

PROVIDENCE

GM COMPENDIUM



XID
CREATIVE



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INTRODUCTION

Welcome back to Providence. This book takes a magnifying glass to the world and focuses on characters across social, political and power spectrums. Presented within are some of the most important and powerful people in the Alliance of Kings and the Wardens' dictatorship. This will enable GMs

and players alike to choose from an abundant variety of characters. The GM Compendium also contains a GM Screen with the information that GMs often need to keep a game running smoothly.

Providence is a heroic game, and one thing that we've tried to do with this product is to keep that feeling alive. Tremendous abilities do not make a character a hero. The desire to help others and to do the right thing is what separates the true heroes from others who are just people with powers. There are many characters at different power levels in the book who reflect a heroic attitude. You're perfectly welcome to shift Characteristics, Skills, Abilities and Traits to make them fit into your campaign. Each character also has story ideas written into their background; whether your campaign focuses mostly on city politicians, street-level People's Knights, or a group wandering across the wilderness hunting for the gates, there are many options available to you.

It's important to note that there are characters within the GM Compendium who are among the most powerful in the entire world of Providence. They are built with more points than any beginning characters and will usually surpass any level characters can expect to attain. How powerful you allow your players to get will depend on their initial point totals and how many experience points you award them. If you award experience points at the end of every adventure, then it will take a long time before the characters are at the same level as the most powerful characters in the GM Compendium. If you are running a campaign where the players expect their characters to become respected Guild Masters, Kings or Regents, then you will probably have to award experience every session, or significantly increase the levels suggested in the Main Rule Book.

GMs and Players should note that many of the characters in the book do not fit within the point structure suggested in the Providence Main Rule Book. We've designed the GM Compendium so that the most powerful and influential characters appear at the end, while sample

characters built along the standard point system are located at the beginning. The characters belong to one of two categories: Heroes or Villains. Although these classifications are simplistic, the background of each character adds depth to their motivations and goals.

The GM Compendium also contains magical items. Each object has a frequency rating of common, uncommon, rare and unique. Remember that these are relative terms. Magic does cost money, which means that members of the lower castes are unlikely to possess any magical items.

For space considerations, there are some abbreviations and markings that are commonly used throughout this book. They are as listed below:

- AE - Artistic Expression
- AK - Area Knowledge
- AS - Area Study
- Bio - Biology
- CM - Combat Manoeuvre
- Lang. - Language
- LS - Language Study
- SP - Shard Power
- WS - Weapon Skill

* - Any Skill marked off with this symbol is part of a Martial Art. This means that if your game uses the optional rule of secondary Skills, then players can use Martial Arts as a secondary for any Skill with this symbol.

() - Any word that is in parenthesis following a Skill is the specialization for that particular Skill. e.g. History (Drummers) means that the character is specialized in the history of the Guild of Drummers.

Minor characters are located towards the end of the book. For these characters, any Characteristics that are not shown are at zero. Also, the skills that these characters possess are related to their function; feel free to give them any additional skills you desire. They are presented as templates for the character type.

We've tried to make sure that the GM Compendium has a lot of useful information while increasing any reader's knowledge of the world of Providence. We hope that you enjoy it.



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MARD CENTRUNIAN

Troupial: Bat

Profession: Assassin

CHARACTERISTICS

1 Coordination	0 Strength	1 Constitution
1 Intelligence	0 Willpower	0 Psyche
1 Appearance	1 Charisma	2 Perception
0 Aura	27 Wird	
7 Body	7 True Body	20 Endurance

SKILLS

INNATE

1 Acrobatics	3 Awareness	2 Body Language
2 Camouflage	2 Disguise	2 CM - Dodge
2 CM - Strike	1 Concealment	2 Flight
3 Lang. - Bat	2 Small Talk	3 Stealth
1 Tracking	2 WS - Sword	2 WS - Crossbow

LEARNED

1 First Aid	3 Streetwise	1 Survival
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STUDIED

2 AK - Cry-Star	1 Chemistry (Poisons)	1 Law
1 Bio - Physical Anatomy		

ABILITIES

Altered/Inhuman Sense, Sonar - Tier 1
 Glider Membranes - Tier 2
 Increased Sense, Hearing - Tier 1
 Increased Sense, Touch - Tier 2
 Gaseous Form, Reduced Wird - Tier 2
 Invisibility, Reduced Wird, Linked to Gaseous Form - Tier 4

TRAITS

Behaviour - Murderer	Behaviour - Wary of Strangers
Caste Status - Fortuned	Contact - Superior (3)
Deep Secret - Guild of Dusk (-4)	Good Flyer
Impaired Sense - Sight (-2)	Literate
Phobia - Fear of Animals	Wealth (3)

BACKGROUND

Mard Centrunian hates people, so killing them doesn't bother him at all. His goal is to get as far away from people as possible. He realizes that the only places where he can really get away from people would leave him surrounded by animals, which he detests. He will settle for getting rich enough to ignore people entirely.

Right now, Centrunian has a very difficult commission to carry out, but one he's very interested in. His next target is the Ice Warrior. Since nobody knows who he is, Centrunian doubts that he's the only one assigned the job. The assassin plans to move quickly because he doesn't want anybody else collecting his money. Besides, he loves his job.



JOVE ISAN

Troupial: Eagle

Profession: Horizon Strider

CHARACTERISTICS

1 Coordination	1 Strength	8 Constitution
1 Intelligence	1 Willpower	0 Psyche
1 Appearance	0 Charisma	2 Perception
0 Aura	48 Wird	
14 Body	14 True Body	48 Endurance

SKILLS

INNATE

2 Athletics	2 Awareness	1 Camouflage
1 CM - Disarm	2 CM - Dodge	1 CM - Parry
2 CM - Strike	1 Concealment	2 Flight
1 Lang. - Serpenkine	2 Scavenging	2 Stealth
1 Tracking	2 WS - Dagger	2 WS - Sword

LEARNED

1 Breakfall	2 First Aid	2 Hand to Hand
1 Lock Picking	2 Melee	1 Missile Weapon
1 Streetwise	2 Survival - Desert	1 Survival - Swamp
3 Survival - Woods	2 Trapping	1 WS - Bow

STUDIED

2 AK - Bone-Wail	2 AK - Cry-Star	1 Bio - Fauna
1 Bio - Flora	1 Medicine	1 Philosophy

ABILITIES

Increased Sense, Sight - Tier 1

Wings - Tier 3

Modify Constitution, Permanent - Tier 3

Regeneration, Permanent - Tier 2

TRAITS

Absolute Sense of Direction

Behaviour, Ext. - Heroic

Caste Status - Pure

Enemy - Bone-Wail (-7)

Literate

Behaviour - Confident

Behaviour, Ext. - Honorable

Contact - Arturias Sanquade (5)

Light Sleep

Reputation - Horizon Strider (3)

BACKGROUND

Jove Isan is a member of the Slip Walkers. They are a covert group of individuals working to safely get people out of Bone-Wail. No one knows how many Slip Walkers there are, not even those within the group. The Slip Walkers have kept their group loosely knit on purpose in an effort to reduce the chances of the entire group being discovered.

The Guild of Archers is a strong advocate of the Slip Walkers, though it keeps its support secretive. There are also rumours that the Slip Walkers have the assistance of one of the original 11 Ghost-Walkers. As with all rumours about the Ghost-Walkers, however, no one can confirm this as truth.



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MANNAH

Troupial: Raven

Profession: Kestrel

CHARACTERISTICS

2 Coordination	1 Strength	2 Constitution
1 Intelligence	1 Willpower	1 Psyche
1 Appearance	0 Charisma	1 Perception
0 Aura	30 Will	
9 Body	9 True Body	24 Endurance

SKILLS

INNATE

2 Acrobatics	2 Athletics	3 Awareness
1 Body Language	1 Climbing	3 CM - Dodge*
2 CM - Parry*	1 CM - Charge*	4 CM - Strike*
2 CM - Throw*	1 Escape Artist	1 Flight
1 Running	2 Stealth	

LEARNED

2 Battle Tactics	1 Breakfall	2 Dance
1 Etiquette	2 Hand to Hand	1 First Aid
2 Meditation	3 Multiple Strike*	2 Survival - Jungle

STUDIED

1 AK - Green-Deep	2 Bio-Physical Anatomy	1 Medicine
3 Martial Arts	1 Philosophy	2 Resist Pain

ABILITIES

Wings - Tier 3

TRAITS

Behaviour - Dedicated	Behaviour - Calm
Caste Status - Pure	Combat Reflexes
Double Jointed	Enhanced Sense - Hearing (2)
Good Flyer	High Pain Threshold
Literate	Reputation - Good Fighter(4)

BACKGROUND

There is very little information on the woman called Mannah. It is known however, that Mannah is not related to any of the prominent Raven families in Green-Deep. If anyone does know about her, it is undoubtedly Warden Eshatowin and especially Guard Master Akhradum. Wherever he goes, she is close behind, silently observing his entourage and acting as his eyes and ears. Many say that because he is so preoccupied with the safety of Warden Eshatowin, he needs her to guard over himself. Recently, rumours have escaped even the tightly guarded walls of the palace, claiming that Akhradum is having an affair with Mannah. This seems highly unlikely considering his loyalty to Eshatowin. When one realises that it was Eshatowin who found Mannah, saw her potential and brought her to Akhradum, the rumours seem unfounded. Her dedication and sense of loyalty would prevent her from betraying the Warden's trust.





TOLWIN ESKHOL

Troupial: Dove **Profession:** Mockingbird

CHARACTERISTICS

2 Coordination	1 Strength	1 Constitution
0 Intelligence	0 Willpower	1 Psyche
1 Appearance	2 Charisma	1 Perception
0 Aura	27 Wird	
8 Body	8 True Body	20 Endurance

SKILLS

INNATE

2 Acrobatics	3 Acting	3 Awareness
2 Body language	1 Bribery	3 Charm
3 CM - Dodge	2 CM - Parry	2 Concealment
2 Escape Artist	2 Flight	2 Small Talk
3 Stealth	2 WS - Short Sword	

LEARNED

2 Appraisal	3 AE - Singing	4 Dance
1 Etiquette	1 First Aid	3 Hand to Hand
2 Lip-reading	2 Lock Picking	2 Pick Pocket
2 Sleight of Hand	2 Streetwise	2 Thrown Weapons

STUDIED

2 AK - Bone-Wail	2 AK - Water-Sister	2 AS - Bone-Wail
2 Cryptography	1 History	2 Math
2 Psychology	1 Resist Pain	

ABILITIES

Glider Membranes - Tier 3

Increased Sense, Sight - Tier 2

Wird Armour, Permanent - Tier 6

TRAITS

Absolute Sense of Direction	Behaviour - Courageous
Behaviour, Ext. - Social	Caste Status - Fortuned
Contact - Watcher Preventine (5)	Deep Secret - Spy for Preventine (-4)
Literate	Photographic Memory
Reputation (6)	Wealth (3)

BACKGROUND

Tolwin Eskhol is a member of the Blue Quills, a troupe of Dove and Swan entertainers that travel throughout Providence. Unbeknownst to her comrades, Eskhol is also a thief and an informant for Watcher Preventine. During their years of performance, the troupe has garnered quite a reputation as exceptional entertainers. Somehow, their fame reached even the tightly guarded walls of Bone-Wail. Intrigued, Elarian asked them to perform for the Senate and Eskhol saw this as an opportunity to gather information about the prison city. She has become a favourite of Elarian, who finds her particularly interesting because she seems immune to his presence. Eskhol suspects that Elarian is only playing games with her, and is aware of her true purpose.



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AK'BAH WAKEN

Troupial: Dragon Profession: D'Shau Monk

CHARACTERISTICS

2 Coordination	1 Strength	2 Constitution
1 Intelligence	1 Willpower	0 Psyche
0 Appearance	1 Charisma	1 Perception
0 Aura	30 Wield	
8 Body	8 True body	24 Endurance

SKILLS

INNATE

2 Awareness	2 Body Language	2 Charm
3 CM - Disarm*	2 CM - Dodge	2 CM - Parry*
2 CM - Strike	2 CM - Throw*	2 Orator
2 Stealth	2 Teaching	3 WS - Staff

LEARNED

2 Animal Husbandry	2 AE - Calligraphy	2 Etiquette
2 Farming	2 First Aid	3 Hand to Hand
2 Melee	2 Meditation	2 Survival
3 WS - War Beads		

STUDIED

2 AK - Cry-Star	3 History	2 Law
2 Martial Arts - Soft	3 Math	3 Medicine
2 Philosophy	2 Bio - Physical Anatomy	2 Surgery

ABILITIES

Altered/Inhuman Sense Sonar, hearing only - Tier 1

Tail - 3 point attack, Hard Damage

Wings - Tier 2

TRAITS

Behaviour - Helpful	Bad Flyer
Contact - King Gunther (4)	Contact - Wayson (5)
Literate	Social Responsibility (-3)

BACKGROUND

Journeymaker Ak'Bah Waken spends most of his time in Cry-Star's lower tier, where he works constantly to heal the Fallen. Due to his tireless efforts, Waken has earned Gunther's respect. At times, the King seeks out his sage advice. Unlike some of the King's advisors, Gunther knows that he can count on him to tell the truth, a trait Gunther appreciates in times of need.

Waken was not born and raised in Cry-Star. He grew up in Water-Sister, and in his youth, became an apprentice. During this time, he encountered Wayson, a mysterious Raven who lived with the monks. Waken attempted to befriend Wayson, and discover the purpose for his sojourn. Despite his efforts, Wayson would persistently remain aloof. Only after Wayson had left did Waken discover that Wayson considered him a friend. In a letter, he thanked Waken for his friendship.



SOMBRA

Troupial: Raven Profession: Recognizer

CHARACTERISTICS

2 Coordination	2 Strength	1 Constitution
0 Intelligence	0 Willpower	0 Psyche
0 Appearance	-1 Charisma	1 Perception
0 Aura	27 Wird	
8 Body	8 True Body	20 Endurance

SKILLS

INNATE

2 Athletics	2 Awareness	3 Camouflage
2 CM - Charge	3 CM - Disarm	3 CM - Parry
3 CM - Grapple	2 CM - Dodge	2 CM - Strike
3 Climbing	1 Concealment	2 Escape Artist
3 Intimidation	3 Quick Draw	2 Running
2 Stealth	2 Torture	3 Tracking
3 WS - Web-Stick	3 WS - Morningstar	

LEARNED

2 First Aid	3 Hand to Hand	3 Melee
3 Multiple Strike	2 Missile weapon	2 Streetwise
2 Survival - Jungle	1 Thrown Weapon	2 Trapping
2 WS - Net	2 WS - Short Bow	

STUDIED

2 AK - Cliff-Spider	2 AK - Cry-Star	1 Law
1 Resist Pain		

ABILITIES

Create Darkness, Reduced Cost - Tier 5

Running - Tier 3

TRAITS

Behaviour - Confident	Behaviour - Humourless
Caste Status - Fallen	Combat Reflexes
Contact - Regent Caiylus (3)	Enhanced Sense - Sight (5)
Literate	Police Rank (5)

BACKGROUND

In many ways, Sombra is unlike most other Ravens. She has never been particularly interested in learning Wird or gathering information. Her passion has always been in the perfection of her body through physical training. Because of her prowess and her abilities, she was a natural choice to become a member of the Alliance's Recognizers. She also came to the attention of Regent Caiylus because of her impeccable record retrieving criminals. Recently she was assigned in Cry-Star, where she is to investigate Ajandi's relationship with Gunther, and the Chirurgeons' movements in and about the city.



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SOMIT FABRICAN

Troupial: Hyena

Profession: Slaywind

CHARACTERISTICS

1 Coordination	1 Strength	1 Constitution
0 Intelligence	0 Willpower	1 Psyche
1 Appearance	1 Charisma	1 Perception
0 Aura	27 Wird	
8 Body	8 True Body	20 Endurance

SKILLS

INNATE

1 Awareness	2 Bartering	2 Body Language
2 Charm	2 Climbing	2 CM - Dodge
2 CM - Strike	2 Quick Draw	2 Small Talk
2 Stealth	2 WS - Staff	

LEARNED

2 Appraisal	2 Battle Tactics	2 Breakfall
2 First Aid	3 Missile Weapon	3 Multiple Strike
2 Survival - Jungle	3 Weapon Smith	3 WS - Bow
2 WS - Crossbow		

STUDIED

2 AK - Exodus Plain	2 AK - Leviathan's Spine	2 History
1 Medicine	2 Philosophy (Religion)	

ABILITIES

None

TRAITS

Absolute Sense of Direction	Behaviour - Protective
Behaviour - Religious	Behaviour, Ext. - Social Being
Caste Status - Fallen	Combat Reflexes
Contact - Paytor Crel (3)	Reputation - Reliable (3)

BACKGROUND

Somit Fabrican is an oddity in a society without strong spiritual beliefs; she is very religious. Her beliefs led her to a quiet village on the outskirts of the Alliance of Kings' territory. She works with a small group of believers to grow food, trade, and help their neighbours whenever possible.

When Fabrican isn't farming, she spends time scouting around the village. This gives her a chance to practice her outdoors skills. Also, a young Raven named Terracine Gulliver asked her a couple of years ago to watch for members of the Guild of Cartographers. Gulliver told her that there was something important in the area and that he would return one day.

She has always been a very thoughtful person who planned to serve her god and live a quiet life. Unfortunately, that doesn't seem likely to happen. She has also seen an awful lot of traffic go back and forth between Bone-Wail and the Alliance territory. With the new truce, she assumed that these people were carrying on official business. But some of the people do not look like ambassadors. She plans on checking into the credentials of more travellers.

HARICK LEIDZ

Troupial: Rat

Profession: Watcher

CHARACTERISTICS

1 Coordination	0 Strength	1 Constitution
1 Intelligence	0 Willpower	1 Psyche
0 Appearance	1 Charisma	2 Perception
1 Aura	30 Wird	
7 Body	7 True Body	20 Endurance

SKILLS

INNATE

2 Acrobatics	2 Bartering	2 Awareness
3 Body Language	2 Charm	3 Climbing
2 CM - Disarm	3 CM - Dodge	2 CM - Grapple
1 CM - Strike	2 CM - Throw	2 Concealment
1 Intimidation	3 Small Talk	4 Stealth
2 Tracking	2 WS - Club	2 WS - Sword

LEARNED

1 Appraisal	1 Battle Tactics	3 Breakfall
3 Bureaucracy	1 Etiquette	1 First Aid
1 Hand to Hand	1 Leadership	1 Melee
3 Streetwise	2 Survival - Jungle	2 WS - Bow

STUDIED

2 AK - Cry-Star	2 AS - Cry-Star	1 Cryptography
2 History	3 Law	2 Politics

ABILITIES

Altered/Inhuman Sense, Infrared Sight - Tier 1

Increased Sense, Smell - Tier 2

Increased Sense, Touch - Tier 2

TRAITS

Behaviour - Dislike of City Smells

Caste Status - Fallen

Contact - The Ice Warrior (4)

Reputation - Annoying but Honest (2)

Behaviour - Love of Information

Contact - Harad Braktooth (4)

Police Rank - Police Captain (4)

Social Responsibility (-4)

BACKGROUND

Harick Leidz has always lived in Cry-Star. From the time he was a child, Leidz fell in love with the hustle and bustle of people walking through the city. Now that he's a Watcher, it gives him the opportunity to wander around and talk to anybody he wants to. Crime is low in the area that Leidz patrols, and the Watchers have rewarded him by making Leidz a captain in the organization. Of course, it doesn't hurt that he has some help. Although he is supposed to frown on his interference, Leidz is secretly grateful that the Ice Warrior spends as much time as he does fighting crime. Leidz also gets the occasional hand from Harad Braktooth, a big Gargoyle Drummer who seems to enjoy helping out. At some point, Leidz plans to introduce Braktooth to the Ice Warrior.



