drill: A drill that is powered by muscles. Yours! Cost: 8

Hammer: Used to pound one item into another, like nails into wood or sense into a person. Cost: 3

Medical Kits

A note on the following kits: anyone using one of these kits to heal someone will receive a +1 to their ED for each attempt.

Herbalist Kit: This is the kit needed for an herbalist to do their job anywhere they happen to be. The kit includes various herbs, small scissors, wax paper, small pots, candles, linen bandages, tweezers, a flask of boiled wine, and a mortar-and-pestle. Cost: 250

First Aid Kit: This is the kit needed for first aid. This kit facilitates aid in the treatment of minor injuries or major wounds until better medical help or supplies can be gathered. Anyone may use one of these kits whether they are trained in first aid or not. The kit includes tweezers, antiseptic salve, linen bandages, needles, spool of catgut thread, a piece of fabric large enough to be used as a tourniquet or in a splint, and a jar of burn salve. Cost: 75

Death Bag: This is the kit that contains the basic equipment used by even the lowest levels of Reclaimers. Only a Reclaimer will have one of these bags. It includes a knife, several small jars with lids, a sealable bag for the deceased's properties, a bone saw, gloves, tongs, linear measuring device, and a body bag. Death Bags are always black with a numid skull and crossed femur bones below it. The Death bag itself maybe constructed of any material (leather is common) and will have two handles and a latch for keeping the bag closed. Cost: 150

Doctors Kit: This is the kit for those trained to be a doctor. It facilitates aid in the treatment of wounds until better medical facilities or supplies can be gathered. Only a doctor will have one of these kits. The kit includes tweezers, antiseptic salve, needles, thread, catgut thread, candles, linen bandages, various herbs, bone saw, leather straps and cord, flask of wine, flask of hard liquor, scalpel, scissors, and clamps. Cost: 500

Healer Kit: This is the kit for those trained to be a healer. This kit facilitates aid in the treatment of minor and major injuries until better medical help or supplies can be gathered. The kit includes tweezers, antiseptic salve, needles, spool of catgut thread, small pots, candles, linen bandages, various herbs, bottle of boiled wine, a piece of fabric large enough to be used as a tourniquet or in a splint, a jar of burn salve, various herbs, a mortar-and-pestle, leather straps and cord, and scissors. Cost: 300

Clothing Types

Slave: Usually the easiest to find. They are most commonly a pair of pyjan and a djellab with a rope for a belt-rarely a bisht unless traveling, and then in ragged shape. Slave clothing is typically 25-50% of normal cost of the cheapest form.

Peasant: This set the most common type available. It is a djellab (or gomlek) and salumak for males and a taramak or abbaya for women and set of ayak'abi or worn nalla. They are usually clean but perhaps stained and patched. Peasant clothing is typically 50-75% of the normal cost for the cheapest form.

Working Class: This is an array of clean and relatively stain- and patch-free clothes. They are of more durable and better quality material, but are not fancy. These are the clothes worn by people that get the job done-innkeepers, liveries, blacksmiths, serving wenches, and struggling merchants. The set includes a djellab with kusak-or gomlek and yelek-and salumak for men, a taramak or abbaya for women. Each also comes with a set of sturdy ayak'abi and a pelerin (for males) or bukhanq (for females). Working class clothing is typically stronger and more durable-full price to 25% extra.

Minor Nobles: A set of fine quality clothes. Clean and brand new, typically tailored, nicely decorated or of choice materials. Worn by minor nobility or revered professionals; barons, lords and ladies, wealthy merchants, successful traders and explorers, etc. Minor nobles tend to wear the thobe or nashl-few leave home without an ornate bisht or pelerin with nice delmek. Nobles define their status by the cost of their clothing. Cost would range from normal to 75% extra in cost.

Royalty: What the upper echelon of the ruling class wears at court, of the finest materials in the land. They are ornately tailored and decorated nashl and bisht or pelerin with jeweled delmek. The cost ranges from 150% extra than normal to obscene.

Clothing

Abbaya: Women's black robe. Cost: 10-500

Agahl: Men's headband to hold ghutra in place. Sometimes ornately decorated. Cost: 5-1000

Ayak'abi: Laced moccasin-style shoes. Cost: 10

Bisht: Blanket-like robes worn over the djellab or thobe for warmth at night and ward off the sun in day. Cost: 100-5000

Bukhanq: Women's scarf to cover the head and shoulders. Cost: 5-300

Delmek: Decorated broach for clasping closed a pelerin or worn as a decoration or badge. Cost: 20-20,000

Djellab: Men's pullover tunic, laced at the neck, belted at the waist with a kusak (a rope for the poor). Cost: 35

Ghutra: Men's headdress to cover the head and shoulders. Cost: 10-100

Gomlek: Unisex shirt usually pulled over and tied near the neck with leather lacing. Cost: 25

Korse: Women's leather lace up bodice. Cost: 25

Kusak: Durable leather belt worn with a djellab, sturdy enough to hold a sword and/or work tools. Cost: 30-150

Muckers: Thigh-high boots for cleaning out stables with the intent of keeping your pants clean and dry. Cost: 30

Nalla: Soft, slip on leather shoes, typically open toed. Cost: 25

Nashl: Men's formal robe. Cost: 500-50,000

Pelerin: Flowing cape with hood clasped at the shoulder with a delmek. Cost: 40-250

Pyjan: Thin, lightweight trousers worn for casual times or work . Cost: 15

Salumak: Men's pants for work. Cost: 50

Sarik: Unisex sandals with leather clasp over the bridge of the foot to hold them securely in place. Cost: 30

Shaila: Delicate, filmy scarves used by dancing girls. Cost: 5-75

Sirwahl: Unisex baggy trousers for traveling. Cost: 75

Siz'me: Durable, thick leather boots. Cost: 200

Taramak: Women's dress with long flowing skirts. Cost: 100

Thobe: Neck to ankle/wrist robe worn by monks and vangels. Cost: 50

Turban: Headgear made of a cloth wrapped tightly around the head; looks like an upside-down padded bowl. Cost: 1-500

Yelek: Vest, typically with small pockets for money pouch, keys, etc. Cost: 25

My stylus is almost full from the reports I have been making. Ever since leaving our peaceful home under the sea, I have struggled to learn all that I can about this place. For what purpose you will use it, I do not know. I only hope, that I have managed to convey the respect and love I feel for this wondrous place. It is my belief that we could live in peace with the cultures and people I have encountered. How much we could teach them and they us in return. Surely, this world is big enough for us all. As I am leaving this Bazaar, I will proceed to the agreed rendezvous point and await your coming with my comrades.