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REKLA TOBEN

Troupial: Jackal

Profession: Wayfarer

CHARACTERISTICS

0 Coordination	2 Strength	4 Constitution
1 Intelligence	1 Willpower	0 Psyche
0 Appearance	0 Charisma	1 Perception
0 Aura	36 Wird	
11 Body	11 True Body	32 Endurance

SKILLS

INNATE

1 Acrobatics	2 Athletics	2 Awareness
1 Camouflage	1 Climbing	1 Concealment
1 CM - Dodge	2 CM - Grapple	2 CM - Parry
1 CM - Strike	1 Quick Draw	2 WS - Battle Axe

LEARNED

2 Battle Tactics	1 First Aid	2 Demolition
1 Cartography	3 Hand to Hand	1 Riding
1 Leadership	2 Melee	2 Multiple Strike
1 Strategy	2 Streetwise	2 WS - Short Bow

STUDIED

2 AK - Cliff-Spider	2 AK - Cry-Star	1 Resist Pain
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ABILITIES

Modify Characteristic Constitution, Permanent - Tier 2

Modify Characteristic Strength, Reduced Cost - Tier 3

TRAITS

Abnormal Appearance - Body scars	Behaviour - Hatred of caste system
Behaviour - Humourless	Behaviour - Stubborn
Caste Status - Fallen	Contact - Wayfarer (3)

BACKGROUND

Rekla Toben grew up in the dumping grounds of Cry-Star. Orphaned at a young age, Toben befriended a Rat named Shreet Cardine. Together, they played pranks on the nobility. During one excursion, Toben saw a noble being harassed. Toben intervened, pushing the nobleman aside in order to save his life from the slash of a knife. Instead of gratitude, the noble repaid Toben's act of heroism with a public beating. The whipping was so severe that it left him with permanent scars on his back. The humiliation it impressed deep in his psyche was far more significant than the scars. It left him with a deep disdain for the caste system, and for the nobility. The local group of Wayfarers was quick to capitalize on this hatred, and on Toben's formidable strength. Soon afterwards, Cardine distanced himself from Toben, whom he felt, had become too extreme.

The Wayfarers gave Toben the mission to infiltrate Cliff-Spider's society. Currently, Toben works in Raldowin's home as a servant. In addition, Toben is responsible for cementing links with Wayfarers in Cliff-Spider.



BREETAN ALAGRIM

Troupial: Dragon **Profession:** Courtier / Wylder

CHARACTERISTICS

0 Coordination	0 Strength	1 Constitution
1 Intelligence	1 Willpower	1 Psyche
0 Appearance	2 Charisma	1 Perception
2 Aura	33 Wird	
7 Body	7 True Body	20 Endurance

SKILLS

INNATE

4 Body Language	4 Charm	1 CM - Parry
2 CM - Dodge	2 Flight	2 Intimidation
2 Oratory	3 Small Talk	2 WS - Staff

LEARNED

2 Bureaucracy	3 Etiquette	2 Survival - Woods
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STUDIED

1 AK - Cry-Star	1 History	3 Politics
3 Wird Casting	3 Wird Lore	3 Wird - Air
3 Wird - Earth	3 Wird - Fire	3 Wird - Water

ABILITIES

Altered/Inhuman Sense Sense Sonar, hearing only - Tier 1
Tail - 3 point attack, Hard Damage
Wings - Tier 3

TRAITS

Bad Flyer	Behaviour - Cynical
Caste Status - Pure	Contact - Bureaucrat in Cry-Star (3)
Contact - Family Members (5)	Contact - Shreet Cardine (-3)
Contact - Skor Taran (3)	Impaired Sense, Sight (-2)
Literate	Wealthy (3)

SPELLS

LEVEL 1

Awaken Self	Bolt of Air
Detect Wird	Far Speaking
Fog	Light
Resist Heat	Sandstorm

LEVEL 2

Analyze Wird	Bolt of Water
Create Water	Darkness of the Deep
Flash	Leave Message
Mirror Image	Protection from Flames
Shatter	Wilder-beast's Skin

LEVEL 3

Counter Spell	Enchant Item
Fire ball	Ice Bolt
Light Armour	Spell Shield
Wall of Air	Water Elemental

BACKGROUND

Breetan Alagrim had a good life, there was no doubt about that. He came from a good family, he was a bright boy, and he didn't really have any problems. Then his younger brother came along, and things changed. Unlike the rest of the family, his brother was born a Rat. Despite this, his mother refused to give him up, as was the custom. This created a lot of tension in the extended family, because everybody criticized this choice. It was a year before his mother finally broke down from the pressure and gave the boy to a good family.

Alagrim understood why his brother had been given away; in some ways, it might have been better for him. The young Dragon still missed his brother. Breetan began to look at things more closely, and it opened his eyes. He understood that politics were necessary at any point people interacted, but there should be a goal behind political interactions. His analytical attitude carried over to his study of magic. He does not believe that Wird is life, or that a study of the way nature works is necessarily the best thing for people. What he does believe is that people can do the right thing if they want to, and if they prepare themselves properly. Unfortunately, most do neither. The young Dragon is determined to be an exception.

Alagrim has recently contacted his Rat brother, now named Shreet Cardine. The two have gotten to know each other, and genuinely like each other. At the same time, Alagrim wishes the little healer didn't always have so many questions, or ask for so many little favours.

Some say that the end of the world is coming. If that is true, then people should be doing more to figure out ways to leave. What bothers Alagrim is that many intelligent people are worrying about other, lesser issues. He realizes that the impending war with the Lost Tribes is important; however, that is not an excuse for everybody to lose sight of the big picture, and to him, the big picture is making sure of the long-term survival of his people. The only way to ensure that is to get out of Providence. Although he is not certain whether the gates will ever work again, he believes they must be found, because they may be their only hope.

Recently, Cardine showed up with a friend, and the pair managed to convince Breetan that the Green People were going to attack very soon. They needed him to raise the issue with the proper authorities in the city. As a result, Alagrim ended up stuck in the woods while others returned with proof that the Green People were very close to Cry-Star. If he survives this experience he will return to the city as soon as possible.





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HARAD BRAKTOOTH

Troupial: Gargoyle **Profession:** Guild of Drummer

CHARACTERISTICS

1 Coordination	23 Strength	1 Constitution
1 Intelligence	0 Willpower	0 Psyche
1 Appearance	1 Charisma	0 Perception
2 Aura	33 Wield	
29 Body	8 True Body	20 Endurance

SKILLS

INNATE

2 Awareness	2 Bartering	3 Body Language
1 Bribery	2 Charm	3 CM - Charge
2 CM - Dodge	2 CM - Grapple	2 CM - Parry
4 CM - Strike	2 CM - Throw	1 Flight
1 Imitation	4 Intimidation	2 Lang. - Serpentine
2 Small Talk	4 WS - Hammer	2 WS - Sword
2 WS - Throwing Axe		

LEARNED

2 Appraisal	1 Battle Tactics	1 Etiquette
1 Farming	1 First Aid	4 Hand to Hand
2 Leadership	4 Melee	2 Streetwise
1 Survival	2 Thrown Weapons	1 WS - Bow

STUDIED

1 AK - Cry-Star	2 History	3 Lang. - Drummer's
2 LS - Yas'Wailian	1 Law	1 Philosophy
2 Politics		

ABILITIES

Bite - 3 point attack, Hard Damage
 Horns - 3 point attack, Soft Damage
 Wings - Tier 2
 Armour, Permanent - Tier 5
 Modify Characteristic Strength, Permanent - Tier 6
 Wield Armour, Permanent - Tier 3

TRAITS

Bad Flyer	Behaviour - Close to Nature
Behaviour - Friendly	Behaviour - Vengeful
Behaviour - opposes caste system	Behaviour, Ext. - Drummer's Code
Caste Status - Gifted	Contact - Skor Taran (3)
Contact - Dragon Courtier (6)	Enemy - Tribe Member (-3)
High Pain Threshold	Literate
Military Rank 4 (Drummer)	Reputation - Violent and Barbaric (-3)
Social Responsibility - Drummer (-5)	Wealth (2)

EQUIPMENT

Braktooth uses a God's Tooth as a weapon (see page 60)

BACKGROUND

Harad Braktooth grew up a member of the Strongleg Tribe just outside Cry-Star. The members of the Tribe do not receive a full name until they do something of note; Harad received his last name when he was five years old and broke one of his father's teeth with a head butt. He grew with a different attitude towards some things than the other children because he was so much stronger than they were. To avoid hurting them, he became more thoughtful and introspective than most Gargoyles. Braktooth was very different from another child, Afrak Crushstone, who bullied as many people as he could. By the time they were both 14 years old, they were easily the two strongest members of the Tribe. Despite constant baiting from Crushstone, Braktooth never fought him. He didn't fear Crushstone, but he believed a fight between them wouldn't stop until someone died.

The competition between the two of them reached a head when a recruiter from the Guild of Drummers came to the village. She spent some time speaking to both of them and found they were worthy to at least attempt to become full Guild members. When they left, Crushstone told everybody that he would remember them all when he became a Drummer, and that Braktooth would be returning soon. The exact opposite occurred. Braktooth fell in love with the ideology of the Drummers and devoted himself entirely to proving himself worthy of joining. Crushstone got into three fights in the first two months, broke curfew once and threatened an instructor. He was told to leave and he still blames Braktooth for being rejected.

Braktooth worked through the apprentice program as quickly as possible. The happiest day of his life was when he was presented with the sash and Drummer's Hammer that signified his entry into the Guild. He has worked hard to preserve the good image of the Drummers ever since, often spending his evenings walking around the darker areas of Cry-Star, ensuring the safety of the citizens.

Braktooth was a member of a small group of people who confirmed that the Green People are moving towards the key cities in the Alliance of Kings. He really wants to join the war effort full-time, but his superiors have told him that he might have to fulfil a special assignment instead. The advantage of the assignment would be that he wouldn't have to deal with Crushstone, who joined the army and has become an officer. He is more than willing to finally settle the dispute between them, he just doesn't believe he has time to indulge himself right now.

Braktooth has a friend who is a Watcher in Cry-Star who claims to know the Ice Warrior. Braktooth would like to meet him someday. There is also the matter of a missing comrade in the jungle that he wants to find. He hates to abandon people.





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17 GM Compendium





KITH FOURSAY

Troupial: Dove

Profession: Shopkeeper

CHARACTERISTICS

1 Coordination	1 Strength	1 Constitution
0 Intelligence	0 Willpower	1 Psyche
0 Appearance	2 Charisma	1 Perception
2 Aura	33 Wird	20 Endurance
8 Body	8 True Body	

SKILLS

INNATE

2 Athletics	2 Awareness	3 Bartering
3 Body Language	3 Charm	2 Climbing
1 CM - Disarm	3 CM - Dodge	2 CM - Grapple
2 CM - Parry	3 CM - Strike	2 CM - Throw
2 Disguise	2 Intimidation	2 Orator
2 Running	3 SP - Freeze Object	4 SP - Ice Blast
3 Small Talk	2 Stealth	2 WS - Club
2 WS - Sword		

LEARNED

3 Appraisal	2 Etiquette	2 First Aid
3 Hand to Hand	2 Leadership	3 Melee
3 SP - Ranged Attack	4 Streetwise	2 Survival

STUDIED

2 AK - Cry-Star	2 AK - Undercity	3 History
3 Law	2 Math	3 Politics

ABILITIES

Glider Membrane - Tier 1
Freeze Object - Tier 6
Ice Blast - Tier 5
Ice Armour - Tier 4
Resist Cold, Permanent - Tier 1
Resist Heat - Tier 1
Wall of Ice - Tier 3

TRAITS

Absolute Sense of Direction	Behaviour - Honest
Behaviour - Doesn't like to kill	Behaviour - Protective of Friends
Behaviour - Vengeful	Behaviour, Ext. - Social
Caste Status - Fortuned	Combat Reflexes
Contact - Fellow Merchant (2)	Contact - Watcher Captain (5)
Contact - Younger Brother (-2)	Enemy - Criminal Boss (-5)
High Pain Threshold	Literate
Reputation - Reliable (2)	Reputation - "The Ice Warrior" (7)
Secret ID	

BACKGROUND

Kith Foursay was quite happy with his life when he was 16 years old. He was learning the family business of selling the best vegetables available in the city from his father; his friends kept him entertained and his siblings were big enough that he didn't have to spend every waking moment watching them; then things got complicated. Foursay was walking home late one night when he was attacked by muggers. Their assault caused him to undergo the epiphany and he froze one of them nearly solid with one gesture. The man's partner ran off while Foursay tried to recover from his astonishment. He decided that he would get help, but by the time he returned, his assailant was dead. This bothered Foursay for several weeks. At the same time, he was confused about what to do with his abilities. Foursay didn't want to join some military unit; all he really wanted was to be a shopkeeper like his father. He eventually decided that he would keep it a secret.

Foursay managed to keep the status quo for the next year, practicing his abilities secretly to gain better control of them. That changed when his father and several other shopkeepers in the area were harassed by a new criminal organization, who threatened to drive people out of business unless they were paid off. This was unheard of. Although they told the authorities about the threats, the following week several stalls were damaged and two shopkeepers were badly beaten. A vigilante group soon formed, with Kith's father being one of the main organizers. This worried young Foursay, who decided that he would keep an eye on things personally, suitably disguised. Two evenings later, a group of men came to destroy Foursay's shop. A brawl started, and it quickly became apparent that the merchants were going to lose. All looked hopeless until a man in gleaming white appeared, blasting the thugs unconscious. He disappeared as quickly as he came, leaving the merchants talking about the warrior of ice who had saved them.

Foursay found that he enjoyed helping people, and has been doing it ever since. Over the years, his dedication and fighting spirit have gained him a great reputation in Cry-Star, to the point where he is probably the most popular man on the streets. Foursay's daily routine brings him in contact with several people he befriended to keep himself informed. He still has not revealed his identity to his family or girlfriend, something that makes his life uncomfortable at times. Still, he believes that's better than taking a chance on the safety of his friends and family. He knows he's a target.

Presently, Foursay is seeing a few too many unsavoury types entering the city, but he has no idea why. Whatever problem is arising, the Ice Warrior will be ready to face it.





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PAYTOR CREL

Troupial: Hawk **Profession:** Horizon Strider

CHARACTERISTICS

2 Coordination	1 Strength	1 Constitution
1 Intelligence	1 Willpower	1 Psyche
0 Appearance	1 Charisma	1 Perception
0 Aura	27 Wird	
8 Body	8 True Body	20 Endurance

SKILLS

INNATE

2 Awareness	2 Barter	2 Body Language
2 Camouflage	2 CM - Dodge	1 CM - Parry
2 CM - Strike	1 Lang. - Serpenkine	2 Small Talk
3 Stealth	3 WS - Sword	3 Tracking

LEARNED

1 Appraisal	2 AE - Storytelling	2 Cartography
2 First Aid	1 Hand to Hand	2 Melee
3 Survival - Jungle	2 Survival - Woods	2 Trapping
3 WS - Bow		

STUDIED

2 AK - Cry-Star	3 AK - Exodus Plains	2 AS - Exodus Plains
2 Bio - Fauna	2 Bio - Flora	2 History

ABILITIES

Claws - 3 point attack, Hard Damage

Glider Membranes - Tier 2

Increased Sense, Sight - Tier 2

Increased Senses, Permanent - Tier 3

TRAITS

Absolute Sense of Direction	Behaviour - Curiosity
Behaviour - Love of outdoors	Behaviour - Wanderer
Behaviour, Ext. - Competitive	Behaviour, Ext. - Defender of People
Caste Status - Fortuned	Contact - Shreet Cardine (3)
Contact - Costan Swendath (3)	Good Flyer
Light Sleep	

EQUIPMENT

Traveller's Boots (see page 62)

Burn Stick (see page 62)

Magical Short Sword

Paytor uses a magical short sword which has been enhanced so that it can do 4/6/8/10 points of damage in combat and has a BPV of 30.

BACKGROUND

Paytor Crel grew up in a small town outside Cry-Star. While other children played games pretending to cast great magics, or defeating the Elothorin, Crel liked to spend his time wandering in the woods. This worried his mother a great deal, because young Paytor never had many friends. His father always observed that he didn't seem to have too many enemies either and was less concerned. The pivotal moment in Crel's life took place when he was 18 years old, returning from Cry-Star. He met up with two men: an Eagle Horizon Strider named Tieby Sielvar and his Dove apprentice, Costan Swendath. The two returned with Paytor and spent a couple of days in town. Crel was spellbound by the tales that Sielvar told of the different creatures in the jungle, the different people in the world and the tales of heroes past. For several days after they left Crel pondered, then decided that he wanted to spend his life exploring the world. He would become a Horizon Strider.

His mother thought he was crazy. His father asked him first if he'd thought about it, then asked him if he knew how one became a Horizon Strider. He had to admit that he had absolutely no idea. He decided that the best thing to do was to become even more familiar with the outside world and then go find a Strider and ask. Crel spent two years living in the jungle, returning home occasionally to speak to his parents. Crel's returns eventually became events in the village, and he got in the habit of remembering and saving stories that might interest his friends.

One day he came back and found that Costan Swendath had returned, this time as a full Horizon Strider. When Swendath left, Crel went with him as his apprentice.

Since he's become a Horizon Strider, Crel has seen much of the world. He knows it is a dangerous place that will kill anybody who is unprepared. Despite this, the desire to travel and to talk to new and interesting people has never left him.

Crel has run into a lot of Green People around Cry-Star recently, and he was instrumental in raising the alarm in the city. He is concerned that his people might not survive the coming war. He also believes that the Wardens of Bone-Wail are up to something strange. The Horizon Strider has run across a few Wardens outside their territory. This is unusual behaviour for them, and he is trying to keep track of where they are. His curiosity has been raised; anything that the Wardens are interested in, interests him as well.

At the moment, he is still in Cry-Star, answering questions related to his discovery of the Green People presence around the city. He wants to get back to the woods to get more information on the Green People.





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SHREET CARDINE

Troupial: Rat

Profession: Anodyne

CHARACTERISTICS

2 Coordination	-1 Strength	1 Constitution
1 Intelligence	0 Willpower	1 Psyche
1 Appearance	1 Charisma	1 Perception
0 Aura	27 Wield	
7 Body	7 True Body	20 Endurance

SKILLS

INNATE

2 Acrobatics	3 Awareness	3 Barter
3 Body Language	2 Charm	1 Climbing
2 CM - Dodge	3 Small Talk	3 Stealth
1 WS - Sword		

LEARNED

2 Appraisal	2 First Aid	1 WS - Bow
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STUDIED

2 AK - Cliff-Spider	3 AK - Cry-Star	2 AK - Undercity
2 Bio - Fauna	2 Bio - Flora	3 Bio - Physical Anatomy
2 Chemistry	1 History	

ABILITIES

Altered/Inhuman Sense, Infrared Sight - Tier 1
Increased Sense, Smell - Tier 2
Increased Sense, Touch - Tier 2
Heal - Tier 6
Regeneration - Tier 3

TRAITS

Behaviour - Dislike of City Smells
Behaviour - Dislikes caste system
Behaviour - Helpful
Behaviour, Ext. - Love of Information
Caste Status - Fallen
Contact - Breetan Alagrim (4)
Low Pain Threshold
Poverty (1)
Reputation - Healer (3)

EQUIPMENT

Shreet always carries a couple of pouches which are filled with the following medical supplies:

bandages
disinfectant
common poison antidotes
headache and stomach ache cures
pain relievers

BACKGROUND

Shreet Cardine grew up with a lot of anger. Although many Rats managed to ignore the caste system, he found it difficult to do. It was especially hard since he was born to a Dragon family, who raised him for a short time before letting him go. He remembered his whole family and this left him bitter when he looked around at the poverty and squalor of his surroundings. Although his birth parents made sure that there was enough food, he felt nothing but resentment towards them, and towards life in general.

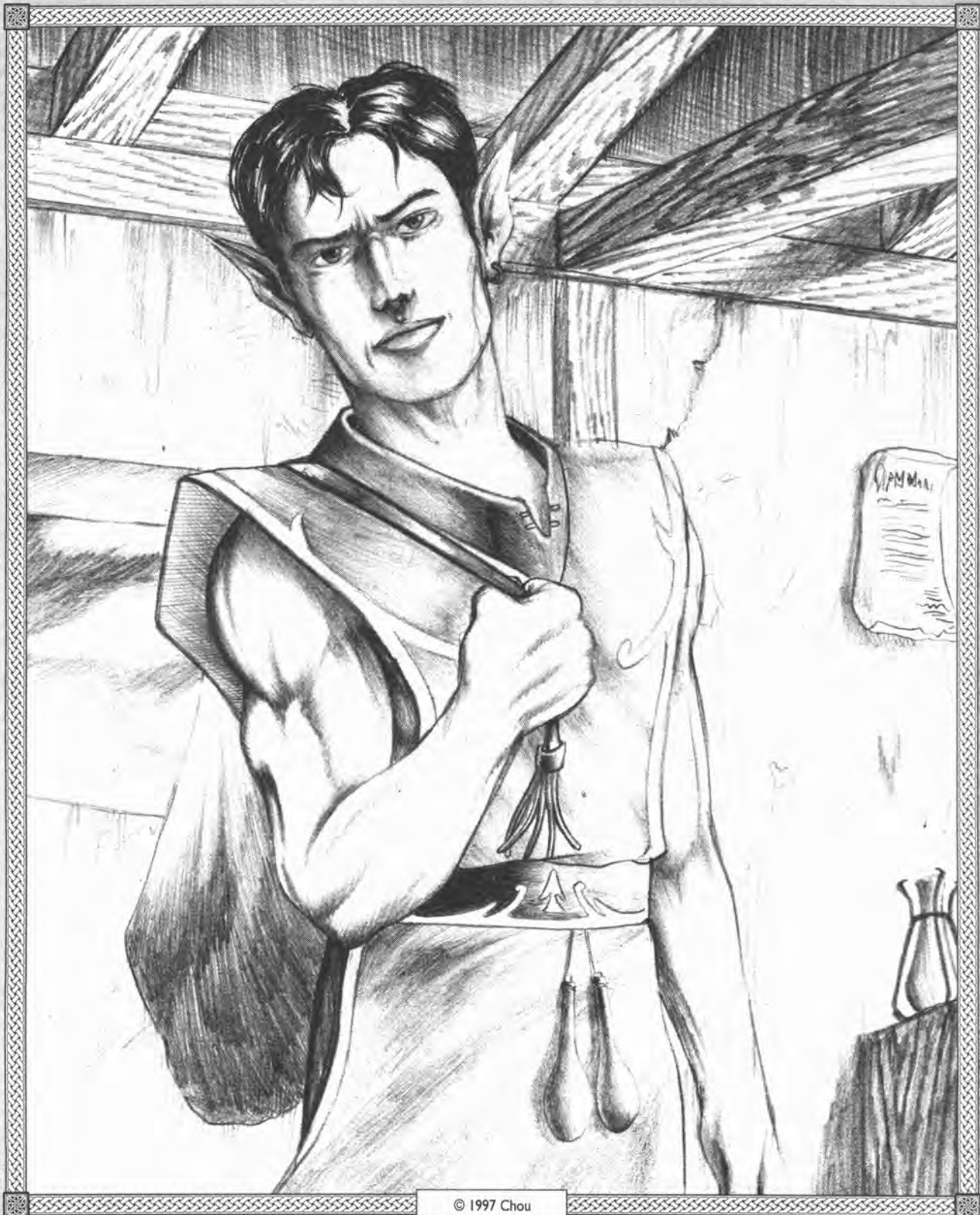
This could have easily led him down a path that many young Fallen take, towards violence and revolution. But something happened that changed the direction of his life. When Cardine was 15 years old, he went with a friend to vandalize the richer section of Cry-Star. The two of them were nearly caught, and his friend was hit by an arrow fired by an over exuberant guard. At this point Cardine's Shard ability manifested. Cardine was able to heal his friend, much to his surprise.

Cardine could have made a major jump in caste standing. The opportunity to join the Chirurgeons' guild was available to him, but Cardine didn't even make an attempt. He realized that what he really wanted wasn't money, but to help raise people out of the type of hopelessness that many felt at the bottom of society's ladder. He dedicated his life to helping people and using his power to heal others. Cardine now appreciated and enjoyed life, and that was new to him. He reconciled with his Dragon brother, and even stopped punishing his parents for the choice they had made years ago. The young Rat liked who he was now, and wouldn't change his situation with anyone.

Shreet Cardine has two personal goals: to see that the lower stratum of society gets treated with a lot more respect, and to help as many people as he possibly can. The Anodynes have asked him to join, something that he is mulling over. The Wayfarers have also made overtures to him, but he no longer agrees with their methods and refuses to work with them.

One person he has healed on occasion, a young Horizon Strider named Paytor Crel, has recently told him about the increasing presence of Green People around Cry-Star. Cardine has been forced to think about the possibility of war, and the larger possibility that the belief that the world is going to die might be accurate. Crel wants to search for the keys to the gates and Cardine is considering going along with him. Cardine has also noticed that there is more tension than usual on the streets. He believes that the stress of the upcoming war is increasing the potential of violence between castes. The Alliance may soon be fighting a battle on two fronts, for and with its citizens.





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SKOR TARAN

Troupial: Eagle

Profession: Well-Born Major

CHARACTERISTICS

2 Coordination	1 Strength	2 Constitution
1 Intelligence	1 Willpower	1 Psyche
0 Appearance	2 Charisma	1 Perception
0 Aura	30 Will	
9 Body	9 True Body	24 Endurance

SKILLS

INNATE

3 Athletics	3 Awareness	1 Barter
3 Body Language	3 CM - Dodge	3 CM - Parry
3 CM - Strike	3 Flight	2 Gambling
4 Intimidation	3 Lang. - Serpentine	2 Oration
2 Seduction	2 Small Talk	5 SP - Flame Blast
1 Stealth	2 WS - Spear	3 WS - Sword

LEARNED

4 Battle Tactics	1 Bureaucracy	2 Etiquette - Noble
3 Etiquette - Military	1 First Aid	3 Hand to Hand
4 Leadership	3 Melee	3 SP - Ranged Attack
2 Strategy	1 Survival	2 WS - Bow

STUDIED

3 AK - Cliff-Spider	2 AK - Exodus Plains	2 AS - Cliff-Spider
1 Finance	2 History	2 Law
1 Mathematics	2 Philosophy	1 Politics

ABILITIES

Increased Sense Sight - Tier 2
Wings - Tier 3
Flame Armour - Tier 5
Flame Blast, Extended Range - Tier 6

TRAITS

Abnormal Appearance (-5)	Behaviour Arrogant
Behaviour - Confident	Behaviour, Ext. - Heroic
Behaviour, Ext. - Honorable	Behaviour, Ext. - Protective
Caste Status - Pure	Contact - Arturias Sanquade (4)
Enhanced Sense - Sight (2)	Literate
Military Rank (6)	Reputation - No nonsense (5)
Social Responsibility (-4)	Wealth (3)

EQUIPMENT

Crystal Long Sword

Skor wears a crystal ring, which, when activated, magically grows into a crystal long sword. Because he uncovered the Green People army near Cry-Star, King Gunther gave Skor this mystical weapon. The weapon's damage profile is 3/6/9/12 with a BPV of 36.

BACKGROUND

Several people view the Well-Born Shard, Major Skor Taran, as the height of Eagle arrogance. This image, however, is only skin deep. Skor's arrogance comes from the fact that he is a true believer in the caste system. As a member of the Pure, he believes that the rest of the caste strata are beneath him in station and must differ to his orders. At the same time, he also feels that those beneath him are to be protected and led by example and action. Because of this, he feels obligated to protect and provide for them. Although he sometimes forgets this lesson, Taran is often reminded that the lower castes are still important members of society.

Taran actively participates in military actions with his forces. This lets him set an example for his troops. Also, Taran would much rather be in the thick of battle than at a safe distance, delivering his orders to the field of battle. While he enjoys the life of luxury that his station provides, he also enjoys the life and death challenge of fighting with "the common people." Taran has turned down a number of promotions because of this desire to remain in the midst of things. The promotions would have removed him from "his troops" and placed him firmly in the bureaucracy of the military where the only true wars being waged are political battles of words. A number of other Eagle nobles look down on him because of this, but Taran feels he can better lead those beneath him from their side than from a desk.

As well as being a Major in the army of the Alliance of Kings, Taran has worked with the Guild of Archers on a number of occasions, helping train members of the guild in battle strategy. Arturias Sanquade has asked Taran to join the guild on a number of occasions as his help would be invaluable to the guild, but he has steadfastly refused. He cites that he has a responsibility to his troops, though the truth is more that he would be loath to step down in caste to become one of the Gifted.

Most recently, Taran was a member of a small group that uncovered the amassing armies of the Green People. Having barely survived the encounter, Taran was finally successful in convincing the Cry-Star Council that the rumoured reports of Green People activity were true and that the war was coming. The Council immediately informed King Gunther of their findings. Within a short period of time, the Alliance of Kings began preparing for war.

Since then, Taran was given command of a small, elite group of Shards who are to act as trouble shooters and commandos. Braktooth, Skor's Guild of Drummers friend, is Skor's second-in-command. At the moment, Taran is waiting for further orders or opportunities to prove himself.





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WAYSON SKORAA

Troupial: Raven **Profession:** Courtier

CHARACTERISTICS

0 Coordination	0 Strength	0 Constitution
2 Intelligence	1 Willpower	2 Psyche
1 Appearance	2 Charisma	1 Perception
0 Aura	24 Wirt	
8 Body	8 True Body	16 Endurance

SKILLS

INNATE

3 Awareness	2 Bartering	5 Body Language
2 Bribery	5 Charm	2 CM - Dodge
1 CM - Parry	1 CM - Strike	1 Disguise
2 Flight	1 Gambling	2 Imitation
2 Intimidation	2 Lang - Serpenkine	5 Oration
4 Small Talk	3 Stealth	2 WS - Staff
1 WS - Sword		

LEARNED

2 Appraisal	1 AE - Singing	3 Bureaucracy
2 Cartography	1 Dance	4 Etiquette
2 Finance	2 First Aid	2 Lang - White Crow
2 Lip-Reading	2 Meditation	2 Riding
2 Streetwise	2 Strategy	2 Survival - Jungle
1 WS - Bow		

STUDIED

2 AK - Exodus Plains	2 AK - Haak San Bazaa	3 AK - Water-Sister
2 Archeology	2 AS - Bone-Wail	3 AS - Exodus Plains
2 AS - The Deep	3 AS - Water-Sister	4 Cryptography
2 Heraldry	4 History	4 Law
3 LS - Yas'Wailian	3 Math	2 Philosophy
5 Politics	2 Psychology	3 Wirt Lore

ABILITIES

Wings - Tier 3

TRAITS

Behaviour - Charming	Behaviour - In love with Preventine
Caste Status - Pure	Contact - Wayfarer Captain (-5)
Contact - Dragon Courtier (3)	Contact - D'Shau Monk (2)
Contact - Great Library (5)	Contact - Watcher Preventine (8)
Enemy - Hawk Courtier (-5)	Enemy - Member of the Moray (-5)
Literate	Phobia - Fear of Spiders (-2)
Photographic Memory	Reputation - Mystic (2)
Social Responsibility (-6)	Wealthy (8)

BACKGROUND

Wayson Skoraa was always intrigued by puzzles. Solving them was his favourite game as a child. When other children were playing outside, he would try to figure out why Haak San Bazaa had never joined the Alliance of Kings. When other children would try to get candy, he would ask for another book. He never stopped thinking.

Despite the fact that he was quite different, Wayson got along with the other kids very well; he was a natural leader. When he became older and it was time for him to fill his tome as Ravens do, he took his time and spent it travelling far from his native Water-Sister. Rather than just experiencing the world, he decided to see if he could answer a question he'd had for a while, specifically, whether the Moray, a secret organization among the Ravens, really existed or not. Since they had a reputation for killing anybody who looked too deeply for dark secrets, Wayson decided to start investigating some of the darker cults on Providence.

His idea worked, better than he expected. Within a few months, he was approached by a self-proclaimed member of the Moray, first to warn him to stop what he was doing, then to ask whether he wanted to join. Wayson told the Raven he'd think about it, then left the area completely. To this day, he is not sure why he is still alive. He continues to watch for any sign of them.

Upon returning home, Wayson got into the business of politics, mostly at the request of his friends. He proved to be very good at it, and has been the leader of House Skoraa for six years now. This has allowed him to have some influence on local politics. He worked hard to get Preventine installed as the Watcher because he liked her idealism. He has worked even harder to keep her there because he thinks she is good for the city. It is incidental that he is in love with her, something he has never brought up. Politically, he knows that it wouldn't be acceptable. One of his goals is to make it acceptable.

Wayson knows that the war with the Lost Tribes will be an opportunity for many to move against the current power structure. As a result, he is working as much as he can to see if he can get the Wayfarers under control, or at least willing to talk. He is sympathetic with their goals, but feels that their methods are totally unacceptable.

Right now, the biggest puzzle on Providence is the operation of the gates. Wayson is looking for the answers himself, and believes that in the end, helping to solve that puzzle would be the greatest help he could provide to his people.





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AJANDI MELISRIAN

Troupial: Eagle

Profession: Guild Master

CHARACTERISTICS

1 Coordination	0 Strength	0 Constitution
2 Intelligence	2 Willpower	2 Psyche
2 Appearance	2 Charisma	2 Perception
2 Aura	30 Wird	
8 Body	8 True Body	16 Endurance

SKILLS

INNATE

2 Acting	2 Awareness	3 Bartering
4 Body Language	4 Bribery	5 Charm
2 Flight	2 Intimidation	2 Lang. - Serpentine
3 Oration	3 Small Talk	2 Teaching
2 Torture	2 WS - Dagger	

LEARNED

2 Appraisal	1 AE - Singing	3 Bureaucracy
2 Dance	3 Etiquette	3 Finance
6 First Aid	1 Hand to Hand	2 Leadership
3 Lip Reading	2 Sleight of Hand	

STUDIED

1 AK - Cry-Star	4 Bio - Physical Anatomy	3 Bio - Fauna
4 Chemistry (poisons)	2 Law	2 Math
5 Medicine	3 Philosophy	2 Physics
4 Politics	5 Psychology	2 Resist Pain
4 Surgery	2 Wird Lore	1 Wird Casting
1 Wird - Air	1 Wird - Earth	1 Wird - Fire
1 Wird - Water		

ABILITIES

Increased Sense, Sight - Tier 2
Wings - Tier 2
Heal, Reduced Wird Cost - Tier 7
Modify Constitution, Other - Tier 2
Regeneration, Permanent - Tier 4

TRAITS

Ambidexterity	Behaviour - Ambitious
Behaviour - Arrogant	Behaviour - Deceptive
Behaviour - Protective of Gunther	Behaviour - Vain
Caste Status - Gifted	Contact - King Gunther (9)
Contact - Several Nobles (5)	Enemy - Jeba Sunfierce (-4)
Enemy - Several Nobles (-2)	Literate
Reputation - Manipulative (-2)	Social Responsibility (-5)
Wealthy (10)	



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BACKGROUND

Ajandi Melisrian was born to the horrible fate of the Blessed, born with imperfect wings. She was to live the life of minor nobility as an administrator and gopher for those in real positions of power. No fate in the world could have grated on her more severely. At a young age she quickly decided that she was not going to settle with the hand that fate had dealt her. She began to study the ways of Wird in the hopes of becoming a powerful magician. Her goal was to learn the healing arts of Wird and join the Guild of Chirurgeons, a guild that operated amidst the upper levels of Providence's nobility. Though the guild caste is almost equal to her own, the Chirurgeons are an exception to the rule. Their influence is so great that they are viewed as equals to the Pure. As a Chirurgeon she would cheat her fate.

As her studies progressed, she rapidly mastered the arts of Wird Weaving, advancing faster than the other pupils who were several years older than she. At the young age of 18, Melisrian petitioned the Chirurgeons for membership and surprised many people by being accepted into the guild. Formerly closed doors now stood wide open.

House Kladshea hired the services of the Chirurgeons in order to ensure the safety and good health of their members. In the short time serving with the guild, Melisrian had proven her abilities and was assigned to be Gunther's physician. While serving as Gunther's private doctor, Melisrian became privy to an intense world of politics and quickly learned the intricacies of courtroom warfare. As the two spent more time together, they fell in love. When Gunther left to join the military, Melisrian remained by his side and the two became lovers. It was also during Gunther's tenure with the military that Ajandi's Shard abilities surfaced. A large group of Green People attacked in a brutal ambush, gravely injuring Gunther. As Green People surrounded their position, Melisrian lost her Wird casting abilities forever as her Epiphany struck. With her new enhanced abilities to heal, Melisrian was able to safely see Gunther out of the Green People ambush.

It was also with Gunther that Ajandi had to learn the hardest lesson about court politics; love meant little when it came to marriage. Gunther was already supposed to marry a woman in a political move that strengthened the position of Gunther's and his bride's Houses. Despite the feelings that Gunther and Melisrian shared, their love was forbidden. Bitter and heartbroken, Melisrian was forced to watch as her love married a woman she knew he did not love. Rather than leave, Melisrian remained with Gunther as his physician. Regardless of her feelings, she knew that remaining at Gunther's side would help carry her places that few would ever go. Over the years, Gunther rose to the throne of Cry-Star; with his support and some well-

executed political gambits, Melisrian eventually rose to the position of Guild Master of the Chirurgeons, a position that opened many doors.

As head of the most politically influential of the guilds, Melisrian played in the high-stakes game of politics with the elite nobility. Many have questioned her motives and methods, accusing her of causing the same sort of afflictions she often cures. They are false, but the Guild Mistress has used these rumours to give her enemies more reason to fear her. With her knowledge of poisons, it is easy to occasionally give an opponent symptoms of a serious disease. Ajandi's motives have always been clear and simple; reach the top and remain there. She views the fact that she was born Blessed as a curse to be overcome. She should be Pure.

Melisrian has learned that she must do certain things in her pursuit of power. She is willing to utilize the darker side of politics, or her abilities, in order to accomplish her goals. The Guild Mistress does not wish to truly harm anyone; however, she must deal with those that get in her way.

Many have also surmised that Ajandi's close relationship with Gunther is solely for his political power. They have whispered that Melisrian is magically manipulating Gunther's will. This is completely false, but none will believe it.

Everyone overlooks the "secret" that Melisrian and Gunther's relationship remained strong throughout his marriage. Currently, she finds very little time to spend with Gunther. This is a situation both regret and are thankful for at the same time. The political manoeuvrings of the other two elite guilds, the Drummers and Archers, occupies more and more of Ajandi's time. The Chirurgeons and the Drummers have been at odds since the Chirurgeons declined to help the military during the last Lost Wars. Melisrian and Jeba Sunfierce, the Guild Master of the Drummers, do not get along either. Melisrian does not feel the Chirurgeons should become involved in the upcoming war, especially since it would mean a drop in income. Jeba is furious with Ajandi's callous attitude and the two have since become bitter enemies. With the recent alliance between the Archers and the Drummers, Melisrian finds herself at odds with the Archers as well. This has forced Melisrian to work even harder to secure her guild's political position. Combined, the Archers and Drummers could pose a serious threat to the Chirurgeons, especially if the rumours about the Anodynes being brought in to aid them are true. Therefore, Melisrian has begun secretly taking steps to deal with the problem.





ARTURIAS SANQUADE

Troupial: Bat

Profession: Guild Mistress

CHARACTERISTICS

2 Coordination	0 Strength	2 Constitution
2 Intelligence	2 Willpower	2 Psyche
1 Appearance	3 Charisma	3 Perception
2 Aura	36 Wird	
9 Body	9 True Body	24 Endurance

SKILLS

INNATE

3 Acrobatics	4 Athletics	3 Awareness
3 Bartering	2 Body Language	4 Charm
2 CM - Disarm	4 CM - Dodge	2 CM - Parry
2 CM - Strike	3 Flight	2 Intimidation
2 Lang - Bat	5 Oration	4 SP - Sound Blast
3 Small Talk	2 Stealth	3 Teaching
3 WS - Dagger	2 WS - Sword	

LEARNED

2 Appraisal	3 Battle Tactics	4 Bureaucracy
4 Etiquette	3 Finance	2 First Aid
2 Hand to Hand	4 Leadership	2 Meditation
2 Melee	3 Missile Weapon	3 SP - Ranged Attack
3 Strategy	2 Streetwise	2 Survival
3 WS - Bow		

STUDIED

2 AK - Bone-Wail	2 AK - Cliff-Spider	3 AS - Cliff-Spider
2 Heraldry	3 History	3 Law
1 Philosophy	4 Politics	

ABILITIES

Glider Membrane - Tier 3

Increased Sense, Hearing - Tier 1

Increased Sense, Touch - Tier 2

Sound Armour, Unreliable - Tier 4

Sound Blast, Increased Range and Area

(cone 30 feet out, 20 feet wide) - Tier 8

TRAITS

Behaviour - Charming

Behaviour - Protective

Behaviour, Ext. - Secretive about past

Combat Reflexes

Contact - Jeba Sunfierce (7)

Contacts - Numerous nobles (5)

Deep Secret - See below

Impaired Sense - Sight (-2)

Military Rank (8)

Reputation - Strong leader (3)

Wealthy (8)

Behaviour - Hard-nosed

Behaviour, Ext. - Dedicated

Caste Status - Gifted

Contact - Guild of Archers (10)

Contact - King Raldowin IV (8)

Contact - Regent Caiylus (6)

Good Flyer

Literate

Photographic Memory

Social Responsibility (-6)



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BACKGROUND

Arturias has been the Guild Master of the Guild of Archers for the past eight years. There are many Archers who are more powerful in terms of sheer power. Regardless, virtually everyone agrees that none have her skill and charisma, vital traits to someone leading one of the most influential guilds of Providence.