As always, your humble servant. Culrain, Bard.

End recording. Stylus, transmit report. Culrain, Lexis Diane.

Reporting Terminates.

"It is clear that our questor has allowed her emotions to overwhelm her logic. She has clearly forgotten the woes of her comrades here under the waves. She..."

"We could analyze her attitudes forever. The fact of the matter is, her reports appear accurate. We now have the information we need to continue with our plans."

"Are we ready, then?"

"Yes. Phase three has already begun and our forces should be making landfall within the month."



Special Thanks

To M. Aaron Smith—a man who endured these ideas being bounced off his head when he had little time to assist, and whose original concept of the Somnomancer inspired our rendition. We admire and respect you. Thank you.

To the members of the Bulldrek message forum (www.bulldrek.com): thank you for putting up with Evan.

Benjamin Rogers: To my beloved bride, Rebecca: All that I was, you have transformed. All that I am, you have made new. All that I will be, is due to you. No one could hope for a more perfect friend, confidant, lover and spouse than my wife. Thank you for your support and sacrifices.
To my daughters, Victoria, Rene'e and Ruthie: Thank you for sacrificing "daddy time" for this book.
To my unborn child: We eagerly await your arrival!
To my cohorts in Clan BBRACK: Thank you for placing your confidence in me to see this through.
To all those who have made this dream possible, whether providing artwork, ideas, text, advise, etc.

Thank you. Thank YOU. THANK YOU!

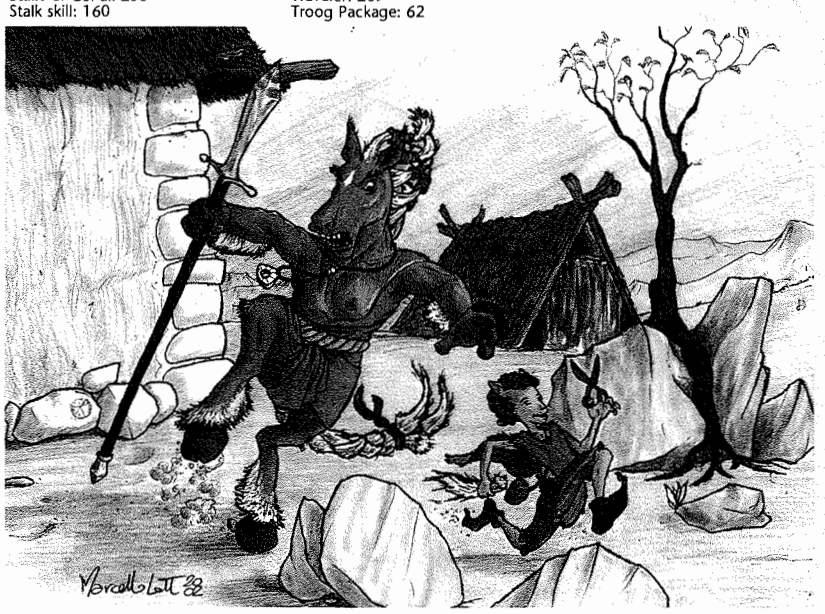
Mike A. Rennaker: I thank my wife, Shannon, my strength and support during the production of this book. My children, Janae and Aerin, who focused on the people in this world that love and need me. My Parents, who have always supported me in every endeavor. My Grandparents, who taught me about life and work. My Aunt, who honed my thinking skills. I thank Benjamin for including me in this project, which has been both a dream and nightmare at times. Dr. Wayne Radcliffe who encouraged me to keep working on this in spite of having a day job. Last, but definitely not least, I thank God who loves, supports, encourage, strengthens and disciplines me; through whom I can do all things with His help.

Robert Anderson: Special thanks to all the members of Clan BBRACK for their witty and cruel humor and general creativity ... and for being such delightful caricatures.
Also special thanks to all those science fiction and fantasy writers we cribbed from so heavily.... er... I mean, turned to for inspiration.