Arturias Sanquade's past is something that she holds very close to herself, for few would view her the same way if they knew the truth. No one knows Arturias' full history before she was adopted into the D'Oshae Keep by the Guild of Archers. Arturias' history begins in the Warden-held city of Bone-Wail, in the bedchamber of the Puradanium. Arturias Sanquade was born to Dragon parents, San'Kal and Ky'Lynn Dynas'Tal, pure Dragons of House Puradanium. Her father, San'Kal is a long-standing member of the Warden Senate of Bone-Wail, the acting advisors to Warden Elarian.

Arturias, born Ann'annul, was raised in the noble houses of Bone-Wail's elite. Ann'annul enjoyed an elegant life as a diplomatic advisor, a glorified term for a spy. That was until she fled from her parents and escaped Bone-Wail's fortifications. Ann'annul, regardless of her Warden-influenced upbringing, was unable to accept the treatment of the prisoners and chose to run away from home. For a prisoner, escaping Bone-Wail is a near impossible task. For Bone-Wail's elite, it is even harder to accomplish.

Luckily, Ann'annul was able to come into contact with a subversive group working within Bone-Wail. Known as the Slip Walkers, they would help her escape the prison city. Jove Isan, a Horizon Strider, helped secret Ann'annul out of Bone-Wail and bring her into the Alliance of Kings. It was while fleeing the Ravagers sent after her that Ann'annul experienced her Epiphany. The Ravager scouts backed Ann'annul into a corner. Terrified, she screamed as several Ravagers overwhelmed Jove Isan and moved to capture her. As Epiphany struck, Ann'annul's scream levelled the surrounding vegetation and decimated the Ravagers in the violent shock wave of her sonic blast. Fortunately, none of the Ravagers that witnessed it lived to tell the tale. If Bone-Wail had learned that the runaway noble daughter was also a powerful Shard, they would have stopped at nothing to retrieve her. As it was, an injured Jove Isan took Ann'annul to the D'Oshae Keep. There, the Guild of Archers raised her. She assumed her new identity of Arturias Sanquade and managed to escape the prowling eyes of Bone-Wail's agents, leaving her past behind.

Nowadays, Sanquade finds her time virtually monopolized by the ever escalating political strife between the major guilds. The largest concern is the tension between the Chirurgeons and Drummers as well as the mysterious manoeuvrings of the Cartographers' Guild Master. Many know that Sanquade and Jeba Sunfierce, Guild Master of the Drummers, are close friends. In fact, they have formed an alliance between their two

guilds. There is no love lost between the Chirurgeons and the Drummers as the two guilds have been at odds with each other. This has dragged the Archers into conflict with the Chirurgeons because of their new alliance with the Drummers. Sanquade does not view this as a bad thing as she has long had her suspicions about Ajandi Melisrian, the manipulative Guild Mistress of the Chirurgeons. Sanquade has long thought that Ajandi has abused her position as leader of one of the most influential guilds of Providence. Ajandi's disregard for how her actions affect the populace of the Alliance of Kings has long grated on Sanquade. She feels that the guilds have a responsibility to protect and help society, beliefs that Ajandi clearly does not share.

None can fathom what Sirus Khohall, Guild Master of the Cartographers, is planning. This uncertainty only increases the political turmoil amongst the upper guilds. Everyone has their theories about the antagonistic Guild Master, but none have been able to find sufficient evidence to act against him. Sirus covers all traces of his shady actions with political savvy that few people credit him with having. Sanquade suspects that Sirus has forged some form of alliance with Bone-Wail, but, as of yet, has nothing but vague reports to back this belief. The only thing for certain is that Sirus views the Guild of Messengers and their Guild Master, Terracine Gulliver, with no love. He has petitioned Kings Gunther and Raldowin IV, as well as Regent Caiylus herself for the Messengers' disbandment.

In a counter move, Sanquade has begun taking action to support the Messengers. She is presently contemplating proposing a partnership between the Archers, Drummers and the Messengers under which the three guilds would work in concert in the upcoming war with the Lost Tribes. With such an alliance, the Alliance of Kings would be in a strong position should the war come. The Drummers and Archers would form the backbone of the armies while the Messengers would act as scouts and runners, keeping the forces of the Alliance of Kings well informed. Originally formed for a similar mission, the Cartographers have since proven, with the burning of their library, that they have little or no desire to help anyone but themselves. As such, Sanquade is all too eager to help defend the Messengers against the Cartographers' attacks. Should Sirus or Ajandi learn of this potential alliance, they will certainly move against it quickly and decisively as it would pose a grave threat to both their guilds' influence and power.

The strife between the guilds and the potential war upsets Sanquade as her primary goal has long been dealing with Bone-Wail. She views the present problems, while vital and important, as distractions from what the main goal of the Alliance of Kings should be, the liberation of the last prison colonies. Regardless, Sanquade knows that she has a responsibility to the population, and while she wishes things were otherwise, she is focusing on the present problems. Once she resolves them, she will be able to deal with Bone-Wail.



JEBA SUNFIERCE

Troupial: Hawk

Profession: Guild Master

CHARACTERISTICS

1 Coordination	37 Strength	2 Constitution
1 Intelligence	2 Willpower	1 Psyche
0 Appearance	1 Charisma	1 Perception
2 Aura	36 Wird	
44 Body	9 True Body	24 Endurance

SKILLS

INNATE

2 Athletics	3 Awareness	3 Bartering
4 Body Language	3 Charm	1 Camouflage
1 Climbing	2 CM - Charge	2 CM - Dodge
3 CM - Grapple	3 CM - Strike	2 CM - Throw
1 Gambling	4 Intimidation	2 Lang. - Serpenkine
4 Oration	3 Small Talk	2 Stealth
1 Swimming	2 Teaching	2 WS - Club
6 WS - Hammer	3 WS - Sword	4 WS - Throwing Axe

LEARNED

2 Appraisal	1 Armourer	5 Battle tactics
1 Breakfall	5 Bureaucracy	2 Cartography
3 Etiquette	3 Finance	2 First Aid
4 Hand to Hand	2 Lang. - White Crow	5 Leadership
1 Meditation	4 Melee	2 Riding
4 Strategy	2 Survival - Jungle	2 WS - Bow

STUDIED

3 AK - Cry-Star	3 AK - Exodus Plains	2 AS - Cry-Star
2 Bio - Fauna	2 Bio - Flora	3 Heraldry
3 History (Drummer's)	4 Lang. - Drummer's	2 LS - Yas'Walian
3 Law	2 Math	3 Politics
2 Resist Pain	2 Philosophy	2 Wird Lore

ABILITIES

Claws - 3 point attack

Glider Membranes - Tier 1

Increased Sense, Sight - Tier 2

Armour, Permanent - Tier 6

Modify Characteristic Strength, Permanent - Tier 8

TRAITS

Behaviour - Competitive

Behaviour - Dislikes Caste System

Caste Status - Gifted

Contact - Leeching Uncle (-2)

Contact - Terracine Gulliver (4)

Enemy - Sirus Khohall (-4)

Literate

Social Responsibility (-8)

Behaviour - Curious

Behaviour, Ext. - Belief in Drummer's Code

Contact - Arturia Sanquade (6)

Contact - Regent Caiylus (10)

Enemy - Ajandi Melisrian (-7)

Good Flyer

Military Rank - Guild Mistress (8)



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BACKGROUND

Jeba Sunfierce had always been a precocious child. She was usually the one who ended up getting dirty from playing in the sand, or would start a fight over the last piece of candy. While it was normal for young girls to be stronger than boys, Sunfierce remained stronger than most people as she grew older. The young girl often had problems dealing with people in her age group. She became involved in many fights as a result. Sunfierce wasn't sure where she fit into the world, or even if she did. Her epiphany occurred at a young age, and over the course of the next few months she became incredibly strong. Her mother suggested to her that she learn how to control her strength, or she would end up hurting someone badly. Sunfierce only had one real choice. She signed up with the Drummers the next day. The experience was a lot more than she anticipated. What she expected was to have people screaming at her most of the day and informing her of the correct way to tie her boots. That did happen, but so did much more. Rather than just showing her how to fight better, they also challenged her to answer questions about how she treated people and how she would handle certain situations. She started to see that there was a purpose to the people in the organization, something she had never experienced. What she also found was that there were people who were willing to accept her as she was. As far as they were concerned, it was good that she was freakishly strong, but it was far from the most important thing. This was what she had been looking forward to all her life. Sunfierce worked as hard as she could to become a member of the Guild.

After four years of servitude, she became a full member. She now turned her attention to making sure that the Drummers' purpose was maintained, by herself and every other member of the Guild. She soon had the attention of her superiors, due to her exceptional attitude and dedication. Sunfierce also demonstrated great courage in several skirmishes with some of the enemies of the Alliance. It was her ability to make others around her better that finally convinced them that they had a potential leader. Over the years, Sunfierce gradually moved up in the ranks until she became Guild Master. She quickly realized that some of the biggest dangers weren't the acknowledged enemies of the Alliance, but the nobles and other Guilds who didn't like the influence of the Drummers.

In a strange way, the war with the Lost Tribes has returned some of the enthusiasm that Jeba had when she first took command of the Guild. Here is an obvious danger that the Alliance needs protection from, and the Drummers will at last get a chance to perform their role in the purest way possible. She will not allow anybody to prevent this.

Jeba Sunfierce is focused on preventing the collapse of the Alliance of Kings in the upcoming war. She has some theories that she believes will help make the Alliance armies more efficient and is working closely with Arturias Sanquade of the Guild of Archers. Their collaboration is working out better than she had anticipated. Not only are the armies becoming stronger, but she has found an ally in the political games at court. The two Guild Masters have also opened lines of communication with the new Guild Master of the Messengers. Sunfierce has met with Terracine Gulliver several times now, and believes that he is a good man. It will be important to study the movements of the Lost Tribes, and perhaps the Messengers can accomplish this task. As well, they could keep lines of communication open with their Serpenkine and Swarm Dancer allies.

Sunfierce may have found more than one powerful ally. Regent Caiylus seems to have agreed with her assessment that the Guild of Chirurgeons will become a military liability and has agreed with her idea to use Anodynes to provide medical support instead. This will cause a conflict with the Chirurgeons. It will also cause problems with King Gunther, who is sure to object to anything damaging to his current lover, Ajandi Melisrian. However, Sunfierce really doesn't care. If something is going to hinder her from doing her job, she will deal with it.

Sunfierce has made a suggestion to the Regent concerning the gates. She thinks there should be a multi-talented group on hand to gather information related to the gates. They could focus on that question while the rest of the Alliance deal with the immediate problem of the war. She doesn't know whether Caiylus will agree to this suggestion or not: if not, she might start the group up herself. She already has a few potential candidates in mind.

Right now, the Guild Mistress believes that she has most of her problems under control. There are three things that concern her. The first is that she doesn't trust Sirus Khohall or Ajandi Melisrian. The second is that she wants more information on what the Green People are doing. The third is that she doesn't know how she is going to trust some of her own allies. The Wardens have always looked at the Alliance with a mind to conquer, and she doesn't think Elarian has changed his objectives. Also, she doesn't understand the Swarm Dancers and doesn't feel she can count on them.

EQUIPMENT OF NOTE

The Guild Mistress has a special Drummer's Hammer that has a BPV of 55 and can do 110 points of damage before breaking. The hammer does 7/15/22/30 points of Hard Damage.



SIRUS KHOHALL

Troupial: Gargoyle Profession: Guild Master

CHARACTERISTICS

1 Coordination	2 Strength	1 Constitution
2 Intelligence	1 Willpower	1 Psyche
-1 Appearance	2 Charisma	1 Perception
2 Aura	33 Wird	
10 Body	10 True Body	20 Endurance

SKILLS

INNATE

2 Athletics	3 Awareness	5 Bartering
4 Body Language	5 Bribery	4 Charm
2 CM - Charge	3 CM - Dodge	2 CM - Grapple
3 CM - Strike	2 CM - Throw	2 Flight
4 Gambling	4 Intimidation	3 Lang. - Serpenkine
2 Oration	5 SP - Wind Force	4 Small Talk
3 Torture	2 WS - Dagger	2 WS - Sword

LEARNED

2 Battle Tactics	3 Bureaucracy	2 Finance
3 Hand to Hand	3 Leadership	2 Melee
2 Pick Pocket	3 SP - Ranged Attack	1 Strategy
5 Streetwise		

STUDIED

4 AK - Cry-Star	4 AK - Cliff-Spider	3 AK - Water Sister
3 AK - Haak San Bazaa	2 Bio - Fauna	3 Cryptography
2 Heraldry	2 History	3 Law
3 Math	4 Politics	3 Resist Pain

ABILITIES

Armour - Tier 1

Bite - 3 point attack, Hard damage

Glider Membrane - Tier 3 (now useless)

Horns - 3 point attack, Soft damage

Air Armour - Tier 4

Wind Force, Reduced Wird Drain Tier 7

TRAITS

Abnormal Appearance (-1)	Absolute Sense of Direction
Behaviour - Arrogant	Behaviour - Confident
Behaviour - Malicious	Behaviour, Ext. - Deceptive
Behaviour, Ext. - Greedy	Behaviour, Ext. - Vengeful
Caste Status - Gifted	Combat Reflexes
Contact - Bone-Wail (-2)	Contact - Guild of Dusk (8)
Contact - Numerous Nobles (4)	Contact - Wayfarers (6)
Enemy - Arturias Sanquade (-5)	Enemy - Terracine Gulliver (-4)
Heavy-Boned	High Pain Threshold
Light Sleep	Literate
Photographic Memory	Reputation (-5)
Wealthy (8)	



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BACKGROUND

The antagonistic Gargoyle, Sirus Khohall, is one of the most overlooked and underestimated threats in the Alliance of Kings. Khohall grew up as a member of the Fortuned. This, along with the fact that he is a Gargoyle, led to a hard life as most people viewed him as a stupid, lowly oaf. Rather than rise above this perception, Khohall used it to strong-arm his way into power on the streets of Cliff-Spider. He quickly learned to enjoy the taste of power and soon began to expand his horizons beyond the lowly streets; he wanted to move up. Khohall pondered how to move into the royal halls of society to "ply his trade" where true power rested.

Unfortunately, he took a misstep with the local Watchers. One of Sirus' illicit operations came to the attention of the local police force who immediately moved in to arrest Khohall and his Wayfarer comrades. It was while fighting off a Hawk Watcher that Khohall underwent his Epiphany. As the Hawk shredded Sirus' glider membrane, a rush of power washed over him as he smashed the Watcher into the ground, killing him. Khohall slaughtered two Watchers, injuring several others. He escaped the law, keeping his identity secret. Khohall then realized that he now had his key to the upper rungs of society – the guilds.

With his ranged powers of air control, Khohall figured he would join the Guild of Archers. Khohall lasted only three days at the D'Oshae Keep before they asked him to leave, telling him he was not the calibre of person the Archers were looking for. Furious, Khohall decided to join any guild that would accept him. His next choice turned out to be the Cartographers. The interviewer told Khohall after a short while that he was not qualified for the Guild of Cartographers. With a sly grin, Khohall offered the recruiting officer a small purse of gems and gold. Shortly afterwards, Khohall became a member of the Guild of Cartographers.

From that point forward, Sirus Khohall catapulted up through the ranks of the Cartographers as bribes, intimidation and "accidents" paved the way towards the position of Guild Master. Those that know the Guild Master well, and few do, realize that he is exceptionally adept at the darker side of politics. While none would argue that his methods are questionable, Khohall is a master of hiding any proof of wrong doing. Though many have suspicions, no one has been able to legally move against him or the Cartographers in the ten years that he has been their Guild Master.

In his ten years as Guild Master of the Cartographers, Khohall has managed to pull the guild from the brink of destruction. The Cartographers were nearly bankrupt with no support from any of the major royal Houses when Khohall joined the guild. Khohall has "convinced" several of the guild's former supporters, House Moraiye, Olivarie and Manor Rift, to reaffirm their financial support. Rumours

abound that several other major houses will offer their support to the Cartographers as well. The truth of the matter is that Khohall has begun making use of the guild's wealth of information about Providence and its population. Khohall has been blackmailing several important figures with truths about assassination orders, adultery and other political back-stabs. As well, Khohall has offered his guild's services to any noble house – for the right price. This has resulted in a strong influx of cash and new secrets – rumours that will likely resurface when it serves the Cartographers' interests. With a photographic memory, Sirus Khohall never forgets a useful piece of information.

Most recently, Regent Caiylus has asked all the guilds, and almost specifically the Guild of Cartographers, to help in the search for the remaining gates back to Yas'Wail and the key to open them. For the time being, Khohall has agreed since he knows that this will open many opportunities for him to build new contacts and strengthen old ones. Khohall knows that the Alliance of Kings will pay a high price for any information the Cartographers do find. What is more important, they will pay well for information his guild already possesses – the location of a fourth gate.

Appearances must be upheld. This is Sirus' motto. He knows full well that should people begin to realize what he is truly like, then they will watch him more closely. He knows that he is already under the watchful eye of too many as it is. His effectiveness would diminish were people to realize that he is not a brutish Gargoyle, dominated by his aggressive tendencies and dull wit. For now, Khohall is content with the nobility viewing him as a confrontational dolt. He knows the truth and everyone else will too, one day, when it's too late.

Most recently, after the Alliance of Kings and Bone-Wail forged an alliance against the Lost Tribes, Khohall saw a major opportunity for advancement. With legitimate diplomatic envoys travelling to and from Bone-Wail, he saw an opportunity to forge an alliance between the Guild of Cartographers and Bone-Wail. Now he could slip people into Bone-Wail without the Alliance of Kings realizing what was happening. Khohall has succeeded in contacting with Warden Elarian and has proposed the alliance. He must now sit and await the Warden's answer.

Khohall knows what Elarian will expect from him: assistance in returning the Alliance of Kings to the control of the Wardens. Khohall would be more than happy to aid Elarian in this task, so long as Khohall were to hold a position of power in the Warden regime that would follow. He is confident that Elarian will recognize the benefits of his offer. Agreeing to allow Khohall to remain in a position of power if he helps return the Alliance of Kings to "their rightful position as prisoners" should be a small price to pay. At that point, beside Warden Elarian, Khohall would have the true power he wants.