INDEX

Abbaya: 387
Absolving Taint: 174
Accounting skill: 145
Acolyte: 210
Acrobatics skill: 145
Acting skill: 145
Activation Times and Durations: 174
Active defense: 139
Actor: 219
Adaptation: 182
Additional Attributes: 52
Additional DIS: 61
Additional Skills: 52
Administrator: 225
Advancement, Attribute: 197
Advancement, Bonding Maroc Stones: 194
Advancement, Elemental Knowledge: 194
Advancement, Familiarities: 196
Advancement, Learning Mahya: 196
Advancement, Proficiencies: 196
Advancement, Qai: 194
Advancement, Qualities: 196
Advancement, Skill: 193
Advocate: 213
Agahl: 387
Aggression: 53
Agitator: 218
Ahrgeesa: 254
Aij'ak: 44, 305
Al Kanar: 362
Alchemist: 232
Alderman: 213
Alertness: 53
All Out Attack: 140
All Out Defense: 140
Alter: 170
Alterations: 137
Ambassador: 231
Ambidexterity: 53
Ambush skill: 145
Analysis skill: 145
Analyst: 218
Anatomy skill: 146
Andw'ahr: 28
Animal Handling skill: 146
Animal Husbandry skill: 146
Animal Trainer: 95
Animal Training skill: 146
Anklebiter: 261
Anthropology skill: 146
Appeal: 175
Appearance: 54
Appraise skill: 146
Apprentice: 118
Apprenticeship: 65
Arak tree: 372
Archaeology skill: 146
Archaic tongues: 163
Archer: 203
Archery skill: 146
ARCHETYPES:
Tunnel Fighter/Blacksmith: 110
Sensitive: 111
Peddler: 112
8ushwalker: 113
Footpad: 114
Scavenger: 115
Scout: 116
Outkast: 117
Maroc Apprentice: 118
Noble-Artisan: 119
Pallbearer-Thief: 120
Political Assistant: 121
Retainer-Servant: 122
Pit Fighter-Escaped Slave: 123
Qyen Pledge: 124
Entertainer: 125
Weaver: 126
Neophyte: 127
Fisher - Student: 128
Gopher-Rat Catcher: 129
Bowman: 130
Doula: 131
Grunt: 132
Architecture skill: 147
Aristocrat: 208
Ariz: 343
Armsmaster: 229
Arrika: 359
Arson skill: 147
Articulation: 54
Artificer: 218
Artisan: 66, 199, 218, 227
Artist: 218
Arywan's Harp: 247
Ashik: 16, 319, 331
Ashik's Anvil: 10, 364
Assets: 61
Assistant: 102, 121
Assisted Rolls: 137
Astrology skill: 147
Astronomer: 232
Astronomy skill: 147
Astrophysics skill: 147
Attribute Roll: 6
Attribute Thresholds: 193
Attribute: 7, 50, 51, 52
Automatic skill: 147
Avci Gagahl: 261
Awakened: 209
Awareness: 54
Ayak'abi: 387
Azili: 14,44, 94, 321
Azwit'ahr Mines: 11
Azwit'ahr Mucus: 367, 372
Bad Vibes: 175
Balance skill: 147
Baphem's: 343
Baphir: 262
Bareesh: 352
Baron: 230
Barrister: 224
Bawd: 218
Bearer: 106
Beast Flight skill: 147
Beast Trainer: 223
Beavers: 261
Beer: 385
8eggar: 71, 256
8emuse skill: 147
8erzerker Rage: 61, 205
8eyg'ahr: 335
8h'ir: 37
8h'awlt: 347
Bicycle skill: 147
Biochemistry skill: 147
Biology skill: 147
Bisht: 387
Bizarre Fate: 61
Blacksmith: 66, 110
Blackwings: 14
8lind Fighting skill: 148
Block skill: 148
Blood Damage: 143
Bloodwings: 263
Blowgun skill: 148
Bluff skill: 148
Boat Pilot: 234
Body Language skill: 148
Bodyguard: 220, 256
Bond skill: 148
Bondservant: 209
Bone Armor: 182
Bone Damage: 142
Bone Weapon: 182
Botany skill: 148
Bounty Hunter: 204
Bowman: 78, 130
Bowyer/Fletcher skill: 148
Braggart: 63
Bravo: 79
Brawler: 204
Brawling skill: 148
8reak Illusion: 176
8reath Control skill: 148
8rethren, The: 247
Bribery skill: 148
Brigand: 199
Bruckbird: 21, 263
Brute: 218
Buffoon: 219
Builder: 224, 233
Bukhanq: 387
Burglar: 200
Burn Damage: 143
Bushfighter: 204
Bushwalker: 85, 113
Business skill: 148
Buzzards: 263
Calcify: 183
Calligraphy skill: 148
Camouflage skill: 149
Camouflage: 149, 183
Canyon of Fire: 247
Caravaner: 222
Caregiver: 104
Carousing skill: 149
Carpentry skill: 149
Cartography skill: 149
Carving skill: 149
Cascade Skills: 144
Cataloguer: 225
Cavalier: 219
Cave of Renz: 248
Cave of Truth: 248
Ch'ak columns: 13
Ch'ak: 44, 296, 305
Chaperone: 223
Charge skill: 149
Charger: 229
Charioteer: 219
Charisma: 51
Charlatan: 105, 106, 200, 218
Chauffeur: 223
Cheating skill: 149
Chemistry skill: 149
Children of Thar: 248
Ciphering skill: 149
Cirrakahl: 263
Citadel, The: 346
Claws: 61
Cleric: 210
Clerk: 102
Climbing skill: 149
Cold Read skill: 149
Cold-Hearted: 64
Combat Actions: 139
Combat Edge: 176
Combat Modes: 140
Combat Modifiers: 141
Combat Turn: 138
Command skill: 149
Command: 149, 178
Commander: 229
Commoner: 50, 59
Communication: 54
Composition (Musical) skill: 149
Composition (Written) skill: 149
Compulsion: 63
Computer Operation skill: 149
Computer Programming skill: 149
Con skill: 149
Conceal skill: 149
Conceit: 63
Concentration: 140
Condors: 263
Conflict: 241, 242
Consciousness: 51
Construction skill: 150
Contacts: 7, 66, 198, 239
Control Dream: 186
Cooking skill: 150
Councilor: 213
Counterfeiter: 218
Courier: 227
Courtier: 219
Covetous: 64
Crafter: 222
Create: 170
Criminal: 203, 204, 218, 227, 228
Crippling: 192
Critical Failure: 135
Critical Success: 135
Crook: 72, 103
Crossbow skill: 150
Crush/Concussion Damage: 143
Crying Man: 254
Cryptography skill: 150
Crystal Knives: 175
Cultural Heritage: 44
Cultures of Prosperity: 335
Cumulative rolls: 137
Cutpurse: 200
Da'Mete: 256
Danaic: 163
Dancer: 202
Dancing skill: 150
Danseur: 219
Daughters of Yai: 13
Deacon: 224
Debate skill: 150
Deceit skill: 150
Decrease: 169
Deep Denizen: 309
Defender: 223
Deftness: 55
Dehydration: 245
Dehydration Rolls: 245
Delegate: 213
Delfin: 264
Delmek: 387
Demagogue: 232
Demeanor: 55
Demolitions skill: 150
Denizen: 44, 48, 308
Dentist skill: 150
Denton: 362
Deprivation Penalties: 245
Deputy: 214
Dermal Shading: 61
Descriptive Immersion: 239
Desert Hare: 264
Designer: 211
Destroy Pathogens: 184
Destroy: 170
Detached: 64
Detect Lie: 178
Detect Lies skill: 150
Detect Life: 176
Detect Qai: 176
Detective: 225
Detriment Removal: 200
Detriments: 62-64
Deutshan: 163
Devourer: 265
Devron's Library: 361
Dexterity: 50
Dhiv: 265
Diagnosis skill: 150
Difficulty: 135
Digestive Difficulties: 62
Dihl: 163
Dilettante: 199
Diplomacy skill: 150
Diplomat: 224
Direction: 55
Dirty Fighting skill: 150
DIS: 7, 138
Disarm skill: 150
Discern skill: 150
Disciple: 98
Disease Carrier: 62
Disguise skill: 150
DISk: 138, See also: DIS
Disrespectful: 64
Dissolve Damage: 143
District, The: 363
Diviner: 222
Diving skill: 151
Djellab: 387
Djezin: 265
Doctor skill: 151
Dodge skill: 151
Dog: 269
Domestic: 209
Domestics skill: 151
Donkey: 286
Dormancy: 179
Doula: 104
Drachen Wastes: 9, 247, 348
Drachen: 269, See also Jaan, Aij'ak
Drafter: 101
Dragoon: 221
Drak'noz: 385
Drawing skill: 151
Dream Form: 187
Dream skill: 151
Dream Walk: 187
Drive skill: 151
Driver: 234
Druhn: 37
Dry Denizen: 44, 308
Duelist: 220
Duke: 231
Dusteen Bondservant: 209
Dusteen Retainer: 96
Dusteen: 45, 307
Dwarg: 297
Dyevan: 45, 309, 329
Ebo: 164
Ebon Syl: 31
Ecology skill: 151
Effect Die (ED): 135
Effect: 168
Egualan: 164
Electrify Damage: 143
Electronic Design skill: 151
Electronics skill: 151
Elemental Knowledges: 167, 170, 194
Emissary: 211
Empathic Effect: 56
Empathy: 55, 177
Encumbrance: 144
Enforcer: 227
Enhanced Healing: 196
Enhanced Sense: 177
Enhanced Senses: 61
Enigmas skill: 151
Entangle skill: 151
Enter Dreamsite: 187
Entertainer: 74, 202, 219, 229
Envoy: 214
Epic: 7, 198, 200
Equalan: 164
Equin Pampas: 9, 358
Equin: 45, 310, 329
Escape skill: 151
Escaped Slave: 68
Escort: 202
Espionage skill: 151
Etiquette skill: 151
Evade skill: 151
Evade/Engage: 139
Events: 242
Evertree: 248
Examination skill: 152
Examiner: 214
Explorer: 214, 256
Expressions: 58, 173
Fado: 11
Fadon: 229
Faith: 56
Falcons: 270
Falconer: 223
Falling skill: 152
Familiarities: 166, 201
Farmer: 226
Farmhand: 214
Farming skill: 152
Fashion skill: 152
Fast-talk skill: 152
Fatigue: 51, 144
Favors: 49
Feint skill: 152
Ferra: 338
Fhendir: 215
Field Hand: 107
First Aid skill: 152
Fisher: 107
Fishing skill: 152
Fixed Mahya: 171
Flechette skill: 152
Flesh Damage: 141
Flesh: 50
Flirtatious: 64
Flow: 168
Focus skill: 152
Focus: 152
Footpad: 69
Foreman: 226
Forensics skill: 152
Forger: 228
Forgery skill: 152
Fortify: 179
Fortune Teller: 91
Fragrances: 369
Free Actions: 140
Free: 140
Freeform Mahya: 169
Freeze Damage: 143
Frost Wolves: 270
Funeral director: 222
Gahl: 164
Gahwa: 370
Gaitzik: 266
Galley Slave: 215
Gambler: 228
Gambling skill: 152
Game Keeper: 215
Gaming skill: 152
Gang Boss: 215
Ganger: 204
Gangster: 68, 199, 218, 227
Garrote skill: 152
Gateways: 369