TERRACINE GULLIVER

Troupial: Raven **Profession:** Guild Master

CHARACTERISTICS

2 Coordination	0 Strength	2 Constitution
1 Intelligence	1 Willpower	1 Psyche
0 Appearance	1 Charisma	1 Perception
0 Aura	30 Wird	
8 Body	8 True Body	24 Endurance

SKILLS

INNATE

2 Acrobatics	2 Athletics	3 Awareness
1 Bartering	2 Body Language	2 Camouflage
3 Charm	2 Climbing	2 CM - Dodge
2 CM - Parry	2 CM - Strike	3 Concealment
2 Flight	1 Imitation	2 Lang. - Serpenkine
2 Oration	3 SP - Adhesion	3 SP - Reduce Friction
3 Stealth	2 Tracking	2 WS - Sword

LEARNED

1 Battle Tactics	2 Breakfall	2 Bureaucracy
4 Cartography	2 Etiquette	1 Finance
2 First Aid	2 Hand to Hand	3 Leadership
2 Melee	2 Missile Weapon	2 SP - Control
3 Survival - Jungle	4 Survival - Swamp	1 Trapping
3 WS - Bow	2 WS - Crossbow	

STUDIED

3 AK - Exodus Plains	2 AK - Sun Guard	3 AK - Sunderlands
2 Archeology	1 AS - Sun Guard	2 Bio - Fauna
2 Bio - Flora	2 Cryptography	1 Heraldry
3 History	2 Math	2 Medicine
2 Politics	2 Wird Lore	

ABILITIES

Wings - Tier 2

Adhesion - Tier 5

Altered/Inhuman Sense Infrared Vision, Permanent - Tier 3

Reduce Friction - Tier 6

TRAITS

Bad Flyer	Behaviour - Cheerful
Behaviour - Love of Outdoors	Behaviour, Ext. - Hates Cartographers
Behaviour, Ex. - Make Guild respected	Caste Status - Gifted
Contact - Arturia Sanquade (6)	Contact - Great Library (5)
Contact - Horizon Strider	Contact - Jeba Sunfierce (7)
Contact - Lady Kharaada Emberleen (5)	Contact - Serpenkine Leader (2)
Contact - Slaywind	Enemy - Courtier in Cry-Star (-3)
Enemy - Sirus Khohall (-7)	Literate
Military Rank - Guild Master (8)	Phobia - Claustrophobia (-2)
Reputation Mystic (2)	Social Responsibility (-6)
Wealthy (3)	

BACKGROUND

Terracine Gulliver was often told that he was a lazy wastrel who would come to no good. Well, Gulliver had never seen things that way. Just because other young men in his class felt compelled to take care of the day-to-day administration of the city of Sun-Guard didn't mean that he had to follow their examples. He believed that too many people in society were spending their time looking inwards; he wanted to explore the world instead. And why not? His father was doing the same thing.

Gulliver's father was an important member of the Guild of Messengers. While he encouraged his son to find out for himself what he wanted to do, he thought the youngster was taking too much time to make a decision. The young Raven was finally told to take a trip. When he had 'found' himself, he could return home.

Gulliver travelled, and found that he enjoyed gathering information. He decided that he would see if he could get a position in the great library in Haak San Bazaa. He knew that with his Shard abilities, he could make a lot more money in the Guilds, but he liked the idea of working close to so much information. Unfortunately, before he returned from his journey, his father was murdered. Now Gulliver's needs had changed. To find his father's killer, he would have to go out and search for answers. Truly motivated, he signed on with the Messengers.

Over the years, Gulliver has become convinced that the Guild of Cartographers had his father murdered. He has found enough plausible evidence to convince himself, while acknowledging that it isn't enough to take to the authorities. While searching for clues, his knack for gathering information and his ability to work with people impressed the Guild. He worked his way up the hierarchy. With the disappearance of Guild Master Jolynne during the collapse of Sun Guard, Gulliver became the leader.

Gulliver has two major motivations; to make the Guild of Messengers everything his father wanted, and to destroy the guild he believes responsible for his father's death. To him, almost nothing else matters. His dislike of the Cartographers is well known, and was nearly enough to prevent him from becoming the new Guild Master.

At the moment Gulliver is swamped with trying to pull the Guild together after the disaster of Sun Guard. He has recently received a commission from the Regent to find as much information about the gates as the guild possibly can. Gulliver knows that this would give his guild more money and more political power. In addition, it would help him remove the Cartographers from the political landscape.





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CAIYLUS QARNYLE

Troupial: Eagle

Profession: Regent

CHARACTERISTICS

0 Coordination	1 Strength	1 Constitution
2 Intelligence	2 Willpower	2 Psyche
1 Appearance	2 Charisma	1 Perception
2 Aura	33 Wird	
9 Body	9 True Body	20 Endurance

SKILLS

INNATE

1 Athletics	3 Awareness	3 Bartering
4 Body Language	2 Bribery	4 Charm
2 CM - Disarm	2 CM - Dodge	2 CM - Parry
2 CM - Strike	2 CM - Throw	2 Concealment
3 Flight	3 Intimidation	2 Lang. - Serpenkine
4 Oration	4 Small Talk	1 Stealth
2 WS - Dagger	3 WS - Sword	

LEARNED

2 Appraisal	2 Battle Tactics	1 Breakfall
4 Bureaucracy	1 Dance	4 Etiquette
2 Finance	2 Hand to Hand	4 Leadership
1 Meditation	2 Melee	2 Riding
2 Strategy	1 Survival - Jungle	2 WS - Bow

STUDIED

2 AK - Cliff-Spider	2 AK - Cry-Star	2 AK - Exodus Plains
2 AK - Water-Sister	3 AS - Exodus Plains	2 Bio - Flora
2 Bio - Fauna	2 Cryptography	3 Heraldry
3 History	4 Law	1 Lang. - Swarm Dancers
2 Philosophy	5 Politics	2 Psychology
4 Wird Casting	4 Wird Lore	4 Wird - Air
4 Wird - Earth	4 Wird - Fire	4 Wird - Water

ABILITIES

Increased Sense, Sight - Tier 2

Wings - Tier 3

Level 4 Wylder

TRAITS

Behaviour - Love of Subjects

Caste Status - Pure

Contact - Dragon Courtier (4)

Contact - King Raldowin (9)

Contact - Terracine Gulliver (5)

Enemy - Hawk Courtier (-5)

Enemy - Warden Elarian (-8)

Literate

Reputation - Regent (10)

Wealthy (10)

Behaviour, Ext. - Honourable

Contact - Arturia Sanquade (7)

Contact - Jeba Sunfierce (7)

Contact - Serpenkine Leader (4)

Enemy - Eagle Courtier (-4)

Enemy - Sirus Khohall (-2)

Light Sleep

Military Rank - Regent (10)

Social Responsibility (-10)



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BACKGROUND

Caiylus Qarnyle has spent her life working for the Alliance of Kings in different ways. From the time she was a child, she realized that for the Alliance to survive, some people would have to dedicate their lives to it. She was willing to do that. She poured herself into her studies and her training. Where other people relaxed, she didn't waste any time that she felt could be better used to making herself a better tool for her people. Many people thought that she was excessive in her attitude, and that she would burn out. They were almost right. What saved her was a walk she took one day through her home city of Cry-Star. A Fallen girl who couldn't have been six years old, came up and begged her for some food. For perhaps the first time, Caiylus looked at a Fallen person with open eyes and realized that they were more than just statistics, or some abstract concept. They were real people, with real concerns. She realized that there was no way that she could represent people without being able to relate to them. As a result, she turned her attention to "people" skills with the same fervour that she had previously spent on more academic pursuits. As a result, she became more popular. Although there was the possibility of her becoming a prominent figure in the city politics of Cry-Star, she knew that her interests were wider than one city alone. Power didn't interest her as much as helping people. With that in mind, she managed to attach herself to the office of the Alliance of King's Regent.

Before three weeks had passed, Regent Stieff died in a hunting accident and a very charismatic man named Jenobay took over the position. The change didn't really affect her work very much, since she was not highly positioned. Over the next 13 years, Caiylus grew into a very poised, competent politician, while retaining some of her youthful idealism. She wasn't the most powerful person working for the Regent, but she could get many things accomplished. As time went on though, she experienced problems. The atmosphere at court had changed, and the Regent himself had changed with it. Caiylus could hardly believe her suspicions, but found that others were also considering what she thought was possible: Jenobay was a Blight Crow. Many people died proving that to be the case, including a couple of people who were higher up the ladder than she was. When the city rulers decided who was going to be the new Regent, to the surprise of many, she was named.

Caiylus is anything but the soft and inexperienced leader some had expected. She has many problems to deal with, but has managed to get many of the right people on her side by convincing them of her desire to do the right thing. She knows that she is responsible for the safety of many people and takes that duty very seriously.

Currently, Caiylus has to worry about the upcoming war with the Lost Tribes, her fragile but necessary alliance with

Bone-Wail, and the manoeuvring of the Guilds. The leaders of the Guild of Cartographers and the Guild of Chirurgeons are particularly troublesome: Sirus Khohall because she doesn't know all the games he is playing, and Ajandi Melisrian because she refuses to get the Chirurgeons involved in the war. Caiylus has decided to sidestep this problem by arranging for the Anodynes to provide medical care for the soldiers during the War. When this is completed, she expects the Chirurgeons to cause problems. Caiylus has ordered one of her Recognizers to observe the Guild Mistress. The Regent also needs more information about the gates. She has already asked Terracine Gulliver, the head of the Guild of Messengers, to make a special effort to find out any information about the gates. Caiylus has publicly announced that the time of the Reckoning is at hand, and she is determined to get all her people back to Yas'Wail.

SPELLS

LEVEL 1

Armour of Air
Detect Wield
Fog
Light
Resist Heat
Weapon of Ice

Bolt of Air
Far Speaking
Ignite
Resist Cold
Spark Touch

LEVEL 2

Air Elemental
Bolt of Water
Earth Armour
Leave Message
Mirror Image
Shatter

Analyze Wield
Darkness of the Deep
Flash
Magic Resistance
Protection from Flames
Sonic Blast

LEVEL 3

Air Armour
Earth Elemental
Ice Bolt
Silence
Spell Shield
Water Elemental

Bolt of Flame
Fire Ball
Light Armour
Simple Illusion
Wall of Air

LEVEL 4

Armour of the World
Complex Illusion
Magic Resistance

Avalanche
Ice Sphere
Vacuum

EQUIPMENT OF NOTE

Monarch's Sceptre

Regent Caiylus has possession of the Monarch's Sceptre. The Sceptre is known to have the following abilities once per day unless otherwise indicated.

Heal Self 3/day (16 points)
Air Elemental (as Level 2 Spell)
Sleep
Earth Armour 3/day (Level 3)
Lightning Bolt (Level 4)

Heal Others 2/day (16 points)
Analyze Wield
Bolt of Flame
Magic Resistance (Level 4 protection)





GUNTHER ALEXI

Troupial: Eagle

Profession: King

CHARACTERISTICS

2 Coordination	3 Strength	3 Constitution
2 Intelligence	2 Willpower	2 Psyche
1 Appearance	2 Charisma	2 Perception
1 Aura	36 Wird	
12 Body	12 True Body	28 Endurance

SKILLS

INNATE

4 Athletics	4 Awareness	3 Body Language
3 Charm	4 CM - Disarm	3 CM - Dodge
5 CM - Parry	3 CM - Throw	3 CM - Grapple
5 Flight	4 Intimidation	3 Oration
3 Quick Draw	3 Tracking	6 WS - Great Sword

LEARNED

1 Animal Husbandry	5 Battle Tactics	3 Bureaucracy
2 Cartography	3 Etiquette	2 First Aid
5 Hand to Hand	5 Leadership	2 Lip-reading
3 Melee	3 Missile Weapon	3 Multiple Strike
4 Strategy	2 Survival	2 Thrown Weapon

STUDIED

3 AK - Cry-Star	2 AS - Cry-Star	4 Heraldry
4 History	3 Law	4 Politics
3 Philosophy		

ABILITIES

Increased Sense, Sight - Tier 2

Wings - Tier 5

TRAITS

Behaviour - Calm	Behaviour - Charming
Behaviour - Confident	Behaviour - Courageous
Behaviour - Dignified	Behaviour - Loves Adjandi
Caste Status - Pure	Combat Reflexes
Contact - Regent Caiylus (5)	Contact - King Raldowin (6)
Enhanced Sense - Sight (5)	Enhanced Sense - Hearing (2)
Good Flyer	Heavy-Boned
Literate	Military Rank (9)
Reputation (10)	Social Responsibility (-9)
Wealthy (10)	



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BACKGROUND:

Arguably, King Gunther Alexi Kladshea is the most influential and powerful ruler of any city in the Alliance of Kings. He rules over Cry-Star, the first city to have been liberated from the Wardens' rule. Gunther is also head of the Kladshea Dynasty and the leader of the Sallusturm Chapter, the most powerful amalgamation of Eagle families. Despite his great responsibilities and station, Gunther remains a level-headed individual who controls Cry-Star with a unique mixture of charisma, respect and authority. Unquestionably, Gunther is the epitome of Yas'Wailian perfection, and one of the most powerful warriors and skilled politicians in Providence.

As a young man, Gunther Alexi was dedicated to his studies, and to his responsibilities as a member of one of the most influential Eagle families on Providence. He was also deeply fascinated with the arts of warfare. Gunther recognised the threat posed by the Lost Tribes and by the authoritarian Wardens. It was this realisation that drove him to become a great warrior. Whenever the city was threatened, Gunther would valiantly rally troupes of fighters into the battlefield, despite seemingly insurmountable odds. This however, often incurred the wrath of elder members of his immediate family. They felt that such responsibilities should be left to other Eagles who were more suited to such tasks. His uncle in particular, King Rodwul, would relentlessly criticise Gunther for not behaving as a man befitting his station. As the young Gunther matured, he quickly began to realise that his uncle's position as the city's ruler was threatened. Rodwul was an ineffective royal. He had lost the confidence of other members of the clan and in addition, was a laughing stock in the Royal Court of Cry-Star. Rodwul was a drunken man who was more interested in life's pleasures, than in the politics of the city. Because of this, the Court, which was chaotic and divided, effectively ruled Cry-Star. With this realisation, and the fact that rumours persistently claimed that Rodwul was to be the last Kladshea to rule over the city, Gunther felt a greater responsibility to his heritage.

Since King Rodwul had failed to produce suitable heirs to replace him, Gunther realised that he was the last hope for his family. He quickly integrated the Court and demanded a posting that was his birthright. Gunther efficiently rallied the Court to his side and gained the respect of his peers. The Court quickly saw the advantage of having the Kladsheas remain in power. Other members of the Sallusturm chapter demanded that Rodwul step down and Gunther replace him. Soon after Rodwul relinquished his station, Gunther was crowned ruler of Cry-Star.

Initially, Gunther ruled over Cry-Star with utmost efficiency. He had a hand in all matters that involved the proper maintenance of the army, the Royal Court, and the Alliance of Kings. After spending the early years of his rule cementing his position, Gunther has relaxed considerably his control over the city. That is not to say that Gunther is no

longer an efficient ruler. Gunther has merely learned to delegate some responsibility to trusted members of the Court. Although he still has the respect of most of the nobility, because of the absence of his constant and imposing presence, new opponents have reared their heads into the Court.

Since the death of his wife, Gunther has spent far more leisure time than ever before. Although there have always been rumours about a possible relationship between the King and the Guild Mistress of the Chirurgeons, Gunther's closeness to Ajandi Melisrian seems to have grown in recent years. Reports indicate that he spends much of his time with her, and the two have even been seen attending plays and other popular venues. The rumours that coursed throughout the palace walls for years can no longer be casually dismissed. This has concerned some members of the Royal Court of Cry-Star. Many fear that Ajandi may be manipulating the King to increase the influence of her guild. The truth of the matter is that the pair genuinely love each other. Nonetheless, Ajandi is not above using it to her advantage. She does not, however, wish any harm to befall the man she loves. Despite her influence, Gunther does not believe that their relationship interferes with the proper functioning of the city.

The recent confirmation of Gunther's affair with Ajandi Melisrian has caused some within the Court to question the King's ability to rule. Fortunately, Gunther still has far more supporters than critics. The King also has numerous children who support his rule during his absence from the day to day affairs of the Court. Despite this momentary controversy, Gunther continues to involve himself in matters that he considers require his presence and his careful attention. He is aware of the threat posed by the Lost Tribes, and he is always present and informed on all matters that pertain to their activity. He therefore always keeps close ties with the city's army. Despite his ingrained belief in the caste system, Gunther is not above sympathy for those less fortunate than himself. The King acknowledges the value of other castes, even the complacent Fallen. The little criticism he has garnered is often due to what some see as a lax attitude on the discontent Fallen. Many feel he should take a stronger hand in quelling some of their objections to the caste system. The influence of the order of D'Shau Monks in the city has done much in fostering peace between the Fallen and the nobility of the upper castes.

Recently, Ajandi's refusal to provide the Chirurgeons' complete support for the Archers and Drummers in the upcoming war with the Lost Tribes has angered Regent Caiylus. The Regent's dissatisfaction with Ajandi has led to tensions with King Gunther. Gunther does not appreciate what he sees as an attempt by the other guilds and Caiylus to dismiss his lover. Although he would not remove his troops from a battlefield, he does view the Regent and the Guild of Drummers and Archers with some suspicion. It is his desire that Ajandi and Caiylus will come to an agreement before the war has begun.



RALDOWIN IV

Troupial: Hawk Profession: King

CHARACTERISTICS

2 Coordination	1 Strength	2 Constitution
1 Intelligence	1 Willpower	1 Psyche
1 Appearance	2 Charisma	2 Perception
0 Aura	30 Wird	
9 Body	9 True Body	24 Endurance

SKILLS

INNATE

1 Acting	3 Athletics	3 Awareness
2 Bartering	3 Body Language	3 Bribery
2 Charm	2 CM - Disarm	3 CM - Dodge
2 CM - Grapple	3 CM - Parry	4 CM - Strike
1 CM - Throw	2 Disguise	4 Flight
2 Gambling	2 Imitation	2 Intimidation
2 Lang. - Serpenkine	2 Oration	2 Small Talk
3 Teaching	3 WS - Dagger	3 WS - Spear
4 WS - Shred-Guards	4 WS - Sword	

LEARNED

3 Appraisal	4 Battle Tactics	3 Bureaucracy
2 Dance	3 Etiquette	3 Finance
4 Hand to Hand	4 Leadership	3 Lip Reading
4 Melee	5 Strategy	

STUDIED

5 AK - Cliff-Spider	3 AK - Cry-Star	4 AK - Exodus Plains
5 AS - Cliff-Spider	4 AS - Exodus Plains	2 Heraldry
2 History	3 Law	3 Philosophy
3 Politics	2 Psychology	

ABILITIES

Claws - 3 point attack, Hard damage
Increased Sense, Sight - Tier 1
Wings - Tier 4

TRAITS

Behaviour - Believes in Caste System	Behaviour - Calm
Behaviour - Charming	Behaviour - Courageous
Behaviour - Curious	Behaviour - Dedicated
Behaviour, Ext. - Hates Wayfarers	Behaviour, Ext. - Honorable
Caste - Pure	Combat Reflexes
Contact - King Gunther (8)	Contact - Nobles (7)
Contact - Regent Caiylus (10)	Contact - Wind Knives (10)
Good Flyer	Literate
Rank (9)	Reputation - Fair Ruler (5)
Social Responsibility (-9)	Wealthy (10)



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BACKGROUND

King Raldowin IV is a simple warrior who has been thrust into the position of king. At a very young age, Raldowin, a noble by birth, was groomed for the court. While an adept student of politics and etiquette, the royal courts rarely held Raldowin's attention. He longed for the excitement of the open air and the danger it held. When unoccupied by one of his royal tutors, Raldowin trained with the King's royal guard, the Wind Knives. Exercising with these elite warriors truly challenged and captivated Raldowin's keen mind. The Wind Knives often perform dangerous commando-style missions, making a posting in this elite unit extremely life-threatening. As such, Raldowin was unable to officially join the Wind Knives due to his prominent position within the court. Nonetheless, he worked with the Wind Knives on numerous occasions, disguising himself so as not to be recognized. Raldowin suspects that the commander of the Wind Knives, Major Davood of Troupial Hawk, knew of Raldowin's involvement with his squad. If he did know, Davood overlooked the subterfuge and allowed Raldowin to continue to work with the Wind Knives.

Late in the hunting season, former King Berkel and his son, Prince Oxfaal, the heir to the throne, went on one of their many hunting expeditions. The Wind Knives, and a disguised Raldowin, accompanied the two in order to ensure their safety. A large group of Wayfarers ambushed the royal troupe while they were looking for a Hassgar in the fringes of the Deep. The winged knights of the Wind Knives immediately moved to protect their charges but, unlike their Fallen foes, found the tight confines of the forest floor a severe hindrance. Outnumbered and fighting from a position of weakness, the Wind Knives were slowly beaten back. After suffering numerous injuries and several losses, the Wind Knives were finally able to drive off the Wayfarers. The King escaped with minor injuries while his son was severely injured. The King's Chirurgeon was one of the first to fall, clearly one of the prime targets of the Wayfarer's attack. Badly injured and in desperate need of a healer, the Wind Knives rushed their charges back to the safety of Cliff-Spider.