Gemology skill: 153
Gemsmith skill: 153
Genetics skill: 153
Gentle: 92
Geography skill: 153
Geology skill: 153
Gestures skill: 153
Ghul: 271
Ghutra: 387
Gladiator: 205
Gleemaker: 219
Gomlek: 387
Gopher: 95
Gossip skill: 153
Governor: 232
Grand Agora, The: 342
Grandma Glys: 254
Grange: 10, 335
Granya: 271
Grave Robber: 200
Gray: 231
Greedy: 63
Grifter: 228
Growler: 203
Grunt: 79
Guardian: 220
Guhnkaar: 266
Guild of Five: 12
Guild, The: 311, see also: Trade Guild
Guile skill: 153
Gumash: 271
Gunnery skill: 153
Halfbreeds: 36
Hand of Five: 12, 248
Handler: 216
Haramesh's Corruption: 249
Head Trauma: 141
Healer skill: 153
Healer: 106, 232
Healing, Enhanced: 192
Healing: 191
Heat Exhaustion: 246
Heat Stroke: 246
Heat Tests: 246
Heave Object skill: 153
Hedge Wizard: 206
Heeko: 337
Helmcraft skill: 153
Helmsman: 234
Herald: 212
Heraldry skill: 153
Herbalism skill: 153
Herbalist: 212
Herder: 216
Hermit: 99
Hiado: 364
Hide skill: 153
High Culture skill: 153
Highwayman: 228
History skill: 154
Hkort: 267
Hoary Ones: 271
Holistic Care: 191
Hooves: 61
Horticulture skill: 154
Huckster: 207
Huntress: 85
Hustler: 73
Hutcher: 77
Hydraulics skill: 154
Hypnotism skill: 154
Iali Jahr: 350, 352
Ido Bees: 272
Ido Holding skill: 154
Ido Mentor: 57
Ido Sense skill: 154
Ido Smithing skill: 154
Ido Spinning skill: 154
Ido Tapping skill: 154
Ido Theory skill: 154
Ido: 8, 166
Ignore Pain: 177
Illness and Diseases: 192
Imam: 210
Impale/Penetration Damage: 143
Impersonate skill: 154
Incite skill: 154
Increase: 169
Infamy: 195
Infiltrate skill: 154
Infiltrator: 233
Inflict Pain: 177
Informant: 205
Initiate: 99
Initiative: 138
Injury Zones: 142
Innuendo skill: 154
Inquisitor: 233
Insight: 51
Instinct skill: 154
Instructor: 232
Insurgent: 82
Intellect: 51
Intern: 225
Interrogation skill: 154
Interrogator: 225
Intimidation skill: 154
Investigation skill: 155
Investigator: 233
Invisibility: 179
Iph Kael: 272
Iph Kon: 272
Iph Raeen: 273
Iph Tvan: 273
Iph: 272
Irrigation skill: 155
Jaan: 45, 301, 312
Jailer: 83
Jeweler skill: 155
Jhevarrah: 361
Journalism skill: 155
Journeyman: 199
Judge: 237
Judgmental: 64
Jugal: 385
Juggling skill: 155
Jumping skill: 155
Jury-Rig skill: 155
Kadeshi Youssef Osman: 254
Kafa Tower: 363
Kahf: 21, 370
Kahl Gok: 9, 351
Kamel: 21, 384
Katahli: 21, 274
Keeper: 15
Kel: 45, 293, 313, 329
Keshi: 21, 384
Keshi-Teke: 274
Kharne: 165
Kheem House: 12
Kheem: 46, 314, 330
Kick skill: 155
Killer Bees: 275
Killing Fields: 184
Kirin: 274
Kitheed: 353
Knight: 229
Knit Flesh: 184
Knotwork skill: 155
Kon'ahr: 46, 314, 330
Korse: 387
Koyormun Pass: 10, 358
Koyun: 21, 275, 384
Krellar: 9, 349
Krellen: 230
Krik: 319, 331
Kril: 76, 203, 219, 229
Kusak: 387
Kutul: 275
Language skill: 155
Law skill: 155
Lazy: 64
Leadership skill: 155
Leaping: 61
Leatherwork skill: 155
Legend of Barrakez: 249
Legend Points: 195
Legend: 7, 194
Legends skill: 155
Legerdemain skill: 155
Liaison: 224
Life path: 7
Lifting skill: 155
Lip Reading skill: 155
Literacy skill: 155
Literature skill: 155
Liz'ahr: 267
Locksmith skill: 156
Logic skill: 156
Logistics skill: 156
Lord: 222
Loshad: 40
Lost Limb: 62
Lost Palaces of the Hasmin: 249
Lovelorn the Harpist: 255
Low-light Vision: 61
Luck: 188
Lurker Coral: 276
Lurker: 223
Lurking skill: 156
Lustful: 64
Magistrate: 232
Magus: 230
Maintain: 170
Mamood: 319, 331
Maneuver skill: 156
Manic: 63
Manifesting skill: 156
Manipulate: 169
Manticore: 276
Map Reading skill: 156
Maridh: 277
Marine: 220
Marked: 223
Maroc Kings: 299 - 301
Maroc stone: 57, 382
Maroc: 8, 89, 206, 221, 230
Marocai: 250
Marrah: 319, 331
Maschan: 334
Masonry skill: 156
Master Builder: 233
Master Crafter: 227
Mathematics skill: 156
Mechanic skill: 156
Medic: 104
Meditation skill: 156
Medium: 207
Mehti: 38
Melismatic Technique skill: 156
Mental Barrier: 180
Mental Illness: 192
Mercenary: 220
Merchant skill: 156
Merchant: 91, 207, 222, 230
Mesmerist: 225
Mess at the Top of the World: 348
Messenger: 216
Metallurgy skill: 156
MetaQai: 186
Midwife: 212
Militiaman: 205
Mimicry skill: 156
Mind Reading: 180
Mind: 51
Mindwipe: 180