Upon returning to Cliff-Spider, they immediately summoned the Guild of Chirurgeons to save the life of the heir. After a long while, the court Chirurgeon emerged from the King's bedchamber, face solemn. The heir had survived but they had been forced to amputate his wings; he was no longer Pure. This news rocked the royal court of Cliff-Spider to its foundation. In the following weeks, court politics ran rampant as royal families attempted to have themselves or their children named heir. Raldowin, the former heir's second cousin through marriage, never imagined he was a potential candidate, let alone did he wish to be one. His parents, on the

other hand, lobbied long and hard to see their son named the next heir to the throne of Cliff-Spider.

After several months, the heir to the throne was finally chosen. Though numerous individuals preceded Raldowin by birth, it was the support of House Crackshore of Eagle, House Allister of Dove and his own house, House Tura that allowed him to be named the King's heir. While Raldowin did not desire the throne, his strong sense of honour prevented him from renouncing it. Three short years after Raldowin became heir, King Berkel, his heart still heavy after what had happened to his son, retired from the throne. Since then, Raldowin has lead one of the most powerful cities in the Alliance of Kings better than many suspected he would. Raldowin's strong sense of morals and honour have earned him the respect of his peers as he has ruled the city without a hint of favouritism.

Raldowin's present agenda is quite full. The coming war with the Lost Tribes is forcing Raldowin to prepare for a war that he feels the Alliance of Kings can ill-afford to fight. He feels that the Alliance should focus more on finding the keys to the gates and knows that a war will only distract from this mission. As such, Raldowin is working closely with his friend, Regent Caiylus, in an effort to accomplish both tasks: prepare for the war, while still searching for any information about the gates. As well, Raldowin holds little regard for the Fallen and, most especially, the Wayfarers. Raldowin has steadily increased funding to the Watchers of Cliff-Spider in an effort to put a stop to the Wayfarers' actions. There are also rumours that Raldowin has gone so far as to hire mercenaries to deal with the Wayfarer threat. Most dismiss the rumours as a slanderous attack against the King. Others, however, point to an increase of violent attacks in the Fallen sectors of town as proof of the rumours. Either way, Raldowin's popularity with the Fallen of Cliff-Spider is lower than that of any previous King.

Raldowin is certain that the coming months will prove to be very difficult for the Alliance of Kings. He wishes, more and more every day, that his parents had let someone else be named heir. While he will not back away from his duties and responsibilities, Raldowin would prefer to be free of the constraints of his job.

EQUIPMENT OF NOTE

Raldowin wears a special suit of Wird-enhanced platemail armour. The armour has a BPV of 35 and gives Raldowin 12 points of protection. The suit also has shred-guards that do 8 points of Hard damage. Lastly, the armour protects Raldowin from Wird-based attacks, providing 7 points of protection.





WATCHER PREVENTINE

Troupial: Dove

Profession: City Ruler

CHARACTERISTICS

0 Coordination	1 Strength	1 Constitution
1 Intelligence	0 Willpower	2 Psyche
2 Appearance	1 Charisma	1 Perception
2 Aura	33 Wird	
9 Body	9 True Body	20 Endurance

SKILLS

INNATE

1 Athletics	3 Body Language	3 Camouflage
3 Charm	3 Climbing	1 CM - Disarm
2 CM - Dodge	2 CM - Parry	2 CM - Strike
2 Concealment	3 Flight	2 Intimidation
3 Oration	3 Small Talk	2 Stealth
4 Tracking	3 WS - Staff	2 WS - Sword
1 WS - Throwing Axe		

LEARNED

3 Animal Husbandry	2 Appraisal	3 Bureaucracy
3 Cartography	4 Etiquette	2 Hand to Hand
1 Leadership	2 Melee	3 Survival - Woods
3 Survival - Jungle	3 Trapping	2 WS - Bola

STUDIED

3 AK - Isle of the Eye	3 AK - Water-Sister	3 AS - Isle of the Eye
2 Bio - Anatomy	3 Bio - Fauna	4 Bio - Flora
2 History	3 Law	2 Math
3 Medicine	3 Philosophy	2 Psychology
3 Politics	4 Wird Casting	4 Wird Lore
4 Wird - Air	4 Wird - Earth	4 Wird - Fire
4 Wird - Water		

ABILITIES

Wings - Tier 3

Level 4 Wird Weaver

TRAITS

Absolute Sense of Direction	Behaviour - Distracted by shiny things
Behaviour - Opposes caste system	Behaviour - Love of nature
Behaviour, Ext. - Hates Blight Crows	Behaviour, Ext. - Social person
Caste Status - Pure	Contact - Horizon Strider (3)
Contact - Wayson (6)	Enemy - House Melbatte (-4)
Impaired Sense, Smell (-2)	Literate
Military Rank (9)	Phobia - Claustrophobia (-2)
Reputation - Reliable (2)	Reputation - City Ruler (8)
Social Responsibility (-9)	Wealthy (10)



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BACKGROUND

Preventine Koriarill has always lived on the Isle of the Eye, perhaps the most beautiful and peaceful place in Providence. In this environment, it is not surprising that she grew up with a strong love of nature and the outdoors. From the time she was a child, there was no doubt that she was going to become a Wird Weaver. Since her mother was the leader of the city, there was also no doubt that she was going to be involved in politics. Preventine paid attention to her schooling and the political lessons her mother tried to show her as she was growing up. However, the world outside was what really caught her attention. Preventine loved wandering around the groves of the Isle of the Eye. Although there were still some potential dangers, she felt safer there than anywhere else. The way the creatures of the Isle interacted with each other fascinated her.

When Preventine learned that she had the capacity to practice the Wirdways, she immediately jumped at the chance to become a Wird Weaver. It meant that she had little time for anything else other than study, but that was fine with her.

The best thing that ever happened to Preventine took place when she was 19 years old. Her mother sent her off for a year to work with the tenders of the Isle. This not only advanced her Wird abilities, but it forced her to learn how to deal with ordinary people. She gained an understanding of the lives of the lower castes, and realized that she liked some of these people much more than most of her acquaintances at the Palace. Not only that, but she decided that what makes people good and worthwhile has nothing to do with their ability to fly. The young Wird Weaver decided that the caste system was a silly invention and one that should be removed. After Preventine returned, she was stunned to find out that many people refused to see that the system wasn't just; worse, there were some who didn't even care, as long as they had an elevated position. It was during this time that she angered many of the families that trouble her today. She eventually decided that it was better to be quiet and worked to become a more important player in the city's politics. There were too many people who had power that didn't care about their subjects; she wanted to be strong enough to make them care. Preventine played the game well enough that when her mother unexpectedly died, she was the person chosen to become the next Watcher. It is a position that she sometimes struggles with, but is determined to hold onto until she can bring wholesale changes to the system.

Preventine dislikes the caste system. Still, she realizes that she cannot make changes to it without putting herself in a weak political position. The Watcher can't be legally

removed from her position without a medical reason, or for treason. However, trying to remove the caste system from Water-Sister might be enough to get her exiled. She has tried to see if she might gain allies from the other city rulers, but only Regent Caiylus seemed vaguely sympathetic to her concerns, and the Regent didn't believe that anything should be done to change the system at the moment. On the other hand, Preventine doesn't believe that the Wayfarers have the right idea. The violence bothers her and too many innocent people get hurt in a typical Wayfarer attack. It seems more likely to her that the Fallen will turn on the Wayfarers before joining them in force.

With the upcoming war, Preventine believes that the Alliance will need the assistance of the lower castes more frequently, and that this might force some sort of change. She is determined to see it happen.

SPELLS

LEVEL 1

Animal Lore	Armour of Air
Detect Wird	Far Speaking
Fog	Heal Others
Heal Self	Hearing of the Bat
Herb Lore	Hundred Day March
Light	Resist Cold
Scent of the Hound	Slow Disease Others
Sustenance	Vision of the Eagle

LEVEL 2

Air Elemental	Analyze Wird
Detect Life	Extinguish Flame
Freedom of a Vrolagh	Leave Message
Magic Resistance	Mend the Broken
Mould Earth	Mould Plant
Pack Member	Reflexes of the Rilbec
Sleep	Tangle Growth
Wilder-beast's Skin	

LEVEL 3

Air Bolt	Animate Plant
Cure Disease Self	Cure Disease Other
Earth Elemental	Heal Self
Heal Others	Silence
Spell Shield	Wall of Air

LEVEL 4

Armour of the World	Commune with Plant Life
Earth Freedom	Fire Elemental
Magic Resistance	Speed of Thought

EQUIPMENT OF NOTE

Preventine has a suit of Crystal Ring Mail that has two 3rd level spells enchanted into it, Counter Spell and Flame Armour. These spells have two charges per day.



ELARIAN PURADANIUM

Troupial: Dragon Profession: Chief Warden

CHARACTERISTICS

1 Coordination	8 Strength	12 Constitution
3 Intelligence	3 Willpower	3 Psyche
0 Appearance	3 Charisma	8 Perception
3 Aura	69 Wird	
24 Body	21 True Body	64 Endurance

SKILLS

INNATE

1 Acrobatics	2 Athletics	4 Bartering
4 Body Language	4 Bribery	3 Charm
1 CM - Charge	2 CM - Disarm	3 CM - Dodge
2 CM - Grapple	3 CM - Parry	4 CM - Strike
1 CM - Throw	2 Concealment	1 Flight
4 Gambling	6 Intimidation	3 Lang. - Serpenkine
5 Oration	3 Small Talk	2 Stealth
3 Teaching	6 Torture	3 WS - Sword

LEARNED

2 Appraisal	3 AE - Sculpting	4 Battle Tactics
4 Bureaucracy	2 Dance	4 Etiquette
4 Finance	2 First Aid	4 Hand to Hand
4 Lang. - Old Yas'Wailian	2 Lang. - White Crow	6 Leadership
4 Lip-Reading	4 Meditation	2 Melee
1 Missile Weapon	1 Riding	6 Strategy
2 Streetwise	2 Survival - Desert	

STUDIED

4 Archeology	5 AK - Bone-Wail	4 AK - Green Deep
2 AK - The Deep	2 AK - Cry-Star	2 AK - Cliff-Spider
6 AS - Bone-Wail	5 AS - Exodus Plain	5 AS - Green Deep
3 Bio - Anatomy	2 Bio - Fauna	2 Chemistry
3 Cryptography	3 Heraldry	6 History
1 Lang. - Swarm Dancer	4 LS - Yas'Wailian	4 Law
2 Martial Arts	4 Math	3 Medicine
1 Metallurgy	4 Philosophy	5 Politics
4 Psychology	3 Resist Pain	2 Surgery
6 Wird Lore	6 Wird - Casting	6 Wird - Air
6 Wird - Earth	6 Wird - Fire	6 Wird - Water

ABILITIES

Altered/Inhuman Sense Sonar; Hearing only - Tier 1

Tail - 3 point attack, Hard or Soft damage

Wings - Tier 3

Armour* 7 points of protection

Increased Constitution* +10

Increased Senses* +6

Increased Strength* +6

All Blight Crow spells (level 1-6) plus several unknown unique spells.



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BACKGROUND

The name Elarian Puradanium has inspired fear in children and adults alike for generations. Documentation seems to support the belief that Elarian has been the chief Warden in Bone-Wail for the past 200 years or longer. Those who doubt the rumours become believers upon looking into the ancient eyes of Providence's most feared and powerful person. His eyes show no compassion, and they reflect dark, ancient and forbidden power.

Only Elarian Puradanium himself knows his complete history. Many historians agree that Elarian rose to power in a violent coup d'état against the former hierarchy of Bone-Wail roughly 200 years ago. Elarian brutally murdered the Warden Senate and Ty'Bruk Puradanium, a man whom many historians believe to have been Elarian's father. He then assumed his new position of power. Since then, from the skeletal throne of Bone-Wail, Elarian has remained in power, serving as the anchor for Bone-Wail's power base. Many know that Elarian's long life is possible because he practices the dark arts of the Blight Crow, absorbing the Wird energies of everything around him. The people closest to Elarian do not seem to show the effects of the Wird draining, implying that he has managed to control that effect. More informed individuals believe the effect is muted because he has a massive source of Wird that he drains constantly, the nearly seven million innocent prisoners. Still, few people wish to test the theories and remain in the Blight Crow's presence for long.

Elarian is presently working to find a way to open the Gates. He is well aware that the world is dying, having watched it quickly degrade over the past 200 years. He is also well aware that, despite how powerful he is, he cannot survive unless he can escape this prison. Also, he must return to properly "thank" those who sentenced him to his life in Providence. As such, he has formed a pact with the Alliance of Kings. The two have agreed to help each other in the coming war with the Lost Tribes and in the search for the key to opening the Gates. Elarian has every intention of honouring his word with Regent Caiylus; he will help the Alliance of Kings in the coming war and will help them find the key to opening the gates. The Warden knows that a battle with the Lost Tribes will hinder his efforts tremendously, and the Alliance of Kings, escaped prisoners though they may be, are resourceful and useful allies. They will help divert attention away from Bone-Wail and could end up taking the brunt of the Lost Tribes' attack. Secondly, Elarian knows that the Alliance of Kings may stumble across important clues towards opening the Gates – information he does not yet possess. If they believe at any point that he has not been forthcoming, they potentially might keep the information to themselves – information that might prove to be vital. As

such, he must honour his agreement for now. He knows that it is only a short term arrangement and in the end, he will set things right.

Most recently Sirus Khohall, Guild Master of the Cartographers, approached Elarian about a potential alliance between Bone-Wail and the Cartographers. Elarian feels that Sirus, though a fool and doomed to failure, will definitely prove to be a useful tool and has begun forming plans as how to best utilize him. If all the pieces fall where Elarian expects them to, and they will, the Alliance of Kings is doomed to a period of tremendous chaos and conflict.

Despite all the coming conflict, those that know of Elarian's history have no doubt that he will remain patient and calculating, carefully guiding Bone-Wail through the coming storm. Elarian has never been one to break in the face of adversity and none are foolish enough to think that the coming chaos will prove to be any different. Elarian has survived for at least 200 years and he is confident that he will be around for at least another 200.

EQUIPMENT OF NOTE

Crystal Armor

Warden Elarian wears a unique suit of crystal armor that has been enchanted with a number of spells. When the armor is not activated, the crystals appear as Elarian's crown of office: a crystallized, horned skull. The known abilities that it possesses are the following:

Armour 25 points of protection

Hard Damage Attacks - Elarian inflicts 2/4/6/8 points of Hard Damage when he attacks in hand to hand combat while wearing the armor.

Acidic Touch - At will

Counter Spell - 3 times per day

Scent of the Wind - At will

Reflexes of the Rilbec - once per day

Speed of the Fox - once per day

Spell Shield - 3 times per day

Strength of a Bawk'Sha - once per day

TRAITS

Ambidexterity

Bad Flyer

Behaviour - Calm

Behaviour - Confident

Behaviour - Deceptive

Behaviour - Dignified

Behaviour, Ext. - Arrogant

Behaviour, Ext. - Patient

Combat Reflexes

Contacts - Bone-Wail/Green Deep (10)

Enemy - Alliance of Kings (10)

Enhanced Sense - Hearing (2)

Heavy Boned

High Pain Threshold

Literate

Photographic Memory

Rank (10)

Reputation (10)

Social Responsibility (10)

Worthy (15)

* Elarian's long lifetime of Wird manipulation has resulted in magical energies fusing with his body, giving him increased abilities. He is not a Shard, however.



JENOBAY MIT'ANG

Troupial: Eagle

Profession: Revolutionary

CHARACTERISTICS

1 Coordination	4 Strength	3 Constitution
2 Intelligence	2 Willpower	0 Psyche
2 Appearance	3 Charisma	2 Perception
3 Aura	42 Wird	
11 Body	9 True Body	28 Endurance

SKILLS

INNATE

2 Athletics	3 Awareness	3 Bartering
4 Body Language	3 Bribery	2 Camouflage
4 Charm	1 Climbing	3 CM - Disarm
4 CM - Dodge	3 CM - Grapple	3 CM - Parry
4 CM - Strike	2 CM - Throw	1 Concealment
1 Disguise	4 Flight	4 Intimidation
2 Lang. - Serpenkine	5 Oration	3 Small Talk
2 WS - Club	3 WS - Spear	4 WS - Sword

LEARNED

1 AE - Singing	4 Battle Tactics	3 Breakfall
4 Bureaucracy	2 Cartography	4 Etiquette
2 Finance	1 First Aid	2 Hand to Hand
2 Lang. - White Crow	5 Leadership	2 Lip-reading
3 Melee	4 Strategy	1 Streetwise
2 Survival - Jungle	3 WS - Bow	

STUDIED

2 AK - Cliff-Spider	3 AK - Cry-Star	2 AK - Exodus Plains
2 AK - Water-Sister	3 AS - Bone-Wail	3 AS - Exodus Plains
2 AS - The Deep	1 Bio - Fauna	1 Bio - Flora
2 Cryptography	3 Heraldry	3 History
4 Law	1 Philosophy	5 Politics
3 Psychology	2 Resist Pain	5 Wird Casting
6 Wird Lore	5 Wird - Air	5 Wird - Earth
5 Wird - Fire	5 Wird - Water	

ABILITIES

Increased Sense Sight - Tier 1

Wings - Tier 3 (Removed)

* Jenobay has had his Strength and Constitution permanently increased by his manipulation of Wird by +3 and +2 respectively.

Blight Crow Level 5

TRAITS

Behaviour - Hatred of Aristocracy	Behaviour - Authoritarian
Behaviour, Ext. - Egotistical	Behaviour, Ext. - Sociopath
Caste Status - Exiled	Combat Reflexes
Contact - Bone-Wail ambassador (3)	Contact - Exile Army (5)
Contact - White Crow Lieutenant (4)	Enemy - Alliance of Kings (-10)
Literate	Reputation - Blight Crow (-8)



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BACKGROUND

Jenobay Mit'ang has always been special. He drove himself mercilessly as a child, convinced that he should do all that he could to help society. He wanted people to compare him favourably to the heroes of old.

The young Eagle realized that the best way to serve society was to gain power; so, he quickly became involved in the games at court. He learned from everything he saw. Because he was charming and intelligent, Jenobay could get involved with many different factions. Then he surprised everyone by shifting his focus and becoming involved in the army. When Jenobay returned to court after several years of excelling in the military, he soon became a powerful political player. There were many who believed that Jenobay should become the next king of Cry-Star, but that wasn't the position he wanted. As regent, he could do the most good, so that was where he focused his attention. He managed to get a position with Regent Stieff. He soon became the most influential person on the regent's staff. When Stieff died in a hunting accident five years later, Jenobay was the natural choice to become the new regent.

During his reign, two events happened that would affect Jenobay greatly. First, his wife gave birth to a boy without wings. Jenobay killed the monstrous child as soon as he saw it. He couldn't accept that he possessed a flaw that would produce a Fallen son. How could it happen to him, so perfect in every way? Jenobay soon fixated on trying to find this hidden flaw. This event destroyed his marriage. Afterwards, he was a little harsher than he had been, but he masked it in such a pleasant face that even most of his enemies accepted it without protest.

Jenobay soon made the second major decision of his life. Since traditional magic had failed him in his search to correct his self-perceived flaw, he would turn to the forbidden distinction of Blighting. People said that this magic would turn any who used it into a monster but he didn't believe that could happen to him. He was Jenobay, and he could master anything. The regent kept this secret for years, but eventually the effects of his choice became apparent to those watching. The death of his wife, indirectly caused by his magic, was the evidence his foes had waited for. Jenobay was captured and scheduled to be executed. As always, he had a trick up his sleeve. He managed to escape with the help of allies, but he had lost his reputation and his position.

Jenobay's fall is just another test in a long line of challenges. He has raised an army out in the jungles of Providence, which he is going to use to bring down the society and the caste system that rejected him. The former regent is not just sitting around in the jungle biding his time.

The Blight Crow knows that the Alliance is already in a shaky position and is planning to use his White Crow allies to weaken them. He is trying to strengthen the Wayfarers' efforts as well. He is also having conversations with an ambassador from Bone-Wail. While he doesn't like the Wardens, he is willing to use them. He will deal with them later. For the moment, Elarian would be an acceptable ally.