Miner: 226
Mines of Azwit'ahr: 11, 367
Mining Guild: 10, 12, 335
Mining skill: 156
Minister: 232
Miserly: 64
Misinformation skill: 156
Missile Combat: 140
Missing Tongue: 62
Missionary: 211
Miswak: 372
Mole: 226
Monk: 224
Motivation: 243
Motorcycle skill: 156
Mounted Archery skill: 156
Mounted Melee skill: 157
Mourner: 209
Muckers: 387
Mule: 80, 205, 220
Muleskinner: 216
Music skill: 157
Musical Notation skill: 157
Musician skill: 157
Musician: 219
Muzzle Loader skill: 157
Myrlihk: 42
Myrshal: 46, 315, 330
Mysticism skill: 157
Nalla: 387
Nashl: 387
Navigation skill: 157
Navigator: 227
Negotiation skill: 157
Neophyte: 100
Nerve Damage: 143
Nimbleness: 57
Nine Pillars of Faith: 320, 331
Noble: 92, 208, 222, 230
Nok: 287
Noma: 47, 317, 330
Novice: 66
Nuclear Physics skill: 157
Numid: 35
Nurse: 212
Oase: 359
Observation skill: 157
Obsessive: 63
Obsidian Mask: 250
Occultism skill: 157
One Eye/Poor Depth Perception: 62
Opposed Test: 6, 137
Oral Traditions skill: 157
Oration skill: 157
Orator: 225
Orb: 20
Orientation skill: 157
Orthay's Drift: 361
Otec: 381
Outkast: 70
Overflow Damage: 142
Overseer: 234
Overweight: 62
Overwhelm: 177
Pacifist: 64
Pacing: 241
Pain Modifiers: 143
Painting skill: 157
Pall Bearer: 97
Parry skill: 157
Pastor: 231
Patrician: 208
Pattern Verbs: 169
Pedahv: 277
Peddler: 91
Pelerin: 387
Perception: 51
Peripheral Vision: 61
Persuasion skill: 157
Phah'lok: 384
Pharmacist: 225
Pharmacology skill: 157
Philosophy skill: 158
Phobia: 63
Physics skill: 158
Pick Locks skill: 158
Pick Pockets skill: 158
Pillars of Teytha: 250
Pilot (Aircraft) skill: 158
Pilot (Boat) skill: 158
Pilot (Rotorcraft) skill: 158
Pilot (Ship) skill: 158
Pirate: 218
Pistol skill: 158
Pit fighter: 86
Pit fighting: 365
Pits of Shara-shaan: 360
Player: 74
Po: 319, 331
Poetry skill: 158
Poisons skill: 158
Politician: 102, 213
Politics skill: 158
Pompa Rat: 278
Pontificator: 233
Porter: 216
Pottery skill: 158
Prancer: 75
Preacher: 231
Presence: 57
Presentation skill: 158
Pressure Points skill: 158
Pride: 63
Priest: 231
Prinr: 165
Probe: 180
Problem Players: 244
Professor: 232
Proficiencies: 166, 200
Project Emotion: 180
Propaganda skill: 158
Prospector: 217
Protector: 231
Prowler: 231
Psychology skill: 158
Psychometry: 178
Psychotic: 63
Publican: 50, 59
Pugilism skill: 158
Punch skill: 158
Punk: 70
Purgen: 278
Pyjan: 387
Qai Ability: 58
Qai Blade: 188
Qai Blast: 188
Qai Expressions: 58, 175
Qai Mechanics: 173
Qai Tracking: 178
Qai: 8, 173, 300
Qainos: 174
Quack: 105
Qualities: 7, 52
Quality Reduction: 200
Quantum Physics skill: 158
Questor: 103
Quid: 20
Quinay: 165
Qyen: 14, 47, 321
Racial Heritage: 27
Rager: 204
Rahn: 46, 318
Raider: 200
Rainoz: 343
Rancher: 226
Ranger: 226
Rappelling skill: 159
Rarities skill: 159
Rat Catcher: 108
Reaction: 58
Reaper: 232
Rebellious Nature: 63
Recitalist: 75
Rector: 224
Red College: 14
Red Roan Inn: 363
Reflexes: 51
Reiter: 203
Religion skill: 159
Remembrance of the Trees: 251
Renizant Empire: 319
Renizant Hothouses: 251
Renizant Languages: 163
Renizant Reclaimer: 320
Renizant Thinker: 225
Renizant: 47, 304, 319, 331
Renown: 195
Repair Body: 184
Representative: 225
Research skill: 159
Resolve: 51
Respect: 195
Restore Health: 185
Revereen: 223
Ride Beast skill: 159
Rider: 227
Riding Beasts: 384
Rifle skill: 159
Rigging skill: 159
Rikkan: 163
Riposte skill: 159
Road Warden: 220
Robber/Bandit: 218
Robotics skill: 159
Rockmaw: 278
Rogue: 229
Rolen: 34
Runner: 108
Running skill: 159
Rusahl: 300 - 301
Rusahn Guru: 231
Rusahn: 93, 209, 223, 231
Rusarin: 165
Rustler: 200
Sahlab: 370
Sahli wheat: 371
Sail Ride skill: 159
Sailing skill: 159
Sailor: 217
Sailor's Grief: 279
Salim Nine-Fingers: 342
Salt: 21, 371
Salt Deprivation: 245
Salumak: 387
Sand Mole: 279
Sand Worm: 279
Sanity: 51
Sarik: 387
Sarnon Fortress: 251
Satrach: 299
Savant: 221
Scarlet Sisters: 252
Scavenger: 73
Scavenging skill: 159
Scheming skill: 159
Schizoid: 63
Scholar: 233
Scout: 87
Scratch languages: 163
Scribe: 212
SCU8A skill: 159
Sculpting skill: 159
Seafarer: 227
Seafaring skill: 159
Search skill: 159
Searcher: 103, 214, 225, 233
Secretary: 225
Seduction skill: 159
Self Control: 58
Self Healing: 191
Senator: 232
Seneschal: 231
Sense Dreamgate: 178
Sensitive Skin: 62
Sensitive: 111
Sephas: 340
Servant: 97
Servicer: 95, 209, 223, 231
Sevgili: 317
Shaila: 387
Shared Senses: 181
Sheriff Morre: 255
Shi'Kohl: 351
Shipwright skill: 160
Shnahn: 47,322
Shniz: 385
Shock Damage: 141
Shopkeeper: 222
Shopping skill: 160
Shorn, The: 255
Shrine of the Cup: 252
Shtah: 319, 331
Siege Weapons skill: 160
Sign Language skill: 160
Sihlot: 280
Singer: 219
Singing skill: 160
Sirwahl: 387
Sisters of Fire: 252
Size: 51
Siz'me: 387
Skill Level: 6
Skill Roll: 6
Skinning skill: 160
Skrok: 290
Skulae: 48, 324, 332
Skulker: 81
Sky Marshal: 230
Sky Rider: 203
Slash skill: 160
Slattern: 76
Slave Hunter: 204
Slave: 109
Slaver: 228
Slayer: 230
Slice/Cut Damage: 143
Slijj: 268
Sling skill: 160
Slurred Speech: 62
Smelter: 234
Smith: 199
Smithing skill: 160
Smuggler: 201
Snakes: 281
Snargs: 281
Sniper: 230
Snitch: 73
Snntok: 281
Socializing skill: 160
Socio-Economic Category (SEC): 7, 49, 58
Soldier: 203
Soloist: 229
Soothsayer: 231
Sounding skill: 160
Souq: 17
Spanglish: 163
Speaker: 225
Spelunking skill: 160
Spendthrift: 64
Spinner: 221
Spinning Ido:
Spirit Mountain: 252
Sprinting skill: 160
Spy: 226
Squire: 87
Stabler: 82
Staff skill: 160
Staging: 242
Stairs of Cor'ai: 253
Stalk skill: 160
Stamina: 50
Stealth skill: 160
Sterilize: 185
Steward: 234
Stimulate Growth: 181
Storytelling skill: 160
Strategy skill: 161
Street Performer: 202
Streetwise skill: 161
Strength: 50
Stride: 187
Student: 101
Subdue skill: 161
Success Value (SV): 6, 135, 144
Sucker: 63
Sulfa Springs: 253
Sun Poisoning: 245
Sunna: 38
Superstition skill: 161
Surge: 168
Surgery skill: 161
Surprising Actions: 140
Surrawl: 163
Survival skill: 161
Sustaining an Expression: 173
Suv'ik: 29
SV 90+ rule: 137
Swabbing skill: 161
Swimming skill: 161
Swinging skill: 161
Syl: 30
Sylvan Steads: 10, 365
Sylvan: 48, 325, 333
Synaptic Discharge: 186
Synod of Water Bearers: 13, 253
T'shai: 319, 331
Tactics skill: 161
Tailor skill: 161
Taint Transfer: 181
Taint: 174
Talik: 39
Tanning skill: 161
Tap: 169
Taramak: 387
Targeteer: 220
Tchin: 164
Tea: 370
Teacher: 225
Teaching skill: 161
Teamster skill: 161
Technology: 59
Temiz: 15, 48, 322
Tenacious: 61
Theology skill: 161
Theoretical Physics skill: 161
Therapy skill: 162
Thespian: 229
Theurgist: 202
Thief: 71, 200, 218, 228
Thobe: 387
Throwing skill: 162
Thrust skill: 162
Thug: 199
Thulh: 355
T'nah: Chapter 6
Tn'ahr: 357
Tomb of Kings: 253
Tomb Raider: 219
Tonality: 59
Torturer: 228
Toughness: 60
Tower of Tuad'amon: 349
Towering Tankard, The: 360
Tracking skill: 162
Trade Guild: 10, 12, 335
Trader: 230
Trail signs skill: 162
Transcend skill: 162
Transform skill: 162
Trapper: 109
Traps skill: 162
Traveler: 209
Troog Package: 62
Troog: 32
Trooper: 220
Troubadour skill: 162
Troubadour: 229
Trune: 165
Trunkfish: 281
Tune: 169
Tuner: 89
Tuners: 14
Tunnel Fighter: 84
Turban: 387
Tusks: 61
Tutor: 213
Tv'ahr: 48, 326, 333
Ungrateful: 64
Unobtrusive skill: 162
Unstable: 63
Urine: 369
Uvah: 344
Uythal: 354
Uzmek: 282
Vahna: 17
Valet: 209
Vangels: 98, 210, 224, 231
Vanity: 60
Vargas: 363
Vendor: 208
Ventriloquism skill: 162
Veterinary skill: 162
Vhzine: 100, 211, 224, 231
Vicar: 224
Vit'ahr: 339
Wagoneer: 210
Wahdo: 336
Wait-A-Minute Vines: 284
Wall of Sorrows: 356
Warden: 206
Warder: 223
Warrior: 206
Watcher: 209
Watchman: 88
Water Caches: 61
Water seller: 208
Waterscout: 80
Weather skill: 162
Weaver: 90
Wet Denizen Pioneer: 103
Wet Denizen: 48, 291, 308
White: 209
Wilders: 15
Will: 51
Willful: 62
Winds of Thulh: 354
Wine: 385
Wing Leader: 221
Wisdom, Awarding: 258
Wisdom, Individual Awards: 258
Wisdom, Spending: 192
Wisdom, Team Awards: 259
Wisdom: 258
Wiseone: 225
Withdraw skill: 162
Wither: 182
Wizard: 207
Woodsman: 217
Worker: 106, 214, 226, 234
Worldly: 62
Wounded Wall: 360
Wraith: 284
Wrestling skill: 162
Writing skill: 162
Xith: 268
Yai: 319, 331
Yelek: 387
Yethite Emissary: 15, 211
Yethite: 48, 326, 334
Yol'kashak: 285
Zevik: 21, 285, 384
Zhamin: 339
Zikthorns: 285
Zoology skill: 162