SPELLS

LEVEL 1

Acidic Touch	Animal Lore
Awaken Self	Blur
Cause Disease	Detect WIRD
Drain WIRD	Fog
Hearing of the Bat	Herb Lore
Infravision	Levitation
Resist Cold	Resist Pain Self
Stone Missile	Sustenance

LEVEL 2

Analyze WIRD	Darkness of the Deep
Detect Life	Earth Armour
Extinguish Flame	Glyph
Magic Resistance	Mirror Image
Scent of the Wind	Shatter
Sleep	Village Idiot
Vision of the Bat	Wilder-beast's Skin

LEVEL 3

Acid Bolt	Counter Spell
Cure Disease Self	Decompose
Enchant Item	Ice Bolt
Leech WIRD	Light Armour
Lock	Scroll
Silence	Simple Illusion
Spell Shield	

LEVEL 4

Alter Body Others	Alter Body Self
Cause Disease	Complex Illusion
Fatal Vibration	Ice Sphere
Lightning Bolt	Magic Resistance
Reflexes of Lightning	Speed of Thought
Store Spell	Vacuum

LEVEL 5

Drain Life	Empower
Perfect Illusion	

EQUIPMENT OF NOTE

Jenobay has special armour and a magical sword which he has named Hate.

Hate - 16 points of damage, BPV 35. Jenobay can also cast Decompose 5x a day.

Armour - gives 16 points of Armour, BPV 40. It also has Level 1 WIRD Armour.



WARDEN ESHATOWIN

Troupial: Swan

Profession: Warden Ruler

CHARACTERISTICS

0 Coordination	0 Strength	1 Constitution
2 Intelligence	2 Willpower	2 Psyche
2 Appearance	2 Charisma	2 Perception
3 Aura	36 Wird	
8 Body	8 True Body	20 Endurance

SKILLS

INNATE

3 Awareness	2 Body Language	2 Charm
2 CM - Dodge	3 Flight	2 Intimidation
3 Oration	2 Teaching	

LEARNED

2 AE - Writing	3 Bureaucracy	2 Dance
4 Etiquette	1 Hand to Hand	3 Leadership
3 Meditation		

STUDIED

3 AK - Green-Deep	2 AK - Leviathan's Spine	2 Art History
3 AS - Green-Deep	3 Bio - Fauna	2 Cryptography
4 Heraldry	3 History	4 Law
2 Math	2 Philosophy	4 Politics
6 Wird Casting	4 Wird Lore	6 Wird - Air
6 Wird - Earth	6 Wird - Fire	6 Wird - Water

ABILITIES

Wings - Tier 3
Wylder Level 6

TRAITS

Behaviour - Charming	Behaviour - Curious
Behaviour - Emotional	Behaviour, Ext. - Monogamous
Caste Status - Pure	Contact - Elarian (3)
Good Flyer	Literate
Military Rank (9)	Social Responsibility (-9)
Wealthy (9)	

EQUIPMENT

Warden Eshatowin has a necklace that has been enchanted with the following spells:

Water Armour for three minutes, 3 times a day
Bolt of Flame 3 times a day



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BACKGROUND

Warden Eshatowin is an intelligent and observant ruler. She is conscious of her great responsibility as the sovereign of Green-Deep, but she feels that there are other more important matters that transcend the petty power plays of mortals. The Warden has no desire to free the prisoners in Green-Deep. She believes in tradition and the rule of law, and according to her ancestors' beliefs, the purpose for her family was to ensure the proper functioning of the prison camps. She is however, not above feeling compassion for others. Eshatowin secretly believes that Bone-Wail's methods for enforcing slavery are extreme. Although random displays of power and brutality are sometimes necessary, Eshatowin prefers to resort to an efficient and well trained force rather than using fear, oppression and torture to keep the prisoners in check. Although she is always willing to take responsibility for her position as ruler of the city, Eshatowin is clearly concerned with matters other than politics. The Warden is fascinated by Providence's wondrous creatures, and mostly by the overwhelming flow of Wird that abounds the enclosed world. In essence, Eshatowin has the soul of a dreamer and a poet. She is unselfish and sometimes even pensive. Nonetheless, this in no way prevents her from fulfilling her duties efficiently.

Born into the fold of House J'Nishai of Troupial Swan, Eshatowin descends from a line of rulers who always fell under the shadow of Bone-Wail. With the growing threat from the Lost Tribes, Bone-Wail is more cut off from Green-Deep than at any point since it took over the colony. Concerned with self-preservation above all else, Bone-Wail has been lax in maintaining authority over the colony. This has allowed Eshatowin to run Green-Deep nearly independently from Bone-Wail. Although Bone-Wail still sends mutated troops to the city for support and supervision, Warden Eshatowin prefers to maintain an elite force that is trained by Guard Master Akhradum. The ruler of Bone-Wail, Warden Elarian, has recently taken notice of Eshatowin's independence. For the moment he is content, but he has made it clear that Green-Deep is in no way to consider itself an independent state.

Without the help of her consort Guard Master Akhradum, Warden Eshatowin could not run the prison camp as efficiently. With his support, she has been able to maintain a tight rule over the city without the heavy hand of Bone-Wail. She is completely devoted to Akhradum and considers him an equal partner. Together, they feel that they have accomplished a great deal without the help of Bone-Wail. They would not object to obtaining advice on certain matters but they would oppose the interference of Warden Elarian in the daily affairs of Green-Deep. As for matters

outside the city's walls, Eshatowin is comfortable with acquiescing to Elarian's superior experience on most matters. She also views other factions in Providence, including the Alliance of Kings, with a certain amount of indifference. Although she recognises the threat of the Lost Tribes, she is not overly concerned by the possibility of war.

SPELLS

LEVEL 1

Armour of Air	Bolt of Air
Detect Wird	Far Speaking
Fog	Ignite
Levitation	Light
Sandstorm	Spark Touch

LEVEL 2

Air Elemental	Analyse Wird
Extinguish Flame	Create Water
Flash	Darkness of The Deep
Invisible Shove	Mirror Image
Magic Resistance	Sonic Blast
Noise	Protection from Flames

LEVEL 3

Air Armour	Blast of Air
Water Elemental	Counter Spell
Dispel Magic	Earth Elemental
Enchant Item	Scroll
Wall of Air	Silence
Spell Shield	

LEVEL 4

Avalanche	Earth Freedom
Complex Illusion	Vacuum
Lightning Bolt	

LEVEL 5

Empower	Immolation
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LEVEL 6

Ward

AKHRADUM PURADANIUM

Troupial: Dragon **Profession:** Guard Master

CHARACTERISTICS

3 Coordination	7 Strength	8 Constitution
1 Intelligence	2 Willpower	1 Psyche
0 Appearance	1 Charisma	3 Perception
2 Aura	54 Wird	
19 Body	16 True Body	48 Endurance

SKILLS

INNATE

2 Acrobatics	2 Athletics	5 Awareness
4 Body Language	2 Charm	4 Camouflage
3 CM - Disarm	3 CM - Dodge	3 CM - Grapple
2 CM - Parry	2 CM - Strike	2 Flight
4 Imitation	4 Intimidation	3 Quick draw
2 Stealth	4 Teaching	2 Torture
3 Tracking	2 WS - Sword	

LEARNED

3 Animal Husbandry	4 Armourer	4 Battle Tactics
3 Breakfall	2 Bureaucracy	3 Demolition
1 Etiquette	2 First Aid	4 Hand to Hand
2 Leadership	3 Melee	3 Missile Weapon
3 Multiple Strike	2 Strategy	2 Survival
1 Thrown Weapon	3 WS - Whip	

STUDIED

3 AK - Green-Deep	2 AK - Leviathan's Spine	3 AS - Green-Deep
2 Cryptography	2 Heraldry	2 History
2 Law	2 Politics	2 Psychology

ABILITIES

Altered/Inhuman Sense Sonar, hearing only - Tier 2
Tail - 3 point attack, Hard Damage
Wings - Tier 3
Change Shape, Reduced Wird Drain - Tier 6
Modify Characteristic Strength, Permanent - Tier 3
Modify Characteristic Constitution, Permanent - Tier 3
Natural Body Attacks - Tier 5

TRAITS

Ambidexterity	Behaviour - Aggressive
Behaviour - Arrogant	Behaviour - Confident
Behaviour - Dedicated to Eshatowin	Behaviour - Humourless
Behaviour, Ext. - Protective of Eshatowin	Heavy - Boned
Caste Status - Pure	Combat Reflexes
Enhanced Sense - Hearing	Light Sleep
Literate	Military Rank (8)
Reputation (5)	Wealthy (5)
Wird Sensitive	

BACKGROUND

Guard Master Akhradum is fanatically devoted to Warden Eshatowin. He will go to any lengths to ensure her protection. He considers his life less important than her own, and will gladly risk his safety to defend her. No one is quite sure how their relationship developed, or the nature of his obsession with her safety. Some stories claim that she cast a spell to make him fall hopelessly in love with her. Considering the sublime beauty of Eshatowin, it seems unlikely she would need to cast a spell to win his affections. In all probabilities, the truth is probably less fantastic than the stories surrounding their union.

In the execution of his duties, Akhradum is meticulously efficient. He leaves no room for error and carefully oversees the planning of all of the warden's activities. Some say that he takes unnecessary precautions to ensure her safety. The Guard Master is unforgiving to those around him whom he feels are incompetent. His entourage is constantly on edge for fear that he will unleash his aggression onto them. Akhradum is militant and threatening to most workers. It is his philosophy that to ensure maximum output from workers, they must be consistently pressured. Those who fail the test are not worthy of their station and are dispensed with, or at the very least reassigned. Akhradum is equally as hard on himself as he is to those around him, if not harder.

In combat, Akhradum is as merciless and unrelenting physically as he is emotionally. Despite his harshness, he is exceedingly effective. He is not bloodthirsty and will usually seek the swiftest avenue to effectively dispose of an opponent. The Guard Master is proficient with the use of many weapons, but he prefers to use his spiked whip to trip or disarm opponents. He will also use venom that he excretes from his saliva. Akhradum is also able to completely alter his features to appear as someone else. Some say that when Eshatowin is forced to attend public duties, he will take her place so that she is not unnecessarily exposed to danger. As well as using his abilities for disguise, the Guard Master will generate massive claws, a hardened tail spike, or any body weaponry he can imagine. Naturally, he is not afraid to engage someone in hand to hand combat if it is to protect his charge.

Although the Guard Master's duties are usually relegated to the safety of the Warden and the proper functioning of the city's militia, he is not above interfering in any affairs of the city if he feels it warrants his attention. Eshatowin seems completely confident in his abilities and will rarely question his motives or actions. This means that Akhradum is effectively in charge of many of the day to day operations of the city, which he feels do not require the warden's attention. This might appear as though the Guard Master himself is in charge of the city, especially considering that no one is allowed to have an audience with the warden unless he approves. However, this is not the case. Eshatowin and the Guard Master are more like two facets of the same coin.



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ENOVAL SAHAR - FATHER

Troupial: Dove **Profession:** Noble/1st Shard

CHARACTERISTICS

1 Coordination	2 Strength	2 Constitution
1 Intelligence	2 Willpower	2 Psyche
2 Appearance	2 Charisma	2 Perception
3 Aura	39 Wird	
10 Body	10 True Body	24 Endurance

SKILLS

INNATE

3 Athletics	2 Body Language	2 Camouflage
2 CM - Charge	4 CM - Dodge	3 CM - Grapple
3 CM - Parry	4 CM - Strike	2 CM - Throw
5 Flight	3 Intimidation	5 Oration
4 SP - Light Blast	2 Stealth	3 Teaching
5 WS - Spear	4 WS - Sword	

LEARNED

3 Battle Tactics	3 Breakfall	2 Bureaucracy
1 Dance	1 Etiquette	2 First Aid
4 Hand to Hand	4 Leadership	2 Meditation
3 Melee	2 Missile Weapon	3 SP - Ranged Attack
2 Strategy	2 Streetwise	2 Trapping
3 WS - Bow		

STUDIED

3 AK - Haak San Bazaa	2 AK - Exodus Plain	2 AS - Haak San Bazaa
1 Heraldry	2 History	2 Law
3 Philosophy	2 Politics	3 Psychology
2 Resist Pain	2 Wird Lore	2 Wird Casting
2 Wird Air	2 Wird Earth	2 Wird Fire
2 Wird Water		

ABILITIES

Wings - Tier 5 (increased from 3 after his Epiphany)

Light Armour, Reduced Wird Cost - Tier 8

Light Blast, Reduced Wird Cost - Tier 12

TRAITS

Abnormal Appearance - Glowing Wings (2)	Absolute Sense of Direction
Ambidexterity	Behaviour - Confident
Behaviour - Dignified	Behaviour - Heroic
Behaviour - Protective	Behaviour, Ext. - Social
Caste Status - Pure	Combat Reflexes
Good Flyer	High Pain Threshold
Literate	Military Rank (8)
Reputation - Father (10)	Reputation - Reliable (6)
Social Responsibility (-8)	Wealthy (8)

BACKGROUND

Enoval Sahar. Only one other name in Providence's history inspires more visions of heroism and perfection, the name of Lady Amariss, Enoval's Epiphany-sister. One pivotal, eventful day in 1091 E.M.D., the history of Providence took a drastic change of direction. This was the day the Elothorin Avatar, Sky-Spite, attacked. All Yas'Wailians in Providence – the Alliance of Kings, Bone-Wail and the Mercantile Bands alike – know the story well. Sky-Spite attacked the city of Haak San Bazaa and all but destroyed the city as defenders filled the sky. Everyone fought against the beast – warriors, casters of Wird, farmers and children. If they could hold a weapon, they came forward to defend themselves and their home. For some time it looked as though everyone would die, despite their valiant efforts. At that critical moment, Epiphany struck. The first to undergo the Epiphany was Enoval Sahar. Lady Amariss, the Dragon who selflessly sacrificed her life in order to finally defeat Sky-Spite, followed shortly after.

After the battle, the survivors heralded Sahar and Lady Amariss as heroes of the highest order. Devastated after losing their homes, Haak San Bazaa's citizens needed something positive to hang on to. They quickly latched onto the man they called Father - Enoval Sahar. He was uncomfortable with his new-found fame. He had been a mere warrior in the military prior to the battle with Sky-Spite. He had lived a simple life, joining the army because he wanted to make the world a better place. Sahar knew nothing about being a hero. Worse yet, he felt that he had done very little to win the day against Sky-Spite. Sahar knew they won the battle solely because of the sacrifice of Lady Amariss. He was not a hero; he was one of the survivors.

Regardless, the people of Providence claimed Sahar as a hero and thrust him into a position of prominence. Sahar fought hard to remind people that his actions were simply the actions of a man trying to survive to see another day. They should remember the sacrifice of Lady Amariss first and foremost. Regardless, Sahar quickly became a leader of his people, a position he had never desired.

Elevated to a new position of leadership, Sahar struggled with the social responsibilities entrusted to him. He also tried to halt the tide of God-worshippers that arose in his wake. His new position gave him the ability to try to make the world a better place while his following placed him above society, in a position more as a god and less as a man. He was, and remains to this day, the most powerful Shard that has ever lived. Sahar never believed he was a hero or a god. He was merely a man who had survived to see the next day. In the end, Enoval Sahar died at the old age of 87 after having worked hard to make the world a better place. Thousands feel he succeeded.





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AMARISS KOH'ANIK - MOTHER

Troupial: Dragon **Profession:** Courtier/2nd Shard

CHARACTERISTICS

1 Coordination	0 Strength	1 Constitution
1 Intelligence	1 Willpower	0 Psyche
1 Appearance	2 Charisma	0 Perception
3 Aura	36 Wird	
7 Body	7 True Body	20 Endurance

SKILLS

INNATE

2 Awareness	3 Bartering	3 Body Language
1 Camouflage	3 Charm	1 CM - Disarm
2 CM - Dodge	2 CM - Strike	1 CM - Throw
4 Flight	2 Intimidation	2 Oration
3 Small Talk	3 Teaching	3 WS - Dagger
2 WS - Staff		

LEARNED

2 Appraisal	1 Breakfall	2 Bureaucracy
2 Dance	3 Etiquette	3 Finance
2 First Aid	2 Riding	2 Survival - Jungle

STUDIED

2 AK - Cliff-Spider	3 AK - Haak San Bazaa	3 AS - Haak San Bazaa
2 Heraldry	3 History	2 Law
2 Math	2 Philosophy	2 Politics
3 Wird Casting	3 Wird Lore	3 Wird - Air
3 Wird - Earth	3 Wird - Fire	3 Wird - Water

ABILITIES

Altered/Inhuman Sense, Sonar, Hearing only - Tier 1
Tail - 3 point attack, Hard Damage
Wings - Tier 3
Body of Crystal (see page 62) - Tier 12
Crystal Blast (see page 62) - Tier 10

TRAITS

Bad Flyer
Behaviour - Courageous
Caste Status - Pure
Contact - Lord Juliard (4)
Wird Sensitive
Behaviour - Cheerful
Behaviour - Curious
Contact - Business leader (2)
Literate

BACKGROUND

Amariss Koh'anik grew up a typical Dragon from a good family. The days of her youth were spent learning the history of her people, the proper way to speak to royalty and how to argue convincingly. Dragons usually wanted to play political games but that had never been her choice. All she ever wanted was to teach others and to have children and spread good ideas. When a family friend tested her and found that she had the potential to learn the Wirdways, she jumped at the opportunity. This was something that might allow her to do something worthwhile. Her family had no problems with her learning to become a Wylder; several Wylders were powerful politicians. What they could not understand was why she didn't use her abilities to gain more influence. There were several opportunities in Cliff-Spider for a person with her potential.

Koh'anik tried to avoid the political world. She learned Wird and that was enough. Unfortunately, she discovered that politics would follow wherever she went. When Koh'anik was 18, she made her second major choice and decided that enough was enough. She would leave home and find a place where her family had little influence. That turned out to be Haak San Bazaa, a city and environment quite different from her home. She managed to become quite comfortable, tutoring children and continuing her own lessons in magic.

While visiting her parents, she met a young noble named Juliard Ras'haad. The two of them quickly fell in love. While she refused to return to the political atmosphere of Cliff-Spider, the two commuted regularly between their two cities. A year later, Ras'haad asked her to marry him. Surprisingly, she turned him down. Koh'anik knew that would mean moving back to Cliff-Spider permanently, and she didn't know if she was ready to make that decision. He never gave up trying to convince her though, and a year later, she realized she loved the young courtier too much not to marry him.

The wedding was set for the end of the year. Unfortunately two months later, Sky-Spite attacked Haak San Bazaa. During that battle, Amariss underwent the second recorded transformation into a Shard. Confused by what happened, she continued to fight, but more effectively. Still, it was debatable whether the defenders were going to win the battle until Amariss flew straight into the monster's mouth, killing the avatar at the cost of her own life.





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PROVIDENCE



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BARTENDER

Characteristics

Charisma 1, Perception 1

Skills

- | | | |
|-------------------|-----------------------|-------------|
| 2 AK - Local Area | 1 AS - Local Area | 1 Awareness |
| 2 Bartering | 2 Chemistry (alcohol) | 1 Politics |
| 1 Small Talk | 3 Streetwise | |

Traits

Contact (3)

Bartenders always have some idea of what is happening on the streets. If they can't tell player characters what's going on, they know someone who can. The bartender is not a member of any particular group, but knows people who are. They may be willing to help, or player characters may have to bribe or threaten them.

BLACKSMITH

Characteristics

Strength 1

Skills

- | | | |
|-------------------|---------------------|--------------|
| 2 AK - Local Area | 1 Animal Husbandry | 3 Appraisal |
| 3 Armourer | 2 Bartering | 2 Chemistry |
| 1 Hand to Hand | 1 History (weapons) | 3 Metallurgy |
| 3 Weapon Smith | 1 WS - Any | 1 WS - Sword |

Player characters go to blacksmiths when they need armour and/or weapons repaired. They will usually sell metal tools of all types as well. Blacksmiths are usually very good at evaluating the quality of weapons. Some may even be able to tell if weapons are magical in any way, although they won't know if a magical spell is cast into the item.

BUREAUCRAT

Characteristics

Average

Skills

- | | | |
|------------------|-----------------|------------|
| 2 AK: Local Area | 1 Body Language | 2 Bribery |
| 3 Bureaucracy | 1 Etiquette | 1 History |
| 1 Law | 1 Math | 1 Politics |

Traits

Literate

Bureaucrats can either provide important information for player characters or actively work to prevent them from finding something out. They often have some idea of what is happening, or going to happen, in local politics. Bureaucrats make considerable enemies; they know too many ways of becoming a real annoyance in a player's life. GMs can also use bureaucrats as a method for players to meet important politicians.