PROMISED SANDS

Name:

Race: Culture:

Occupation: SEC:

Ht: Wt: Hair: Eyes:

Distinguishing Marks or Scars:

Notes:

DISSONANCE: 1○ 2○ 3○

Consciousness:

Blood Capacity:

Qualities

Epic - Your Story

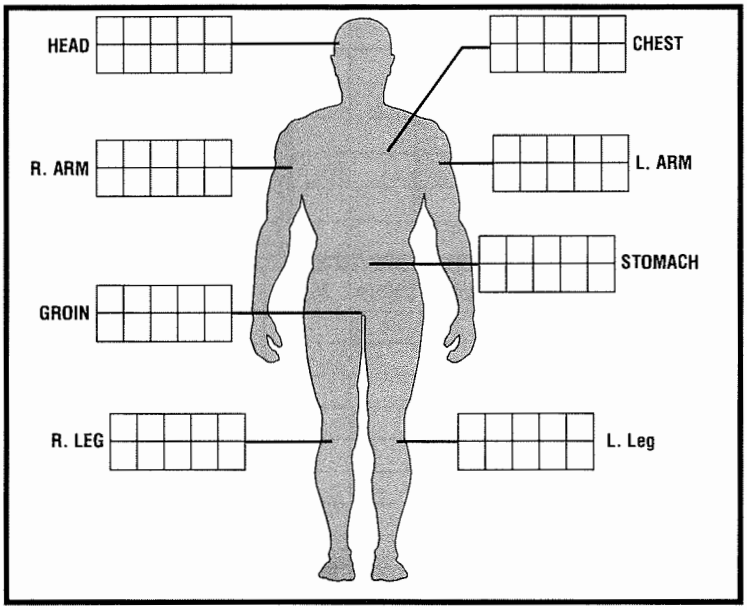
Attributes		Race	Culture	Career	Mods	Total	Max
Strength	(STR)						
Dexterity	(DEX)						
Stamina	(STA)						
Intellect	(INT)						
Perception	(PER)						
Sanity	(SAN)						
Charisma	(CHA)						
Insight	(INS)						
Resolve	(RES)						

Spec. Attribs	Level
Reflexes	
Actions	
Size	
Shock Damage	
Lethal Damage	
Respect	
Renown	
Infamy	
Wisdom	

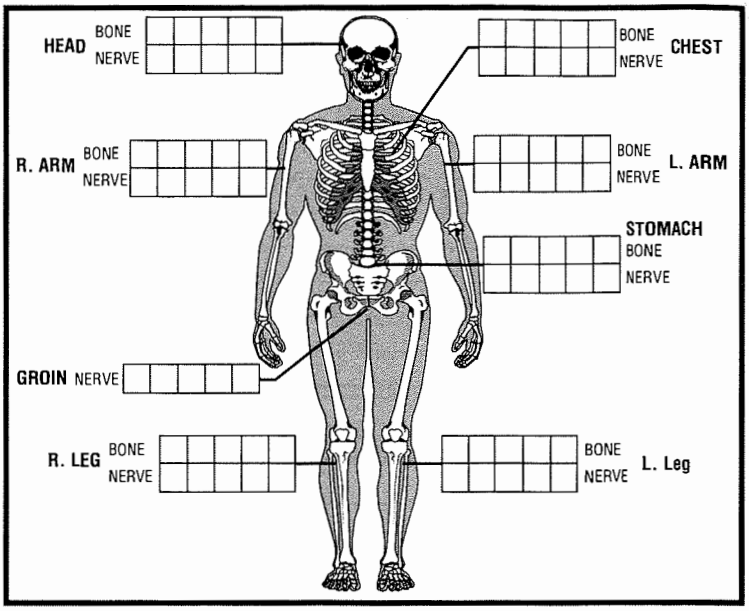
Skills	Level	Att	Value	Mod	Pro	Fam	SV

DAMAGE

LIFE POINTS



CRITICALS



Weapons	Quality	Damage	Length	Weight	Cost	S		M		L		E	
						SV	ED	SV	ED	SV	ED	SV	ED

Equipment:

Contacts:

Notes:

The explosion rocked the cavern. Dust rained down upon us. The vault door crashed to the floor, belching forth dozens of hissing crossbow bolts. There was a high-pitched scream behind me.

We returned fire. I ratcheted the bolt action of my rifle, while Kottal fired his shortbow as fast as he could. Another bolt grazed his thigh, eliciting a grunt. He was a Rolen, near human but not human. I was supposed to look down on him, but I couldn't—not while we stood together and fought. Thorn shook his mane as he launched the last spear from his powerful hands. He knew this was it, our trip was over.

We prepared ourselves as bandits came screaming out of the dust cloud, brandishing their shamshirs. The air began to weave, swirl, and funnel into razor-sharp clouds. Serpents made of minute debris struck mercilessly, removing skin, tearing muscle, and exposing bone. The air funnels swallowed the bandits whole, and then vomited their bloody skeletons to the floor. The magic force turning dust into devils let go, and the cloud puffed into innocent dust.

Their advance stopped cold. We were free for a moment to breathe. The Maroc cradled the pierced, lifeless body of the dainty Syl—Ophil— tenderly in his arms. Tears welled from his right eye while rage sparkled in the Maroc stone imbedded in his left socket. "She was a creature of such joy."

After all this time, the wizard had discovered empathy. Too bad it was too late. We had no time for him to mourn, "Alladar, is their Maroc still alive?"

He nodded, the large Numid plates catching the light like trophy bones. "I can hear the screaming of his maroc stone—and he can hear mine."

I swore.

"Ishmael?"

I swore again, louder.

"Ishmael?" the voice was silky-smooth, cultured. It belonged to Ali Achbed, the bandit chief who had tracked us across the desert to this ancient complex. "Ishmael, tell me you are not hurt, Ishmael. That would break my tender heart. I have a bargain for you, my boy. Lay down your arms, then you and your survivors can leave."

Thorn moved back to the two of us, his hooves clomping on the metal floor. "No otec is worth dying for."

Alladar drew himself up, lightning arcing from finger to finger as he pointed at Ophil's still form, "It's about more than otec, now."

I looked at Kottal, searching his sun-darkened face for any of his simple, barbaric wisdom. He shrugged, "You know what to do, Ishmael. Sometimes you must leap the fire to escape the flames."

Achbed's voice came again, "Quickly Ishmael, even generosity has limits."

I really hate that man. It couldn't end like this. Not here, not now.

I hefted my axe, relishing the weight. Thorn picked up a shamshir. Kottal knocked an arrow. Alladar carried his power as a weapon in one hand, and the Syl's dagger in the other. Whether we would live to see home again hinged on the next sixty seconds of our lives. Succeed or fail, live or die, it would all come down to our skill, our instincts, our collective will. It was a risk, but we had no choice. I had to roll the dice.

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