MERCHANT

Characteristics

Average

Skills

- | | | |
|-------------------|--------------------------|------------------------|
| 2 AK - Local Area | 3 Appraisal (profession) | 1 Awareness |
| 3 Bartering | 1 Charm | 1 History (profession) |
| 1 Math | 2 Small Talk | |

Merchants can be reliable sources of information. They are also the people to go to if a character either wants to find a particular object or wants to get one appraised. Good merchants have to know their merchandise, and may know something about the history of an object as well as the general history of their profession.

SOLDIER

Characteristics

Strength 1, Constitution 1

Skills

- | | | |
|-------------------|----------------|--------------|
| 2 AK - Local Area | 1 Awareness | 1 CM - Parry |
| 1 First Aid | 1 Hand to Hand | 1 Stealth |
| 3 WS - Sword | 2 WS - Bow | |

Traits

Military Rank (2)

Social Responsibility (2)

Soldiers can be found in any city or settlement. They tend to be very no-nonsense types who follow orders. Soldiers are not suicidal in nature, but they are very comfortable with getting into conflict. Unless they can see that they are out matched, they will not back down from a fight. Even if they are fighting powered opponents, some soldiers will try to follow their orders.

STREET THUG

Characteristics

Strength 1

Skills

- | | | |
|-------------------|----------------|----------------|
| 2 AK - Local Area | 1 Hand to Hand | 2 Intimidation |
| 3 Streetwise | 1 WS - Club | 1 WS - Knife |

Traits

Contact (2)

The street thug is usually muscle for a higher-level criminal. They are not a match for any heroic character, but they are tougher than an average person. Street thugs tend not to have very much information about any plans their boss may have, although they usually believe that they know everything that is going on. The major goal of the typical street thug is to advance in their particular organization.

MAGICAL ITEMS

MODIFIED DRUMMER'S HAMMER "GOD'S TOOTH"

AVAILABILITY: Uncommon

The modified Drummer's Hammer, like other Drummer's Hammers, is a weapon that is used almost exclusively by members of the Guild of Drummers. This is partially because hardly anyone besides the guild orders them and partially because only very strong people can use the hammer due to the 90 pounds it weighs. The hammer is specially reinforced with metal bands around the stone head, and the handle is also thicker and reinforced. The hammer gained the name God's Tooth because people say that being hit by one is like getting hit by one of the large spires that cross Providence.

ABILITIES

The hammer does 6/12/19/25 points of Hard damage. The God's Tooth has a BPV of 50.

BRACERS OF THE TUSCANI

AVAILABILITY: Rare

These stone, crystal, or metallic bracers grant the wearer increased Strength and Body while worn.

ABILITIES

Identical to the Level 1 Spell Strength of a Tuscani (see Main Rule Book, page 164) in every way, save that the bracers grant the wearer +1 to Body and Strength.

HELM OF THE BAT

AVAILABILITY: Rare

Legend claim that this rare metallic helm was initially designed by an explorer who ventured deep into the dark corners of Providence. To facilitate her travels, she fashioned a helm that conferred a Bat's senses in darkness.

ABILITIES

As the Level 2 Spell Vision of the Bat (see Main Rule Book, page 178) when the helm is activated. The helm will enable wearers to sense their surroundings with a +1 to their perception. Although there is no time limit, it can only function in darkness.

"LAST LIGHT" SWORD

AVAILABILITY: Rare

The "Last Light" sword is a magical weapon that can be very useful, but can also work against the wielder. When it is activated, a powerful flash goes off, which can blind an opponent. This is often the last thing an unfortunate victim will see, which is why the sword has its name. If it is used incorrectly, or in a battle involving many people, it can also blind other people who happen to be looking in the same direction. There are only a few of these weapons on Providence because of this drawback.

ABILITIES

This sword can use the Level 2 Spell Flash (see Main Rule Book, page 170) three times daily.

MAGIC LANTERN

AVAILABILITY: Common

The magic lantern provides light under virtually any adverse conditions when activated. The lantern is usually used only by the rich, since it is expensive. Among the higher castes it is quite common. It is turned on by rubbing the glyph.

ABILITIES

The magic lantern creates a sphere of light that covers a 15 yard diameter for a period of 4 hours, once daily.

CLOAK OF REFLECTION

AVAILABILITY: Uncommon

This cloak is fashioned of fine cloth which is enchanted with the spell Mirror Image. When the hood of the cloak is drawn over the wearer's head, the image is released.

ABILITIES

Like the Spell Mirror Image (see Main Rule Book, page 172), the cloak releases an identical image of the wearer. Attackers have a 50% chance of affecting an image instead of the user. The Spell can be released up to three times a day for a period of five rounds each time.

ANOINTED ARROWS

AVAILABILITY: Common for Slaywinds, rare for others.

Anointed arrows are meticulously crafted and blessed by Slaywind Priests and their helpers. They are, without question, the best fashioned and most accurate arrows in Providence.

ABILITIES

+1 die bonus, range of 50 yards.

SLAYWIND'S FLARE

AVAILABILITY: Uncommon for Slaywinds, Rare for others

Flares are Wird-crafted resin bows that are given to exceptionally distinguished members of the Slaywind organization. Usually, only one bow is handed out by a priest at the conclave held at the True-Door community each year. The bows are almost always enchanted with the Level 3 Spell Bolt of Flame.

ABILITIES

Exactly as the Spell Bolt of Flame (see Main Rule Book, page 181), save for the range which is 40 yards. Depending on the bow, the bolt can be launched three or six times a day.

ARMOUR OF LIFE

AVAILABILITY: Rare

There are several types of this armour. While they may be different armour types, they have one thing in common: they can all provide healing. This armour is rare due to its cost. Also, while it can help save the wearer's life, it is not useful against a very serious wound.

ABILITIES

The Level 1 Spell Heal Self (see Main Rule Book, page 158) can be cast from the armour twice daily. This does three points of healing "damage."

FORCE RING

AVAILABILITY: Uncommon

This translucent crystal ring gives the wearer the ability to push targets, using an invisible force.

ABILITIES

The user can release the Level 2 Spell Invisible Shove (see Main Rule Book, page 171) up to three times a day.

HEALER'S GLOVES

AVAILABILITY: Uncommon

These silk gloves enable the wearer to heal wounds simply by laying the gloved hand upon the injury.

ABILITIES

The gloves generate the Level 1 Spell Heal Others (see Main Rule Book, page 158). The Spell can be used 6 times a day.

SENSE CIRCLET

AVAILABILITY: Uncommon

This crystal bracelet or ring has the ability to detect Wird. Once it is in the presence of Wird, it will begin to glow softly. If there is an overwhelming amount of Wird in an object, area, or person, it will gleam brightly.

ABILITIES

Identical to the Level 1 Spell Detect Wird (see Main Rule Book, page 157). The ring can detect Wird three times a day.

SILVER SWEATER

AVAILABILITY: Rare

This Wird-infused shirt is called the Silver Sweater because of its thick gleaming white fabric which reflects Wird-based attacks. If the shirt is pierced or torn over a short period of time, it will cease to function.

ABILITIES

The Silver Sweater has the Level 2 Spell Magic Resistance (see Main Rule Book, page 172) permanently imbued into its fibres.

TRAVELLER'S BOOTS

AVAILABILITY: Common

Traveller's Boots are made of sturdy leather which is resistant to heavy rain and most terrain. The boots also enable the wearer to move faster for longer periods of time without experiencing fatigue at the same speed.

ABILITIES

Same as the Level 1 Spell Hundred Day March (see Main Rule Book, page 160). The Spell can be released three times per day for two hours at a time.

BURNSTICK

AVAILABILITY: Common

This device is a small stick that can cause objects it touches to burst into flame. It is mostly used by very rich people who don't want to get themselves dirty when lighting a fire, or by well-off frequent travellers.

ABILITIES

The Level 1 Spell Ignite (see Main Rule Book, page 160) can be cast from the Burnstick 3x daily.

NEW POWERS

CRYSTAL BLAST

Shards with this Power are able to generate crystal and magically hurl it at opponents.

Area : Target

Range: 10 yards

Power Type: Ranged / Action / Elemental

The power's damage is equal to its Tier in the Damage column of the Power Chart (see Providence Main Rule Book, page 102). This attack causes Hard damage, and it counts as Edged damage if you are using armour modifiers.

BODY OF CRYSTAL

Shards with this Power are able to transform their bodies into a crystal structure that resists damage.

Area: Self

Range: NA

Power Type: Control/Effect/Elemental

Amariss Koh'anik is the only person known to have possessed this ability. She could transform her body into crystal, giving her remarkable resistance to damage as well as increasing the damage she could do in Hand to Hand attacks.

Like Body of Ice, this ability gives characters a BPV, which is equal to three times their increased Body rating. If they take more damage than this, they shatter and die. Any damage below this is considered a slight wound which reduces their Body by one and their BPV by three. They also receive an amount of armour listed below. Lastly, their Hand to Hand attacks are now considered Hard Damage and the damage they do is listed below.

Against Sound-based attacks, characters with Body of Crystal are more susceptible to damage. Any wound received below their BPV is considered a Grave wound, rather than a Slight wound. As such, their Body will go down by two and their BPV will decrease by 6. Also, their armour is reduced by three Tier levels.

Tier 1	+2 Body, no armour, 1/1/2/2 damage
Tier 2	+4 Body, no armour, 1/2/2/3 damage
Tier 3	+6 Body, +1 armour, 1/2/3/4 damage
Tier 4	+8 Body, +3 armour, 1/3/4/6 damage
Tier 5	+10 Body, +6 armour, 2/4/6/8 damage
Tier 6	+12 Body, +10 armour, 2/5/8/11 damage
Tier 7	+14 Body, +15 armour, 3/7/11/15 damage
Tier 8	+16 Body, +21 armour, 4/9/14/19 damage
Tier 9	+18 Body, +28 armour, 5/11/17/23 damage
Tier 10	+20 Body, +36 armour, 7/14/21/28 damage
Tier 11	+22 Body, +45 armour, 8/17/25/34 damage
Tier 12	+24 Body, +55 armour, 9/19/29/39 damage



PROVIDENCE



Character Information

Name:		Troupial:	
Sex:		Height:	
Age:		Caste:	
		Weight:	
		Occupation:	

Characteristics

<input type="checkbox"/> Coordination (/) <input type="checkbox"/> Agility <input type="checkbox"/> Reflexes <input type="checkbox"/> Dexterity	<input type="checkbox"/> Strength (/) <input type="checkbox"/> Build <input type="checkbox"/> Fitness <input type="checkbox"/> Might	<input type="checkbox"/> Constitution (/) <input type="checkbox"/> Health <input type="checkbox"/> Resistance <input type="checkbox"/> Stamina
<input type="checkbox"/> Intelligence (/) <input type="checkbox"/> Logic <input type="checkbox"/> Memory <input type="checkbox"/> Wits	<input checked="" type="checkbox"/> Willpower (/) <input type="checkbox"/> Determination <input type="checkbox"/> Drive <input type="checkbox"/> Focus	<input type="checkbox"/> Psyche (/) <input type="checkbox"/> Stability <input type="checkbox"/> Tolerance <input type="checkbox"/> Vitality
<input type="checkbox"/> Appearance (/) <input type="checkbox"/> Beauty <input type="checkbox"/> Voice	<input type="checkbox"/> Charisma (/) <input type="checkbox"/> Poise <input type="checkbox"/> Presence	<input type="checkbox"/> Perception (/) <input type="checkbox"/> Observation <input type="checkbox"/> Senses
<input type="checkbox"/> Aura (/)	<input type="checkbox"/> Wird = (Aura+Con+8) x 3	<input type="checkbox"/> Endurance = (Con+4) x 4
<input type="checkbox"/> Body <input type="checkbox"/> True Body	<input type="checkbox"/> Initiative Base	<input type="checkbox"/> / / / Movement

Skills

cost	Skill	Level	Type	Stat	cost	Skill	Level	Type	Stat
(/)					(/)				
(/)					(/)				
(/)					(/)				
(/)					(/)				
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(/)					(/)				
(/)					(/)				

BODY	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Slight	1-20	1-19	1-18	1-17	1-16	1-15	1-14	1-13	1-12	1-11	1-10	1-9	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1	0	0	0	0
Grave	21-40	20-38	19-36	18-34	17-32	16-30	15-28	14-26	13-24	12-22	11-20	10-18	9-16	8-14	7-12	6-10	5-8	4-6	3-4	2	1	0	0	0
Devastating	41-60	39-57	37-54	35-51	33-48	31-45	29-42	27-39	25-36	23-33	21-30	19-27	17-24	15-21	13-18	11-15	9-12	7-9	5-6	3	2	1	0	0
Dead/KO	61+	58+	55+	52+	49+	46+	43+	40+	37+	34+	31+	28+	25+	22+	19+	16+	13+	10+	7+	4+	3+	2+	1+	0
Overkill	121+	115+	109+	103+	97+	91+	85+	79+	73+	67+	61+	55+	49+	43+	37+	31+	25+	19+	13+	7+	5+	3+	2+	1+

<input type="checkbox"/> Current Body	<input type="checkbox"/> Slight Wounds (-1 Die)	<input type="checkbox"/> Grave Wounds (-2 Dice)	<input type="checkbox"/> Devastating Wounds (-4 Dice)
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Character Sheet





Level	Spell Name	Element	CT *	Range	Area	Duration	Description

* CT = Casting Time



Character Sheet





PROVIDENCE



Abilities

cost	Ability	Tier	Area	Range	Ability Type	Description
(/)						
(/)						
(/)						
(/)						
(/)						
(/)						
(/)						
(/)						
(/)						
(/)						

Traits

cost	Trait	Description/Effect	cost	Trait	Description/Effect
(/)			(/)		
(/)			(/)		
(/)			(/)		
(/)			(/)		
(/)			(/)		
(/)			(/)		
(/)			(/)		

Dice vs. Dice Combat Resolution

(The modifiers listed below are modifiers to the Target Number, not the character's roll.)

Target Number Combat Resolution

Opponent's Dice	Attacker's Dice																								Target Numbers			
	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	25% / 50% / 75% / 100%		
	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12			
-12	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-34	-36	-38	-40	-42	-44	-17 / -16 / -14 / -11		
-11	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-34	-36	-38	-40	-42	-15 / -14 / -12 / -9		
-10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-34	-36	-38	-40	-13 / -12 / -10 / -7		
-9	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-34	-36	-38	-11 / -10 / -8 / 5		
-8	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-34	-36	-9 / -8 / -6 / 3		
-7	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-34	-7 / -6 / -4 / 1		
-6	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-5 / -4 / -2 / 1		
-5	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-3 / -2 / 0 / 3		
-4	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-1 / 0 / 2 / 5		
-3	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	1 / 2 / 4 / 7		
-2	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	3 / 4 / 6 / 9		
-1	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	5 / 6 / 8 / 11		
0	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	7 / 8 / 10 / 13		
1	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	9 / 10 / 12 / 15		
2	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	11 / 12 / 14 / 17		
3	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	13 / 14 / 16 / 19		
4	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	15 / 16 / 18 / 21		
5	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	17 / 18 / 20 / 23		
6	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	19 / 20 / 22 / 25		
7	+42	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	21 / 22 / 24 / 27		
8	+44	+42	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	23 / 24 / 26 / 29		
9	+46	+44	+42	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	25 / 26 / 28 / 31		
10	+48	+46	+44	+42	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	27 / 28 / 30 / 33		
11	+50	+48	+46	+44	+42	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	29 / 30 / 32 / 35		
12	+52	+50	+48	+46	+44	+42	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	31 / 32 / 34 / 37		

Character Sheet



PROVIDENCE

Dice vs. Dice Combat Resolution

(The numbers listed below are modifiers to the Target Number, not the character's roll.)

Target Number Combat Resolution

Opponent's Dice	Attacker's Dice																								TN Profile				
	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	25% / 50% / 75% / 100%			
-12	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-34	-36	-38	-40	-42	-44	-17 / -16 / -14 / -11			
-11	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-34	-36	-38	-40	-42	-15 / -14 / -12 / -9			
-10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-34	-36	-38	-40	-13 / -12 / -10 / -7			
-9	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-34	-36	-38	-11 / -10 / -8 / -5			
-8	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-34	-36	-9 / -8 / -6 / -3			
-7	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-34	-7 / -6 / -4 / -1			
-6	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-32	-5 / -4 / -2 / 1			
-5	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30	-3 / -2 / 0 / 3			
-4	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28	-1 / 0 / 2 / 5			
-3	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26	1 / 2 / 4 / 7			
-2	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24	3 / 4 / 6 / 9			
-1	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	5 / 6 / 8 / 11			
0	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	7 / 8 / 10 / 13			
1	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	9 / 10 / 12 / 15			
2	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	-16	11 / 12 / 14 / 17			
3	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	-14	13 / 14 / 16 / 19			
4	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	-12	15 / 16 / 18 / 21			
5	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	-10	17 / 18 / 20 / 23			
6	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	-8	19 / 20 / 22 / 25			
7	+42	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	-6	21 / 22 / 24 / 27			
8	+44	+42	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	-4	23 / 24 / 26 / 29			
9	+46	+44	+42	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	-2	25 / 26 / 28 / 31			
10	+48	+46	+44	+42	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	0	27 / 28 / 30 / 33			
11	+50	+48	+46	+44	+42	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	+2	29 / 30 / 32 / 35			
12	+52	+50	+48	+46	+44	+42	+40	+38	+36	+34	+32	+30	+28	+26	+24	+22	+20	+18	+16	+14	+12	+10	+8	+6	+4	31 / 32 / 34 / 37			

Combat Resolution Summary

The following are the two systems for Combat Resolution. Although you can use both systems in a game, do not mix the two in the same roll.

Version 1 - Dice vs. Dice

This is the basic Opposed Roll System. Simply determine the attacker's total dice, including all modifiers (Encumbrance, Wound Penalties, Range Penalties, etc.) and compare it to the defender's (or opponent's) total dice, including modifiers. Cross-reference the two on the chart above to find the modifier. This is the modifier to the normal base Target Number of 7. The attacker then rolls **two** dice against this new Target Number. The attacker may use more than two dice, but their Target Number increases by two for each additional die rolled.

Example: John's character attacks Cindy's character. Cindy's character has a total of 7 dice, after all modifiers have been calculated. John's character is not so fortunate. His character has a total of 3 dice after all modifiers are calculated. Checking the chart, this means that John's Target Number is modified by +12. Hence, he needs to roll a 7+12=19. He must roll a 19 or higher on two dice.

Version 2 - Target Number

Both Combat Resolution methods have exactly the same results, but some people find one easier or faster to work with than the other. In the Target Number method, each character has a Target Number Profile (TN Profile). If a foe wishes to hit the character, the attacker must roll against a Target Number equal to the first number of the TN Profile. This number is calculated by determining how many dice the character has in combat, doubling that and adding it to the base Target Number of seven. The remaining numbers in the TN Profile are based on the Damage Percentage table.

Example: Any attacker (not just John) who wishes to hit Cindy must roll against her TN Profile of 21 / 22 / 24 / 27. This means that if the attacker rolls 21 or higher, they successfully hit. Each number in the TN Profile represents a Margin of Success and the corresponding damage. For example, if a character rolls a 23 against Cindy's character, they will do damage equal to the second rating (50%) in the damage record for their attack (since 23 is greater than 22 but less than 24). If John were to attack using this system, he would not be able to hit if he rolled all three of his dice. He would have to sell off one of his three dice to gain the +2 bonus to his roll, gained from each die not used, in order to possibly hit. Therefore, he would need to roll 19+ to hit (exactly the same as above). Remember, it is possible to roll over 20 (and under 2) based on the number of dice rolled compared to the character's number of dice. For each die not rolled, the roll is increased by two. For each die that is added to a roll, the roll is decreased by two, allowing for rolls of 21 or more and 1 or less.

Optional Rule

Automatic Success / Failure

GMs may wish to use the optional rule where a roll of all ones (regardless of the number of dice rolled) is always a failure, and a roll of double tens (only for rolls of two dice) is always a success. When using this method, however, it should be understood that any time the GM requires the character to roll, there is a chance of automatic success and a similar chance of automatic failure. This system encourages the heroic concept by allowing someone to succeed against impossible odds. Conversely, it also allows for failure, regardless of how good someone is.

Combat Resolution

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